



ECONSCIENCE

ART OF SOUNDSCAPE



"eConscience - Art of Soundscape" is a no-profit association born in early 2017 and based in Italy.



A group of young researchers in the fields of bio/eco-acoustics and a sound designer with a strong interest in soundscape recording, with a view to their scientific and artistic exploration...

... a passion born by listening to nature sounds and wearing headphones becomes a driving force to promote actions for raising awareness on the needs for ecological conservation... the **fusion of science and art** aims to the spreading of a wider ecological conscience by spreading knowledge on soundscapes

eConscience projects focus on **SOUNDSCAPES**

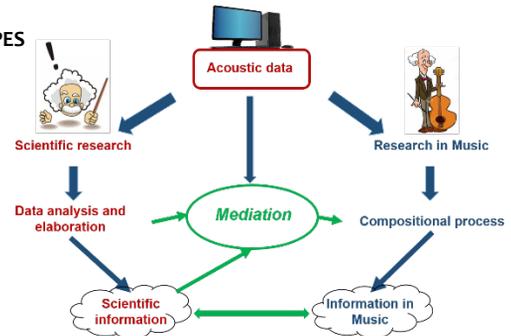
What is SOUNDSCAPE?

1967, Michael Southwort → defines «*Soundscape*» as the ensemble of acoustic properties of cities, which help people in the perception of space and related with citizen activities.

1977, Raymond Schafer → "all audible properties of a landscape"

1987, Bernie Krause → "all the sounds in an environment at a given time"

2011, Bryan Pijanowski → "The union of biological, geophysical and anthropogenic sounds that have sprung from a landscape and that vary in space and time, thus reflecting important ecosystemic processes and human activities."



DISSEMINATION

... of the results of scientific research in ecology and environmental sciences: marine and terrestrial bioacoustics, study of soundscapes.

EDUCATION

Development of training paths in interdisciplinary sciences from scholar to post-graduate level



ENVIRONMENT

Technical and scientific consultancy in environmental acoustics.



ART AND MULTIMEDIA

Development of interactive spaces for «active learning». Planning and promotion of cultural and artistic events (multimedia installations, exhibitions, festivals, sound walks).

Interactive table. Developed by I. Parisi, it is based on a 'REACTIVISION' system for the generation of marine and terrestrial soundscapes. Proprietary software designed and developed to emulate real dynamics.



Ignazio Parisi is a sound engineer, MIDI Programmer and Sound Designer. Interested in the study of sound landscapes and the use of sounds of nature in acoustic music composition.



Francesco Caruso. Marine biologist, specialized in bio-acoustics and ecology of cetaceans and marine environments. He conducts research and collaborates with INFN-LNS, CIBRA UniMe, Bioacoustics lab (CNR-IAMC) and Woods Hole Oceanographic Institution (USA).



Virginia Sciacca is a marine biologist, expert in ecology and acoustics of cetaceans and marine environments. He conducts research and collaborates with INFN-LNS, CoNISMa, CIBRA, UniMe, IAMC-CNR and AWI (Germany).



Giovanni de Vincenzi. Biologist specialized in marine bio-acoustics and ecology of sound landscape, interested in the study of animal behavior. Since 2013, he has been active in research at BioAcousticLab (IAMC-CNR).