

Programme
**9th Forum Media
Technology &
All Around Audio
Symposium**

23 & 24 November 2016
St. Pölten University of
Applied Sciences, Austria

Wednesday, 23 November

8:45 am	Registration	Lobby
9:00 am	Opening & Welcome Michael Iber St. Pölten UAS, AT	
9:10 am	SAMBA - Smart Data for Music Business Administration Andreas Gebesmair St. Pölten UAS, AT	
9:30 am	Challenges and Problems of Automated Mastering Patrik Lechner St. Pölten UAS, AT	
9:50 am	Interactive Storytelling & Audio Apps for HbbTV Nicolas Patz Rundfunk Berlin Brandenburg, DE	
10:10 am	Combining Sonification and Visualization for the Analysis of Business Process Data Tobias Hildebrand University of Vienna, AT	
10:30 am	Sound Quality and User Experience Cornelius Pöpel Ansbach UAS, DE	
10:50 am	Coffee break	Lobby
11:10 am	Music Content Recognition with Machine Learning in Academia and Start-up Thomas Lidy TU Wien, Musimap, AT	
11:30 am	Audio in Digital Healthcare Jakob Doppler St. Pölten UAS, AT	
11:50 am	Music Computing from Opera to Avant-garde Oliver Hödl University of Vienna, AT	
12:10 pm	Electronic Music Archeology Reinhold Friedl zeitkratzer, Goldsmith University London, GB	
12:30 pm	Fluid Control – Media Evolution in Water Christoph Theiler wechselstrom, Vienna, AT	
12:50 pm	Lunch	Lobby
1:20 pm	Sounddesign Education Jörg Lensing Dortmund UAS, DE	

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2:20 pm Speaking about Sound: A Brief Overview of Existing Research on Verbal Timbre Description
Peter Plessas | IEM Graz, MDW Vienna, St. Pölten UAS, AT

2:40 pm Enabling Realtime Collaboration for Musicians
Helmut Herglotz | sofasession, Vienna, AT

3:00 pm Coffee break Lobby

3:10 pm Variable Acoustics and 3D Audio with Amadeus Active Acoustic
Fabio Kaiser | Rohde BeSB, Salzburg, AT

3:30 pm Non-conventional Speaker Settings and Multi-channel Architectures
Paul Modler | Hochschule für Gestaltung Karlsruhe, DE

3:50 pm Parametric Speakers – Personal Experiments and Possible Markets
Mauricio Valdés San Emeterio | Guest Artist at IMA – Institute for Media Archeology St. Pölten, AT

4:30–6:00 pm FMT – Graduate Consortium SR 1.08
Grischa Schmedl | St. Pölten UAS

4:30–6:00 pm Guided tour of St. Pölten UAS labs

7:00–10:00 pm Social Dinner Restaurant
Rendl Keller | Mamauer Kellerweg, 3100 St. Pölten
Rendl Keller

9:00 am–6:00 pm Framework Programme, Audio Studio C, 3rd floor (23 & 24 November)

3D Sound Installations | including Pieces by Alexander Clement (St. Pölten UAS, AT), Thomas Kirchner (St. Pölten UAS, AT), Natascha Rehberg (Darmstadt UAS, DE), Mauricio Valdés San Emeterio (Mexico, Slovenia)

9:00 am–4:30 pm Framework Programme, Lobby (23 November)

Demonstration: Fluid Control - Media Evolution in Water | Christoph Theiler (Vienna, AT)

Thursday, 24 November

9:00 am	Registration	Lobby
9:30 am	Opening Wolfgang Aigner St. Pölten UAS, AT	
9:45 am	Keynote: Visual-Interactive Data Analysis – Obtaining Insight into Complex Data Using Interaction, Visualization, and Data Mining Tobias Schreck TU Graz, AT	
10:25 am	Session 1: Data Modeling & Analysis Chair: Matthias Zeppelzauer St. Pölten UAS, AT Adoption of Technical Reporting Standards Among Austrian Listed Companies – The Case of XBRL Monika Kovarova-Simecek, Tassilo Pellegrini St. Pölten UAS, AT Comparing Shallow versus Deep Neural Network Architectures for Automatic Music Genre Classification* Alexander Schindler, Thomas Lidy, Andreas Rauber AIT, TU Wien, AT	
11:00 am	Coffee break	Lobby
11:30 am	Session 2: Usability and Mobile Applications Chair: Michael Zeiller UAS Burgenland, AT Location-Based Learning Games Made Easy Simon Reinsperger, Florian Grassinger, Iosif Miclaus, Grisca Schmiedl, Birgit Schmiedl, Kerstin Blumenstein St. Pölten UAS, HLW Pressbaum, AT Klangsalat Andreas Negrei, Florian Csizmazia, Tamas Künsztler, Matthias Berger, Patrick Wiertel, Florian Pichler, Maximilian Sramek St. Pölten UAS, AT Convenient Mobile Usability Reporting with UseApp Johannes Feiner, Keith Andrews, Elmar Krainz FH Joanneum, TU Graz, AT Performance Comparison between Unity and D3.js for Cross-Platform Visualization on Mobile Devices Lorenz Kromer, Markus Wagner, Kerstin Blumenstein, Alexander Rind, Wolfgang Aigner St. Pölten UAS, AT	
1:00 pm	Lunch	Canteen

