

g e o r g k l e i n

TOPOSONIE :: SPREE



Topographic Composition for an Urban Space Participative Sound Walk at river Spree in Berlin-Mitte

field recordings, script, composition, sound field development: Georg Klein
app development, website: Udo Noll
Speaker / actor: Oliver Urbanski (Berliner Ensemble)

duration: free choice, total duration: 60 min.

Opening: 14th of July 2013, unlimited

Project by INM Berlin

Media partner: DeutschlandRadio Berlin

Organisation: KlangQuadrat – büro für klang- und medienkunst berlin

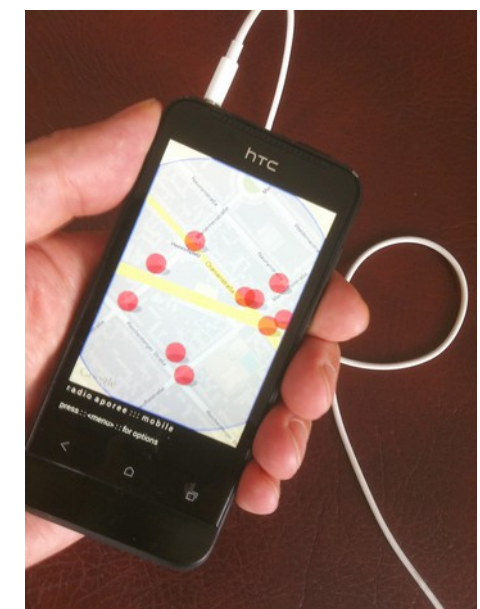
In the project **Toposonie::Spree** a sound walk will be developed using a new technique: a smartphone application (app), the user can listen to sounds depending on his position in the urban space (by headphones). In opposition to a fixed sound walk it's possible for the listener to move in a certain area free and independent, in his own time. The sound course will follow the river Spree in the center of Berlin, in the west and the east of Station Friedrichstraße, with about 30 sound points and a total duration of 60min.

The basic idea of this sound walk is to overlay the visible and audible reality with a second – audible – reality. Sounds are overlaying the present situations, 'coloring' the environment by noise and music and let appear different layers under the visible surface. The sounds will be generated by filed recordings and electronical generated sounds. For each sound point (red point in the map) a sound status will be built, which is varying somehow. At certain points in the urban space voices, noise or music will appear suddenly, irritating the acoustic perception.

Temporally the sound walk will be built non-linear, as a course of **sound fields** (sound points + sound radius). On this way a person will come several times: a jogger who's voice will appear suddenly. He marks some special locations by telling some informations, questions etc.

The total concept has two dimensions: a horizontal – alongside the waterside of the river Spree – and a vertical through the different sound radii. These can be merged at certain points so that the visitor can walk in his own way through. In this way the 'sound walker' developes his own 'piece', his individual sound walk.

This way can be recorded by the smartphone-app and published by the website of the project. There, other poeple can join his individual sound walk by listening 'his way', and of cause the sound walker himself can listen to his walk afterwards. Thus, the sound walk can be notices by a broader public via internet than just a local event.



Smartphone mit Soundwalk-App (Test)