

## **Report from Eng Tat on YoungCT 2009**

YoungCT is an annual forum that is organized by the students from KAIST Graduate School of Culture Technology, to facilitates discussions on a variety of cross-disciplinary research topics. This year's YCT forum invited 10 graduate students from various countries.

The conference chair is Assistant Professor Woon Seung Yeo from KAIST. The guest lecturer and keynote speaker is Prof Chris Chafe, director of the famous Center for Computer Research in Music and Acoustics (CCRMA).

This year's YCT forum is special for few reasons, first it is hosted at a famous Korean skii resort (first time) and it was held in 2010 instead of 2009 due to some logistics issue. I was present at YCT 2007 forum, which has held in KAIST campus. Benefits of having the forum at KAIST include more local student participants and the opportunity to visit the research labs. However having the forum at a skii resort is very refreshing and provides opportunity for participants to do activities together outside of conference hours, which is a natural avenue for socializing. For example Nimesha and I learned snow boarding from other participants.

The forum hospitality is second to none. They sent students to receive us from the airport and bring us to the hotel at the resort. The organizers and student helpers are always taking care of the needs of the participants. The food in Korea is fantastic and they throw a nice party at the end of the forum in Seoul.

The size of the forum in term of number of participants is small, 10 participants, about 10 KAIST student organizer volunteers, 1 faculty member, 1 guest keynote speaker. This allows good discussion among all the people there throughout the forum.





### **Keynote speech by Professor Chris Chafe**

The topic of the speech is musical teleportation: making music together around the globe via Internet. Prof Chafe research focuses on networked music performance, allowing musicians to performance together remotely through the Internet. Challenges in this research is to overcome the network latency, and ways to provide more information to the musicians as would in an actual physical performance for example the special orientation, etc. They use non-compressed audio for uncompromised sound quality. They are experimenting with ways to minimize the latency, including placement of microphones to directly pickup the sound from the source (as a gauge, sound delay is about 3ms for 1m distance). He is exploring means to provide more information to the musicians, for example visual cue which is currently missing in the networked music.

I also came to know that the once top iPhone application, Ocarina (<http://ocarina.smule.com/>), was invented by one of his researchers, Ge Wang in CCRMA. The application allows users to blow into the microphone on the iphone and press on the touchscreen to play tunes.

More information about CCRMA can be found here:

<https://ccrma.stanford.edu/home>

## **Digital Graffiti: Urban Subculture in Digital Environments**

Sam Dunne, University of Art & Design Helsinki, Finland

The presenter's research looks into using digital technology to enable graffiti and art to take on new forms and grow on the Internet. This research is at conceptual phase where no actual development work has been carried out yet. Comparison between virtual space and physical realm has been done to explore possibilities for integrating urban culture on the Internet. The idea is to allow users to anonymously create layers of graffiti on websites, hence making those websites like a public space for creative expression. It would be interesting to see how this project would take off in countries like Singapore where graffiti may be mistaken as vandalism.

## **A Cultural Approach to Human-Centered Design – Measuring User Perceptions Attractiveness in Smartphone Icons**

R. Rousi, University of Jyväskylä

This presentation investigates user perceptions of attractiveness in Smartphone icons. The author wanted to find out does attractive things works better as suggested by Don Norman and if there is any cultural influence. The studies were conducted with users from Finland, Australia and some other countries. From her study, she found that attractiveness does not always mean decorative, cute or compositionally alluring, instead in the user context attractive means ease to use/see, easy to understand and clear to decipher. I referred her to a related CHI paper, The "Beauty Dilemma": beauty is valued but discounted in product choice, which investigates the relationship between beauty and usability and the general impact of beauty on product choice and use.

## **Modeling lyrics as emotional semantics**

Michael Kai Petersen

Technical University of Denmark

The author researches into new cognitive interface which could in the future allow users to search through big libraries of music and videos, depending on how they emotionally perceive the media content. Natural language processing was applied to the lyrics of the songs to analyze the emotional content and later the data was validated with the emotional tags describing the corresponding songs.

## **Poetry Mash-up: Poetry communication for digital youth**

Nimesha's presentation was well received, and the audience thinks that the output from the poetry system is really meaningful during his demo.

## **Confucius Computer**

I presented our research in using new media to bridge the cultural communication through social network and interactive games. The concept was well received by the participants. I invited the participants to try the applications from our website. There were few questions from Prof Chafe and Prof Yeo about expanding the Confucius music part to algorithmic music generation and using different kind of music filtering. I had the chance to talk to Prof Chafe about the research in music technology and he shared with me about the research done in CCRMA.



## **Real Name Verification Law in South Korea**

Steven Sams, Yeungnam University, South Korea

It is my first time knowing that there is actually such regulation to verify your real identity when using the Internet. Apparently reasons behind these are because of the increase in cyber defamation and bullying which resulted few celebrities to commit suicide.