

*Scapes* is a sound installation at the DeCordova Sculpture Park and Museum in Lincoln, MA which augments the physical landscape of the park with a location-sensitive layer of audio. This audio layer contains a mixture of instrumental music and spoken voices - contributed by participants - both of which are influenced by the participant's location within the sculpture park. As such, the participant's body becomes the primary mode of interaction with this project; as they move through the park, they control how their individual "audioscape" unfolds. Participants will use a handheld wireless device and headphones with which they can listen to audio as well as make their own recordings which will be immediately assimilated into the piece for everyone to hear. As such, *Scapes* has two modes of operation: SPEAK and LISTEN.

In SPEAK mode, participants will be given instructions such as "Go to your favorite place on the museum grounds and make a recording about why you love that place" or "Describe what the weather looks like from where you are standing" or "Describe what this location sounds like". These recordings will be immediately stored in a central database tagged with the corresponding location and demographic information of the speaker. Effectively, participants will be able to leave invisible pieces of audio throughout the DeCordova grounds for others to discover and hear.

In LISTEN mode, participants will be able to choose the types of voices they are interested in listening to ("I want to hear only female adults speaking about Instruction 1", for example). Once these selections are made, audio which contains a randomized mixture of the selected voices fading in and out along with instrumental music will begin streaming. However, only voices that were recorded in locations nearby the participant's current position will be heard. As participants wander around the grounds, they will be creating their own unique audio experience based on their changing location and their filtering selections. They will "run into" sounds and discover augmented aspects of the landscape that were never there before and can't be seen, but nonetheless make an interesting contribution to the location.

Original music, also influenced by physical location, will accompany the playback of the voices. It will be inspired by the physical and aural landscapes and will introduce real-time participatory influences too. The grounds will be divided into several areas, each with a particular musical feel so that when participants walk from one area to the next, the music shifts accordingly. Algorithmic compositional techniques will generate music which continually evolves in a similar fashion to the landscape of voices which continually accrete.

With my work in general, I try to create communities of people through participation. By allowing people to leave their mark or tag on the landscape in a non-destructive way, the DeCordova grounds will be transformed into a collective work. Myriads of personal comments will be distributed throughout the grounds which will hopefully give visitors a more varied, meaningful and if nothing else, different, experience of walking around a sculpture garden.

Whenever I go on a walk or hike, I am constantly surprised by what comes into my own mind generated by all the visual and aural influences. But that said, hearing my companions' reactions to the same experience opens my eyes even more to my surroundings and puts me in a contemplative space where I can learn and broaden myself. My goal for *Scapes* is to provide individuals with a similar situation in which they can be exposed to thoughts of other individuals in a stimulating way and express their own thoughts for others as well. Exploring a beautiful location with open ears and open eyes is something I like to encourage.