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2:30 pm	Session 3: Information Visualization Chair: Cornelius Pöpel Ansbach UAS, DE Interactive Infographics in German Online Newspapers Sandra Zwinger, Michael Zeiller UAS Burgenland, AT Exploring Media Transparency With Multiple Views* Alexander Rind, David Pfahler, Christina Niederer, Wolfgang Aigner St. Pölten UAS, TU Wien, AT A Review of Information Visualization Approaches and Interfaces to Digital Cultural Heritage Collections Florian Windhager, Paolo Federico, Eva Mayr, Günther Schreder, Michael Smuc Danube University Krems, TU Wien, AT Visual Exploration of Hierarchical Data Using Degree-of-Interest Controlled by Eye-Tracking Nelson Silva, Lin Shao, Tobias Schreck, Eva Eggeling, Dieter W. Fellner Fraunhofer Austria Research GmbH, TU Graz, AT	
4:00 pm	Coffee Break	Lobby
4:30 pm	Session 4: Digital Media Experience Chair: Grischa Schmiedl St. Pölten UAS, AT HETZI – Jump ‘n Run: Development and Evaluation of a Gesture Controlled Game Maximilian Schmidt, Cornelius Pöpel Ansbach UAS, DE Embodied Material Guidance: Augmenting Material for Carving* Marcel Penz, Sreyan Ghosh Umea Institute of Design, SE National Institute of Design, IN	
5:10 pm	Capstone: Wie bringe ich Menschen in neue Welten? Andreas Jakl Tieto, AT	
5:50 pm	Summary & Future Grischa Schmiedl St. Pölten UAS, AT	
7:00 pm	Golden Wire Media Award of St. Pölten University of Applied Sciences including Best Paper Award of Forum Media Technology	Audimax

*Nominated for Best Paper Award

Subject to change.

Additional Information

Keynote: Visual-Interactive Data Analysis – Obtaining Insight into Complex Data Using Interaction, Visualization, and Data Mining

Tobias Schreck, TU Graz, AT

Advances in data acquisition and storage technology lead to the creation of increasingly large, complex data sets across application domains as diverse as science, engineering, business, social media or team sports analysis. Important user tasks for leveraging large, complex data sets include finding relevant information, exploring for patterns and insights, and re-using of data for authoring purposes. Novel methods in visual-interactive data analysis allow to tightly integrate knowledge of domain analysts with automatic data analysis methods, offering solutions for complex analysis problems. We discuss visual-interactive data analysis techniques from our work that support search and analysis in a variety of different data types and novel application scenarios. These include approaches for example and sketch-based search in multidimensional data sets, exploration of patterns in social media data, and visual analysis of soccer match data. We also touch on novel methods to support the analysis and restoration tasks in virtual archaeology. We conclude the talk by discussing research challenges in the area.

Tobias Schreck holds a Professor position at the Institute for Computer Graphics and Knowledge Visualization at Graz University of Technology, Austria. Between 2011 and 2015 he was an Assistant Professor with the Data Analysis and Visualization Group at University of Konstanz, Germany. Between 2007 and 2011 he was a postdoc researcher and head of a junior research group on visual search and analysis at Technische Universität Darmstadt, Germany. Tobias Schreck obtained a PhD in Computer Science in 2006, and a Master of Science degree in Information Engineering in 2002, both from the University of Konstanz. He works in the areas of visual analytics, 3D object retrieval and digital libraries. His research interests include visual search and analysis in time-oriented, high-dimensional and 3D object data, with applications in data analysis, multimedia retrieval and cultural heritage. He has served as co-chair for posters, workshops and panels for IEEE VIS, as well as a co-organizer for the EG workshop on 3D object retrieval in the past.

Capstone: Wie bringe ich Menschen in neue Welten?

