The First International Workshop on Motor Learning for Music Performance (MOTION2017) in the framework of the

17th Intl. Conference on New Interfaces for Musical Expression

Copenhagen, Denmark, May 15, 2017

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Aaron Williamon Centre for Performance Science Royal College of Music London, UK The *First International Workshop on Motor Learning for Music Performance* (MOTION2017) investigates the links between music performance training and motor performance features, in order to design systems and interfaces supporting learning of both traditional and novel music instruments. The quality of the motor performance is of great importance in music training, especially in learning how to play a music instrument. This indeed requires accurate movements of the limbs and of the body, fine-grained control of posture, and a high biomechanical efficiency. Moreover, a wrong training approach may cause mechanical problems developing into injuries and levels of excess tension that restrict freedom of movement. Finally, it is well-known that movement and gesture play a major role as conveyors of expressive content in music performance. Such issues are even more crucial for the new generation of digital interfaces for music expression, where the lack of a consolidated tradition in the pedagogical methodologies as those existing for traditional music instruments, can be remedied by developing effective automatic analysis and feedback systems supporting students and practitioners in their training activities.

The workshop represents a unique occasion for researchers and practitioners to meet and discuss motor performance in music instrument training under different perspectives, including e.g., musical, pedagogical, psychological, biomechanical, and computational aspects, with a multidisciplinary approach. The goal is to discuss current research, to identify research challenges, to show results, and to foster collaborations.

The workshop is partially supported by the EU-H2020-ICT Project TELMI (http://telmi.upf.edu). The goal of TELMI is to design and implement novel multimodal interaction paradigms and technologies for learning to play a music instrument, having the violin as a case study.

A special issue of a journal based on selected contributions from the workshop is planned.

Workshop topics

We encourage submissions including, but not limited to, the following topics:

- pedagogical frameworks and approaches
- studies of motor / physical skills necessary to play particular instruments
- experimental methodologies
- datasets of motion recordings during music playing
- techniques for extraction of multimodal features from a music performance
- biomechanical models
- computational models of the technical quality of a motor performance
- techniques and computational models for assessment of risks of injuries
- techniques for generating feedback to support music instrument learning
 case-studies
- systems and applications

Electronic Submission

We invite the submission of one-page abstracts, following the NIME 2017 template (please see http://www.nime2017.org/submit/). Contributions should be sent to motion2017@infomus.org and will be reviewed by the workshop chairs.

Website of the workshop: http://www.infomus.org/MOTION2017/

Important dates

Submission deadline: April 27, 2017 Notification to authors: May 1, 2017 Workshop: May 15, 2017





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