Hysteria: Redux

Paul Magee*[1]

[1]Uniwersytet Artystyczny im. Magdaleny Abakanowicz w Poznaniu – Poland

Abstract

Hysteria
Sound recording. *Hysteria* listens to internet audio and parses it through the open-source CMU Sphinx2 speech recognition engine. In exhibitions it plays those sounds it has identified as laughter.

Transcript: Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha.

Hysteria: Redux

Sound object. *Hysteria: Redux* uses a variety of more up-to-date machine learning tools with which to parse the audio. In addition, *Hysteria: Redux* plays its laughter over a number of custom built speakers. These speakers are mounted on a wall and at eye-level. A speaker may function as an individual entity, or in cooperation with other speakers.

Transcript: Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha. Ha.

Keywords: Hysteria, Sound object, Voice, Machine, Learning.

*Speaker