



Dear Erasmus+ TEDMA-Partners,

why should you not be able to feel audio, move it, arrange it like you like how you like to look at them? Why did Antonio Vivaldi actually write on Paper? Does anyone still listen closely to Clair De Lune or does one sense much more?

Beginnings of the cross-disciplinary arts were directly conditioned by technology, perceived differently, found. And means of processing were found, which depict our life today - Meanwhile, this text could well have been written by an artificial intelligence.

X-ARTS represents an international training event for artists and event technicians from the Netherlands, France, Denmark as well as Germany and shows today's artistic progress. From **March 19 to 24, 2023**, in the Hanseatic city of **Lübeck**, we want to get to the bottom of the interface between art and technology: Be inspired by presentations that unite AI and the arts as well as include different combinations of perception, self-expression possibilities, and artists' rights. You can also take part in four hands-on workshops that will test out the know-how you've brought with you, develop it further, and encourage it in group work.

After a guided tour of the historic Hanseatic city of Lübeck, we invite all participants to a joint kick-off event on **Sunday, March 19, at 6:30 p.m. at Haus Eden** in Lübeck. It's worth it - because to kick off great workshop days, the **Austrian violinist Yury Revich**, who is already nowadays titled as an interdisciplinary artist, will play.

On **Monday, March 20**, X-ARTS will kick off with a presentation day. Among other things, you'll get insights into **Improvisation Machine, Kaleidoscope, Reality Filtered, Sound Walks, Immersive Landscapes** and much more. The speakers are lecturers from the participating music or higher education institutions from Denmark, the Netherlands, France and Germany. All events will be held in English.

Students or working artists, as well as people from the ITD* (Information Technologies and Design) field from Europe may participate in the four workshops offered from March 21 to 23.



The following topics will be covered in the workshops:

Cross Arts | Future Tech/ Arts | Author Rights (in the time of Metaverse) | PR & Marketing

The topics are geared towards young professionals and students to help them develop creatively and technically, market themselves professionally, and make the most of today's and tomorrow's media opportunities in the marketplace.

The results of the X-ARTS workshops will be presented on **Thursday, March 23, at 8:00 p.m. with the CLASSICAL BEAT BIG BAND** in the **Bauforum of the TH Lübeck** and on **Friday, March 24, from 11 a.m. to 2 p.m.** in the **St. Petri Church** in Lübeck.

Website: <https://www.classicalbeat.de/akademie/learning-teaching-training>

***ITD area:** Up to 10 people from this area may participate. The prerequisite for this is that knowledge of Adobe Photoshop, After Effects and, at best, a real-time engine such as Unity or Unreal is already available.

Interest aroused? Check out the preliminary [workshop schedule](#) already and learn more!

We are looking forward to as many interested parties as possible from the fields of research, media, culture, sound and event technology in the offer. Participation within the lectures, activities and discussions is explicitly encouraged.

Registration: *We cordially invite you to do so! Register by **March 7** and be part of it! Please fill out the [online form](#) if you are not registered directly through one of our partners. **Please note:** Registrations will be allocated according to training capacity and do not imply direct participation in the training.*

TEDMA | The European Digital Music Academy | The Project

Since March 2022, participating educational institutions and event organizers have been working on the European educational project TEDMA. After preparation of our training concept, in December 2022 insights of sensual, atmospheric, immersive reality could be enjoyed. The possibilities of combining technology and art, combining classical art immersively, visually or through the inclusion of electronics, allows the viewer, as well as the performing artist, more options in the presentation of their art and an increased awareness of the experience on all sides. The techniques, in addition to expanding the arts, provide easier access or reinforce independent learning and can reveal talents. Does the relevance of human interaction - the social component - still exist in the occurrence and creation of a changed perception of arts? Together with your support, we would like to set new impulses and make a recommendation on the future relevance and inclusion of digital arts for educational purposes. If you have any questions, please contact [Nikita Freint](#) or [Isabella Beyer](#).

We look forward to seeing you and having a great workshop time!

Best regards from Northern Germany,

Hans-Wilhelm Hagen | Stiftung Neue Musik-Impulse SH gUG

Isabella Beyer | Technische Hochschule Lübeck

Theresia Lichtlein | Technische Hochschule Lübeck

Nikita Freint | Stiftung Neue Musik-Impulse SH gUG

