

Research interests

My research focuses on mediation and transformation of listening experience through the design of interactive artefacts, particularly regarding themes of sense of place and space.

My artistic practice and research span across digital and interactive media, investigating topics such as sense of place, memory and mediation of listening experience. My projects have involved creating mobile sound installations, radio artworks broadcasting text-to-speech data streams, exploring issues within the film archives of British colonial history, interactive music using e-textiles and responsive sonic environments.

I co-authored the *Gestural Sound Toolkit*, a toolkit for rapid prototyping of interactive sound systems based on gestural-sound mappings, machine learning and digital sound synthesis and sample manipulation. I investigated how retroactive listening and sonic memories can be used to generate interaction scenarios using body movement, digital sound processing and motion sensors.

Employment

Lecturer in Digital Creativity

Lecturer

Theatre, Film, TV and Interactive Media

University of York

Baird Lane, York

1 Sept 2021 → present

Associate Lecturer in Interactive Media

University of York

2 Dec 2019 → 31 Aug 2021

Associate Lecturer

University of Lincoln, School of Film and Media

United Kingdom

1 Jun 2018 → 1 Jun 2019

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During my PhD, I co-authored a toolkit for rapid prototyping of interactive sound systems based on gestural-sound mappings, machine learning and digital sound synthesis and sample manipulation. I investigated how retroactive listening and sonic memories can be used to generate interaction scenarios using body movement, digital sound processing and motion sensors.

Projects

GST: Gestural Sound Design Toolkit

Altavilla, A. (Principal investigator), Caramiaux, B. (Co-investigator) & Bevilacqua, F. (Co-investigator)

1/05/14 → ...

Research outputs

Gestural Sound Toolkit: Reflections on an Interactive Design Project

Caramiaux, B., Altavilla, A., Bevilacqua, F. & Françoise, J., 22 Jun 2022.

Switch, Blend, Aggregate, Divide: Multi-instrumental Configurations and Interaction Dynamics in Garlic Hug

Altavilla, A. & Helen, P., Dec 2020, *Riffs: Experimental writing on popular music*, 4, 2, p. 72-83 12 p.

Designing from listening: embodied experience and sonic interactions
Altavilla, A., 2018

Form follows sound: designing interactions from sonic memories
Caramiaux, B., Altavilla, A., Pobiner, S. & Tanaka, A., 2015, p. 3943-3952. 9 p.

Gestural Musical Affordances
Altavilla, A., Tanaka, A. & Spowage, N., 2013.

Towards gestural sonic affordances
Altavilla, A., Caramiaux, B. & Tanaka, A., 2013, p. 61-64. 4 p.

The quiet walk: sonic memories and mobile cartography
Altavilla, A. & Tanaka, A., 2012, p. 157-162.