

CCRMA Spring 2023-24

	Monday		Tuesday		Wednesday		Thursday		Friday			
09:30	250A: Physical Interaction Design for Music (Leitman) Knoll 217				250A: Physical Interaction Design for Music (Leitman) Knoll 217							
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10:40	101: Introduction to Creating Electronic Sounds (Sherriff) Knoll 317				101: Introduction to Creating Electronic Sounds (Sherriff) Knoll 317		319: Research Seminar on Computational Models of Sound Perception (Slaney) Knoll 315		257: Neuroplasticity and Musical Gaming (Crum) Knoll 217			
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13:30	220C: Research Seminar in Computer-Generated Sound (Chafe) Knoll 217		155/255: Intermedia Workshop (Kapusinski) Knoll 315		254: Music Query, Analysis, and Style Simulation (Selfridge-Field/Sapp) Braun 131		220C: Research Seminar in Computer-Generated Sound (Chafe) Knoll 217		155/255: Intermedia Workshop (Kapusinski) Knoll 315		254: Music Query, Analysis, and Style Simulation (Selfridge-Field/Sapp) Braun 131	
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15:00	Music 222A: Quantum Computer Music (Oshiro) Knoll 217						Music 222A: Quantum Computer Music (Oshiro) Knoll 217		423: Graduate Research in Music Technology (Smith) Knoll 217			
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16:30	320C: Audio DSP Projects in Faust and C++ (Smith) Knoll 217		324: Graduate Composition Forum (Kapusinski) Knoll 315		CCRMA Colloquium Knoll 217		320C: Audio DSP Projects in Faust and C++ (Smith) Knoll 217					
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18:00	257: Neuroplasticity and Musical Gaming LAB (Crum) Knoll 217											
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19:30			228: SVØrk (Wang) Knoll 317		128: SLOrk (Wang/Wright) Knoll 317							
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19:50-22:20												