

	Name of Work	Artist(s) / Researchers	Mobile Technology	Sound Production	Site Specificity	Sound Material	Main Theorists Discussed	Main Themes of the Work	Genre Identification	Outlier	User-Generated	Geo-Tagging or GIS	Pre-composed	Real-time processing	Mobile Phone	Mic Input	Web App	General System Design	Spatial Sound	Design Evaluation
1	There to Hear	Samuel Thulin	MP3 player	pre-composed	Montreal	sounds along three kinds of commuter routes	Michael Bull, David Beer, DeCerteau, Lefebvre	Liminality, Headphone Porosity, Connection to place, slippage	Soundscape				x							x
2	The Missing Voice (Case Study B)	Janet Cardiff	discman	minidisc	east London	binaural recordings, mix of sounds	NA	sensuousness of walking, narrative and place	sound walk				x							
3	Sonic Geographies	Proboscis	PDA or phone	web-streamed content	London	uploaded content	NA	experiments, scenarios, maps, journeys, personal and urban space	cultural geography		x	x	x		x		x			
4	Memoryscapes	Toby Butler	iPod, mp3 players, mobile phone	device file playback	London's Docklands, (River Thames)	field recordings	DeCerteau, Situationist Derive, Christopher Hill (Marxist historian), T. Creswell	aural ecology, place-based oral history	social geography				x		x					
5	Almost Grand	Betsey Biggs	downloadable mp3	pre-composed soundscape	a specific route is to be taken starting at a specific time	composition of layered field recordings	NA	memory-catalyzed narratives, cinematic lull, waking and dreaming, site-specific "cinematic dreams"	sound walk				x		-					
6	Davos Soundscape	Jan C. Schacher	Linux Gumstix GPS, C, PDA	interactive, GIS route sequences the sounds	Davos	Field Rec + Elect. (data)	Eco, Deleuze/Guattari, Debord	open work, semi-open headphones, displaced field recordings, interaction, drift, deterritorialize	augmented + soundscape			x	x	x						x
7	Sonic Interface	Akitsugu Maebayashi	Mac Powerbook G3 with Max/MSP and headphones	sound effects, delays applied to ambient sound, and local sound itself, cutup remixing of sound fragments into a "mosaic" which loop	NA	unspecified random sounds plus fx processing plus local environment	NA	Transforming soundscape into something engaging, breaking synchronicity, decoupling sound and vision	soundwalk	x				x		x				
8	Sonic City	Lalya Gaye	sensors, bx-24, usb-midi, laptop, mic, headphones	PD (pure data)	NA	generated in PD library of sound files to be chosen from, or pruning sounds others have planted	NA	sonic interaction with urban space, mapping movement and environmental features into sound	interactive music					x		x				
9	Tactical Sound Garden	Marc Shepard	any wifi device, uses wifi locations to determine spatial location	sound effects library (file list)	distance or location from a wifi hotspot		NA	community gardening	NA	x	x	x	x		-		x			
10	Mediascape	HP Labs	multiple (see guide)	sound files	any, use of GPS for place-specific content	sound files	NA	Creating space-anchored narratives, games and experiences	Location-based Experience Design		x	x	x		x	x	x			
11	net_derive	Atau Tanaka	two mobile phones and a GPS unit	musique concrete of local street sounds	users are given a "mission" via voice commands	streamed live audio and effects	Guy Debord	psycho-geography	psycho-geography	x			x	x	x	x				
12	MARA (mobile augment reality audio)	Harna et al	Binaural with computation (Ajax, PHP, Flex, openAPIs, Google Maps, Audioboo, SoundCollider, Flash GUI, jQuery, Twitter)	AR, impulse resp	none, multi-purpose	mix of virtual and real	Turing (Turing test, decidability)	Mixed Reality Spectrum, wide range of applications, sound spatialization	AR				x			x		x	x	x
13	SWAF: soundscape web app framework	Choe and Lee	Database, Documentation, Google Maps, GUI-based	uploaded field recordings, Twitter shares	Seoul		Schafer, Truax	practical implementation of Schafer's schema	Soundscape performance, walking, theoretical investigations		x	x	x	x	x	x	x			x
14	Various works of the artist	Jessica Thompson	Arduino, MIDI shields, GPS modules, headphones	unspecified, varies	non-site specific	varies, from live mic to sampled sounds	Miwon Kwon, James Meyer	sound, performance, mobile, embodied interaction, the functional vs. the geographically literal site	AR app			x		x	x					
15	Tooza	commercial app	app	upload audio	any site	user created audio music in the app, responds to web data and mobile sensors	NA	people being info guides for others	AR app		x	x	x		x	x	x			
16	Inception iOS	commercial app	app	choose a dream	non-site specific		NA	"soundtrack to your life" or "turn life into a dream"	AR app				x		x					
17	Mobile AR sys with binaural	Albrecht, Lokki, Savioja	binaural mics, USB powered mixer/EQ	binaural mics plus aux input	non-site specific	mix of virtual (unspecified) and environmental	NA	AR, design evaluation	AR applications, design evaluation					x		x		x	x	x
