

Interactive Composition Working Group Goals

Version 2.0

1. What are the targeted results of the working group? Describe the topic and purpose.

Main Goal

Establish and Develop Voluntary Technical Guidelines for Adaptive Audio Architecture(s).

Purpose:

To further the art of interactive audio. This architecture(s) will be the foundation from which Adaptive Audio Engines, Tools and Content can be created.

Definitions:

Adaptive audio: Audio that is delivered via a system that allows for direct or indirect control of the data and/or data stream.

Architecture: A collection of components and interactions among those components. A description of elements from which systems are built, the interactions among those elements, the patterns that guide their composition, and the constraints on these patterns.

2. Describe the motivation behind addressing this topic.

The advancement of the interactive entertainment industry, the combined computing power vs. cost ratio of game platforms, and the advancement and deployment of independent adaptive audio engines all contribute to the timely opportunity and necessity to develop adaptive audio architectures, tools and related components. Interactive product developers will be inspired by the possibilities of compact data sizes for performance and delivery over the internet; as well as the economic possibilities of an endless source of a unique, non-repeating musical experiences. It is believed that the technical guidelines developed by this group will promote, and further widen the usage of adaptive audio architectures, tools and content; and thus further the art. Furthermore, the interactivity of audio is unique to the interactive entertainment industry. This is one more way that the industry can be further promoted and thus differentiated from other forms of entertainment.

3. Describe the current situation.

Technology and Game developers have independently developed adaptive audio components with varying technical sophistication. Every architecture implements unique vocabulary, algorithms and tools to develop audio content that is represented in a unique manner. While this promotes differentiation of products and allows full technical control, it is a costly undertaking for tool and content developers and diminishes the acceptance of adaptive audio content in the larger community of entertainment developers.

The ICWG has developed a lexicon that describes this world.

The ICWG has developed a crude "Plug-in Architecture Suggestion" on Feb 21, 1997

4. Determine specific issues that will be addressed by the WG

Decide on the communication methodologies to be utilized to develop and complete the goal. We will continue to utilize information technology that is available to us. The email reflector will be our most important tool to gather all ideas from all members. A smaller group of individuals representing those companies who are currently developing and maintaining Audio Adaptive Systems will be identified

and tasked with drafting the actual specification based upon the content from the full working group discussions.

Determine how Intellectual Property can be independently developed from the Adaptive Audio Architecture that is created by the working group. This is required so that developers can differentiate their product from the common framework that the WG will define.

Determine best method to communicate the ongoing work to the community (i.e. press releases, white papers, newsletters, web announcements, etc.)

5. Present a Timeline for the WG results

05/99: Present ICWG Goals 2.0 document.

06/99: Agreement of smaller group members

07/99: Create best method to communicate group's work. Might appoint someone to the task.

07/99: Create lifecycle process of Adaptive Audio Architecture creation.

08/99: Adopt Lifecycle Process for the adoption of Adaptive Audio Architecture(s)

08/99: Finish (for the most part) a common vocabulary (the Lexicon) to describe Adaptive Audio terms. (understanding that it will continue to grow). This is important for next step.

10/99: Detailed (and nonproprietary) list of current Adaptive Audio components (architectures, tools, engines, script languages, vocabulary, etc.)

CGDC 2000: 1st Draft of Adaptive Audio Architecture and completed Lexicon