

*Post-digital II*  
*(Music after Spotify)*

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*for any number of performers and a multitouch frame interactive system*

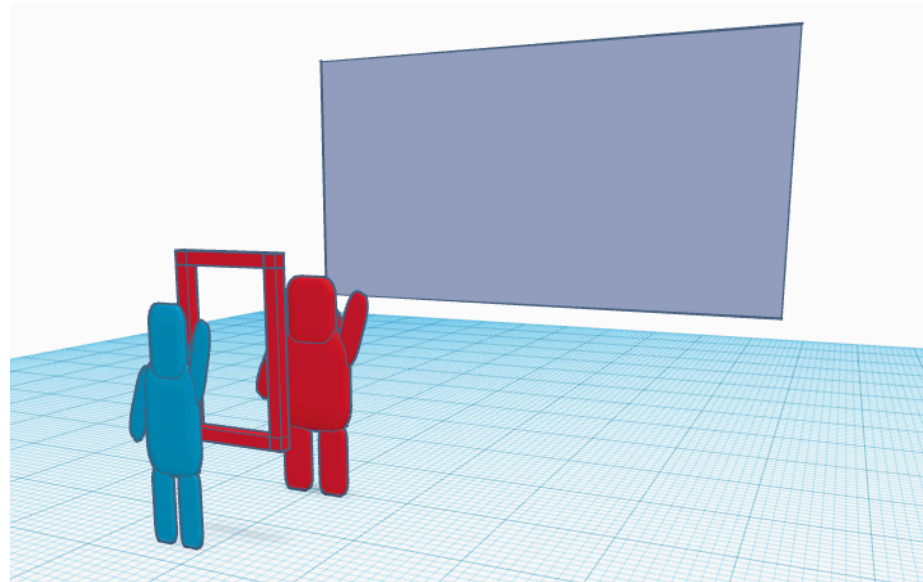
## *Introduction*

*At the audio streaming era we have access to millions of songs everywhere we are, everywhere we go. Streaming platforms recognize our cultural values from our playback. Every track we like, it shapes new aspects of our digital identity. Every playlist we create it denotes political values, personal interests and hobbies. Every friend we follow expands and interconnects this metadata network.*

## *Setup:*

- 1) Interactive frame 32 inches (vertical format) connected to computer\**
- 2) Projection (from same computer) on a screen bigger than performers*
- 3) Stereo audio output connected to speakers*
- 4) Spatial setup: look at figure 1*

*\* Contact the author to borrow the interactive frame and its computer*



## *Action score:*

- 1) A few weeks before the performance, participants share their digital audio playlists with THE CLIENT : the person in charge of the interactive system (i.e. the author or another trained-in-the-system person).*
- 2) In the concert:*
  - 2.1) Participants wait next to the interactive frame*
  - 2.2) The client (blue person in figure) invites one by one of participants to stay behind the frame (red person in figure)*
  - 2.3) The client reads each participant's body score, tracing lines with his/her hands on the frame.*
  - 2.4) Repeat for each participant selecting the corresponding data set.*

Alto Sax

Electric Guitar

Drum Set

Violin

Cello

The image shows a musical score for five instruments: Alto Sax, Electric Guitar, Drum Set, Violin, and Cello. Each instrument has a staff with a 4/4 time signature. The Alto Sax staff has a key signature of two sharps (F# and C#). The Electric Guitar, Drum Set, Violin, and Cello staves are in their respective standard clefs (treble for guitar and violin, and bass for cello). The score is mostly blank, with a few rests indicated by short horizontal lines on the staves.