18	Hear and There	Rozier, Karahalios, Donath	GPS reciver, digital compass, luggage cart, Palm Pilot, GUI, web, headphones	Mic (voice, field recording), add music etc at home	geo tag (any site), make a path	any, user generated	NA, general discussion of past AR applications	AR, user generated content, mobility (bulky system)	AR		x	x	x			x	x			
19	Walk with Me	Rijswijk and Strijbos	iPhone app	aleatoric- phone mic plus music parameters, geo-tagging	sound walks in various cities, but not specified	musicalized parameters plus live mic feed sometimes	NA	interactive aleatoric sound walks, platform: inviting other composers in various cities to compose for the app, "personalized cinematic experience"	Acoustic Ecology, sound walks		x	x	x	x	x	x	x			
20	Natuarual.com	Milena Droumeva	iPhone apps: Faber Acoustics dB, Recorder, blog	mobile recording and geo-tagging with SPL readings	any	field recordings from mobile mic input	Schafer, Truax	Acoustic Ecology, sound walks, personal experience, annotation and research tools, user generated content	Acoustic Ecology, sound walks		x	x	x		x	x				
21	Soundwalks.org	discussed in above article	Geotagged user generated web-based content to synthesize sound walks	web-based interaction	geotagged	user uploaded recordings	NA (site not currently live)	NA (site not currently live)	Acoustic Ecology, sound walks		x	x	x				x			

22	Audio Nomad	Helyer and Veronesi	surround enabled headphones, geo-tagging, otherwise unknown	movement	site specificity is implied throughout but there is a lack of explicit details in the article	oral history, archival audio, local historical info, field recordings and music	literary inspirations: Frances Yates, Laurence Stern	Tristram Shandy's one-to-one scale map, cartographic representation and sound	Social and Cultural Geography computer science and psycho-acoustics	x	x	x		x	x	x		x		
23	Super Realistic Environmental Sound Synthesizer	Innami and Kasai	native apps or server side web applications	app controller (not discussed in detail)	any site anywhere (Tokyo was demo'd)	sound metadata, location GIS data, actual sound sources	some discussion of others' research in related areas	virtual reality, realism, environmental sound		x	x		x	x		x	x		x	
24	Generative Soundscape System	Schiroso, Janer, Kersten, Roma Paterson, Kearney, Naliuka, Carrigy, Conway	Super Collider, KML, XML, user generated content	Interactive, user generated, graph synthesis	NA	user generated (uploaded) and dynamically processed	NA	Description of a system that enables sound design of soundscapes that make it easier for users to cover a wide range of applications	designing systems	x	x		x	x	x	x	x		x	
25	Viking Ghost Hunt		Android, wavelets, game app	generative (wavelets), sample based, reverb	Dublin	sfx, music, voices, interaction sounds	Gestalt, Meyer, Bregman	engagement, reverb, locative games, psychoacoustics, design evaluation	AR/MR, locative games		x	x		x						x
26	Urban Remix	Freeman, DiSalvo, Nitsche, Garrett	Android and iOS	field recordings, geo-located sound, mobile phone mic input	geotagged anywhere	field recordings from mobile mic input	Schafer, Truax, Westerkamp, Situationists, de Certeau	geo-located sound, community engagement, sound of local neighborhoods, collaborative and community participation and creation, the experience of creating soundscapes, simple to use interfaces and website for creating soundscape scores	Soundscape, Acoustic Ecology	x	x	x	x		x	x	x			x
27	Sound Garden	Vazquez-Alvarez, Oakley, Brewster	phone, headphones, external GPS unit, magnetometer	proximity zones, 3D audio spatialization	Municipal Gardens of Funchal Madeira	Earcons, animal sounds, some speech	NA, some discussion of related works	Design evaluation of four stages of design, with the goal of defining effects of 3D spatialized audio relative to other modes	AR		x	x	x	x					x	x
28	Audiomobile	Owen Chapman	iPhone	field recordings, geo-located sound, mobile phone mic input	Montreal, anywhere	mobile field recordings	NA	collaborative field recording machine learning, predicting affect, audio feature extraction, real-time system for improvising performers, affect grids (subjective emotional feedback)	"everyday sound art"	x	x	x		x	x	x				
29	Impress	Mile Thorogood	mobile phone	NA	in a live soundscape performance context	NA	Truax, Guastavino, Russell		soundscape	x	x		x	x		x	x			x
30	SoundScapeTK / No Places with Names	Tom Stoll, kitefishlabs	iOS toolkit (iOS developer account required)	users create audio files with a "gpsn" suffix for geo-tagging sounds	geo-tagged	software code on GitHub	Leo Marx (No Places With Names)	an open source iOS toolkit, "critical acoustic archaeology"	soundscape, cultural geography	x	x				x				x	
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