Andreas Jakl, Tieto, AT

Jedes Tool verändert, erweitert oder verbessert einen kleinen Aspekt unseres Lebens. Dieses Ziel hat jede mobile App – Augmented Reality oder Wearables sind nur die aktuellsten Schlagwörter. Jedoch: welche Möglichkeiten gibt es, tatsächlich nützliche Informationen auf raffinierte Weise in die Welt der Nutzerin oder des Nutzers einfließen zu lassen? Die Planung genialer Apps, die genau das schaffen, beginnt bereits bei der User Experience und kombiniert diese auf neuartige Weise mit immersiven Technologien wie auch Location Based Services. Wir betrachten Erfolgsrezepte und inspirierende Apps, denen dieser Ansatz gelungen ist.

Andreas Jakl arbeitet seit 2004 mit mobilen Apps. Als Mobility Expert von Tieto erweckt er die Vision der Partner für mobile Apps zum Leben. Gemeinsam mit der mobility.builders Community organisiert er die regelmäßigen Mobile Developer After Work Events, wo Expertinnen und Experten ihr Wissen und ihre Erfahrungen teilen. Er ist außerdem Microsoft Most Valuable Professional (MVP) für Windows Development und entwickelt Open Source Bibliotheken für Bluetooth Beacons und NFC.

Conference Committee 2016

Conference Chair: Wolfgang Aigner, Grischa Schmiedl | St. Pölten UAS, AT

Paper Chair: Kerstin Blumenstein, Matthias Zeppelzauer | St. Pölten UAS, AT

Symposium Chair: Michael Iber | St. Pölten UAS, AT

Graduate Consortium Chair: Grischa Schmiedl | St. Pölten UAS, AT

Programme Committee: Bilal Alsallakh | Bosch Research, San Francisco, USA; Arnold Baca | Vienna University, AT; Benjamin Bach | Monash University, AUS; Alessio Bertone | Dresden University of Technology, DE; Jakob Doppler | St. Pölten UAS, AT; Astrid Ebner-Zarl | St. Pölten UAS, AT; Stefan Emrich | Drahtwarenhandlung, AT; Thomas Felberbauer | St. Pölten UAS, AT; Andreas Gebesmair | St. Pölten UAS, AT; Pascal Goffin | Inria, FR; Nicole Gonser | UAS of WKW, AT; Thomas Grill | OFAI, AT; Johanna Grüblbauer | St. Pölten UAS, AT; Robert Gutounig | UAS Joanneum, Graz, AT; Svenja Hagenhoff | Friedrich-Alexander University, Erlangen-Nürnberg, DE; Mario Heller | Vienna University, AT; Isabel John | Würzburg-Schweinfurt UAS, DE; Andreas Kerren | Linnaeus University, SE; Simone Kriglstein | Vienna University, AT; Georg Kuntner | St. Pölten UAS, AT; Robert Laramée | Swansea University, GB; Christian Martin | Augsburg UAS, DE; Dalibor Mitrović | mediamid digital services GmbH, AT; Paul Modler | Karlsruhe University of Arts and Design, DE; Thomas Moser | St. Pölten UAS, AT; Paul Murschetz | Alpen-Adria-Universität Klagenfurt, AT; Christoph Musik | St. Pölten UAS, AT; Tassilo Pellegrini | St. Pölten UAS, AT; Peter Plessas | IEM, Graz, AT | St. Pölten USA, AT; Cornelius Pöpel | Ansbach UAS, DE; Helmut Ritschl | FH Joanneum UAS, AT; Paul Rosenthal | Chemnitz University of Technology, DE; Raphael Schneeberger | PocketScience GmbH, AT; Michael Sedlmair | University of Vienna, AT; Christian Tominski | University of Rostock, DE; Rosa von Suess | St. Pölten UAS, AT; Tatiana von Landesberger | TU Darmstadt, DE; Manuela Waldner | TU Wien, AT; Michael Zeiller | UAS Burgenland, AT

Host Institution

Forum Media Technology is an event of the Institute of Creative\Media\Technologies (IC\MT).
St. Pölten University of Applied Sciences
Matthias Corvinus-Straße 15, 3100 St. Pölten, Austria

Organisation, Information and Inquiries

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More Information

fmt.fhstp.ac.at

Registration

Please register with the following link: fmt.fhstp.ac.at/anmeldung
If you need assistance regarding registration please contact forummedientechnik@fhstp.ac.at.

Conference fee | All participants are subject to a conference fee of 90 Euros. This fee includes refreshments (coffee breaks and lunch) during the conference. Attending Master's and Bachelor's students are exempted from the fee, but have to pay for their lunch. People (e.g. self-employed creative, start-ups, alumni) whose conference fee is not settled by an institution (university, company, etc.), may be exempted on request. Registrations are accepted until 16th November 2016.

Parking Lot

Heinrich-Schneidmadl-Straße

