# SOUNDSCAPES

SONIFICATION ENVIRONMENTS FOR STEAM LEARNING

## Discover a project that will enhance your teaching and bring excitement to your students!
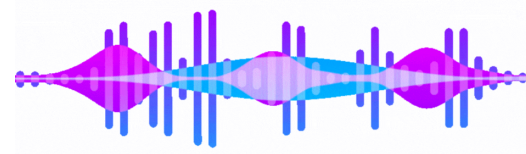
**STOP...**
*Did you hear it?*

**It's your heartbeat.**

Its rhythm translates to how fast it pumps blood through your veins. This information is readily accessible to you through mere observation of your body sensations.

## But did you know...

..it is also possible to "hear the stars", the brain waves of someone thinking, or even plants "talking to each other"?

The process of translating data, like voltage fluctuations, colour brightness, light frequencies, or any kind of data, into sound is called **sonification**.

Auditory representations of data offer intuitive understanding and can reveal patterns not easily discernible visually.

But besides its aesthetic appeal to students, data sonification enhances accessibility for the visually impaired, fostering inclusion in the classroom.

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SONIFICATION ENVIRONMENTS FOR STEAM LEARNING

**SoundScapes – Sonification Environments for STEAM Learning** – introduces a groundbreaking student and STEAM centered approach with a focus on the arts, empowering students to design their own sonification systems for project-based learning of school curricula.
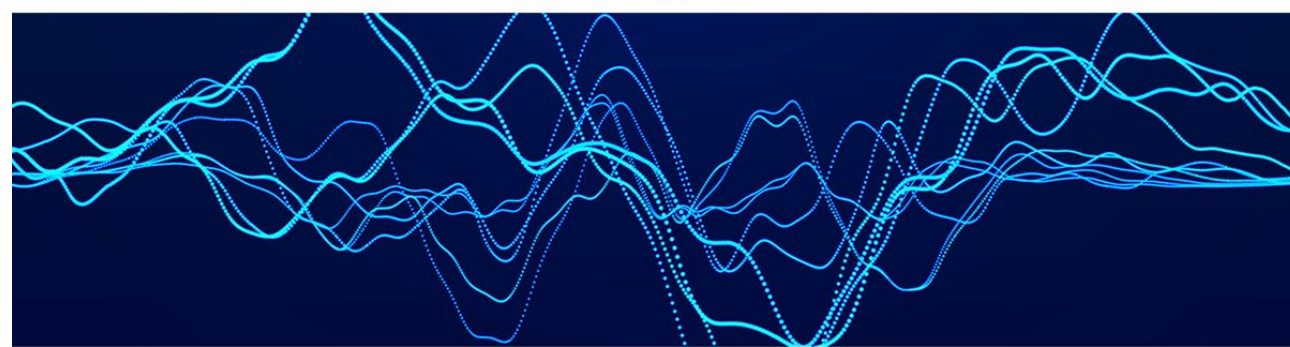
This innovative method aims to enhance student engagement and motivation while promoting inclusion, diversity and competence development. Through exploration of the auditory sense, students will learn to communicate and connect with each other using the universal language of music.

# Join our Summer School!

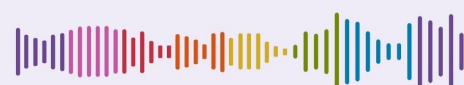## SOUNDSCAPES Summer School 2024

7-12 July 2024
Marathon, Greece

**SOUNDSCAPES**

**REGISTER NOW!**

**REGISTER HERE**

Join us this summer at the Marathon beach in Greece for an immersive journey into the world of sound with the SoundScapes project and you'll discover the transformative power of sonification.

The programme will cover student and project-centered methodologies in STEAM education, such as design thinking; innovative assessment practices; maker skills, such as electronics and programming; sound, music, and sonification theory and practice. You will learn how to design, create, and apply sonification systems in the classroom, enriching your teaching toolkit with innovative approaches.

Don't miss this opportunity to enhance student engagement and foster inclusive learning environments, and embark on a sonic adventure that will revolutionise your classroom experience!

## Unlock a world of sonic wonders!

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