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Title and abstract

Mobile Sound Art: Audiovisual Audience Experience

Hundreds of artists have used mobile media for sound artworks, as described in my taxonomy. This talk focuses on the category 'Placed Sounds'. It is defined as the artist(s) placing sounds (abstract sounds, fictional or historic narratives) in public spaces - the audience's trajectories through this space (by walking or driving for example) then make individual spatial-temporal 'remixes' of these sounds. This talk analysis the audience experience of participating in one of these 'placed sound' artworks, a GPS sound walk. One of the themes emerging from the audience's reports is the heightened attention towards audio-visual sensory perception. I argue that Lefebvre's temporal concept of rhythmanalysis is productive to understand these accounts. It allows me to analyze moments of sensory synchronicity, the intertwining of linear time (GPS) and organic time (walking bodies) in the performance of the audience trajectory, and to discuss how auditory and embodied immersion into the experience at the same time allowed for critical reflection.