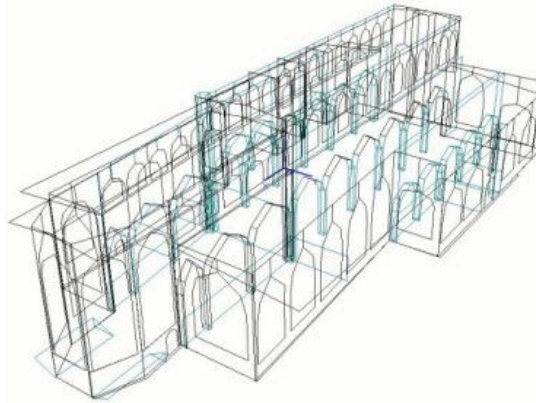


# I-HE(AR)<sup>2</sup> [I Hear Too]

## Improving Heritage Experience through Acoustic Reality and Audio Research

### AHRC/EPSRC Science and Heritage Research Cluster

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#### **Background to the Research Cluster**

Sound, often considered the poor relation of visual stimuli, plays a significant role in conveying information for rapid assimilation by a listener, and is a key component in the multi-modal perception of virtual/augmented reality applications. Audio materials also form an important part of any modern library or archive, and soundart can lead to new interpretations, interactions or experiences with both sound as a material and the environment in which it is presented.

The remit of I-HE(AR)<sup>2</sup> encompasses the understanding and preservation of heritage through:

- the consideration of sound objects (recordings, sound archives, music, instruments),
- the built environment (architectural acoustics, archaeological acoustics, auralization)
- sites and landscapes (sound in context).

All of these elements are subject to change over time and so their preservation is vital for understanding of the past by future generations. The I Hear Too research network will focus on two key research questions

- How can audio and acoustics research be employed in the interpretation, understanding and representation of heritage materials and artifacts?
- How might such audio materials be better preserved for future generations of researchers and heritage visitors?

A series of workshops is planned to provide a forum for researchers, artists and industry partners to discuss the questions, to share good practice and to identify and plan future research in this area.

**Monday April 20th 2009:**

Sound and the Heritage Experience

*National Railway Museum (York)*

**Monday May 18th 2009:**

Sound as a Heritage Object  
*British Library Sound Archive (London)*

**Wednesday 23rd September 2009:**

Virtual and Augmented Acoustic Auralisation  
*Arup Digital Design Studio SoundLab (Glasgow)*

**Weds October 7th 2009:**

**I-HE(AR)<sup>2</sup>-Live**, Day Workshop and Live Evening Showcase Event (public event)  
*York Minster (York)*

**Aims and Objectives of the Network**

The aim of the I-HE(AR)<sup>2</sup> research cluster is to raise the profile of science/heritage related audio, acoustics, and virtual/augmented audio reality research through the following objectives:

1. To bring together a body of researchers, practitioners, heritage stakeholders and potential industry partners from across the range of disciplines covered by this call.
2. To more widely disseminate and raise the profile of this work across the remit of all key stakeholders, including the wider public, through a website, networking sites, workshop-focused podcasts and in particular the I-HE(AR)<sup>2</sup>-Live showcase event.
3. To consider research questions associated with the nature of both preserving and working with sound archives, virtual acoustic environments, sound in context, access, interaction and interpretation.
4. To develop further funding proposals based on the outcomes of these objectives.

Attendance at the research workshops is open to all, but registration is required in advance. To register for these events, or to indicate your interest in the cluster please contact:

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