Get Ready: Collaborative Live Coding Performance with Glicol Music Programming Language

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ABSTRACT

Glicol is a computer music programming language that can run in web browsers for music live coding. It has its own audio engine written in Rust. The web app also comes with a unique collaborative music making mechanism called 'get-ready'. In this performance, we will perform under this mechanism, and invite the participants from the potential Glicol workshop to join. The venue needs to have a stable internet connection and an audio interface that can connect to Apple MacBook's USB-C port.
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1. DOCUMENTATION

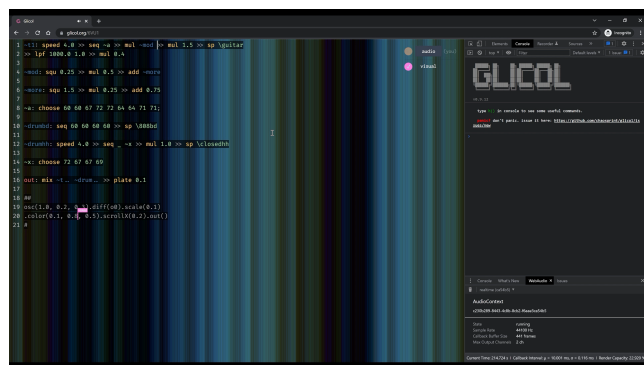Figure 1: Glicol's collaboration interface.

The recent performance of Glicol was at the 24-hour streaming performance for Algorave 10th Birthday [1]. Also, this short video introduced some features of Glicol with a short demo of the collaborative mechanism on Glicol's web app in the end of the video[2].

2. PERFORMER BIOGRAPHIES

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[1] https://www.youtube.com/watch?v=atoTujbQdwI
[2] https://youtu.be/JEMhMlRQN0A

Qichao Lan is a computer-musician and researcher in music technology, specialising in audio programming, live coding, new instrument design, and music AI. He is also publishing open-source software and performing live coding music under the name 'chaosprint'. In 2018, Qichao gained his master's degree in Sonic Arts at the University of Sheffield. Now, he is a doctoral research fellow funded by the Nordic-SMC organisation and works for the RITMO Centre at the University of Oslo. He is currently focusing on developing a new programming language called Glicol which can be used for live coding music performance, music AI research and STEM education.

Alexander Refsum Jensenius is a music researcher and research musician. His research focuses on why music makes us move, which he explores through empirical studies using different types of motion sensing technologies. He also uses the analytical knowledge and tools in the creation of new music, with both traditional and very untraditional instruments. As chair of the NIME steering committee, he is a leading figure in the international computer music community. From 2017 he co-directs RITMO Centre for Interdisciplinary Studies in Rhythm, Time and Motion, an interdisciplinary centre of excellence at the University of Oslo. As a member of the EUA Expert Group on Science 2.0/Open Science, he is also involved in pushing for modernising the way research is conceived and conducted.

3. ACKNOWLEDGEMENTS