

## Newsletter's Summary

### Agenda



Get a reminder on upcoming events and deadlines. Feel free to contribute if you become aware of any change!

### News



This month we highlight the details of the SlovakYAN event and a story and pictures from ICSV.

### Job announcements



Find your dream job in this fresh list of opportunities! If you wish to announce a position, please email the [YAN team](#).

### Publications



This month, find a publication by Richard Yanaky, "Exploring the use of soundscape sketchpads with professionals".

## Publications



### Exploring the use of soundscape sketchpads with professionals

Most urban professionals (planners, designers, policy-makers) are not trained in acoustics or soundscapes. However, the decisions that they make often shape the sound environments as sound touches on many aspects on urban life, including mobility, tourism and economic development. To better equip them to design with sound in mind, we have developed a new virtual-reality soundscape sketchpad, City Ditty, along with a short training session. A usability study revealed that users could learn basic soundscape principles and apply them to design their soundscapes in less than an hour. Such tools are not meant to replace acoustic software, but rather complement them by providing a simple interface to sketch audio/visual soundscapes, allowing people to experience the implications of their design decisions (e.g. pedestrianization, construction sites) across different contexts such as time of day, and season. Such sketches can act as discussion points for public consultations and help communicate requests to sound experts for further refinement. This paper extends existing work by further investigating how professionals see themselves integrating soundscape sketchpads into their work and suggests an emerging technologies framework to help convince decision makers of the value of proactive soundscape planning.

### About the Author



Richard Yanaky is near completion of his PhD at McGill University's School of Information Studies and is affiliated with the Sounds in the City cross-sector partnership, the Centre for Interdisciplinary Research in Music Media and Technology (CIRMMT), and the Multimodal Interaction Lab. Previously, he taught Applied Computing at Sheridan College's Faculty of Applied Science and Technology, and holds an MSc in Linguistics, focusing on speech acoustics and perception. Currently, he holds a Wolfe Graduate Fellowship in Scientific and Technological Literacy in recognition of his efforts to help empower more people to get involved with how their cities can sound. This is being done through the R&D of a new immersive tool, City Ditty, created to help people auralize multi-sensory experiences, educate them on urban soundscape design, and support the rapid prototyping of urban soundscapes that consider sound as a resource in different contexts.

