Issue 274 WD

Background

Long ago, SS proposed a class to track audio information. At that time it was felt that there was not enough of a case that museums dealt with such information so the issue was paused. Later, the issue came up again and TV was asked to re-examine the issue and develop further the scope note proposed for the class by SS. TV did this but the idea was shelved again. In the meantime, many museums and projects definitely do collect and are interested in audio information. Therefore, GB worked on this issue more writing a longer reflection on the ontological challenges of modeling audio information and posting it to the list. There was no uptake on this question. GB thus picks up where TV left off and, taking into account the reflections he shared on the CRM SIG list, re-proposes the introduction of an audio item class.

The principles referred to would be:

Build ground up

Build classes and relations useful for the community

This is NOT a proposal to make CRM a classification system. Audio is not a minor detail but an important aspect of CH. There are distinct properties of audio that are not the properties of visual items. If CRM does not include audio information it looks like either an oversight or l bias towards certain forms of cultural pattern against another.

Examples of Documented Audio Items in CH and Documentation Practice

**Collecting Sounds as Such**

Cute one: <http://savethesounds.info/>

Sound Museum: <https://soundmuseumspb.ru/sound>

**Collecting Species Sounds**

<https://www.macaulaylibrary.org/>

<https://www.tierstimmenarchiv.de/RefSys/Preview.php?CurLa=en>

<https://www.tierstimmenarchiv.de/RefSys/Metadata.php>

**Collecting Human Made Sound Scapes**

<http://sonic-drive.com/>

<https://www.dbaudio.com/global/en/applications/corporate-facilities-and-exhibitions/qs-for-the-sound-of-racing-cars-at-the-new-daimler-benz-museum-in-stuttgart/>

**Collecting Environment Sounds**

<https://www.loc.gov/audio/?fa=subject%3Aanimal+sounds&all=true&c=100&st=list>

**Collecting Performances**

<http://www.jazzmuseuminharlem.org/oldsite/archive.php?id=461>

**Collecting Recordings (rare records etc.)**

[**https://ajuntament.barcelona.cat/museumusica/ca/colleccions**](https://ajuntament.barcelona.cat/museumusica/ca/colleccions)

**Collecting Instruments (used to play in certain performances)**

[**http://mim.be/out-of-ordinary-sized-violins-at-the-mim**](http://mim.be/out-of-ordinary-sized-violins-at-the-mim)

**Collecting Oral History**

<https://www.moma.org/research-and-learning/archives/oral-history>

<https://www.museumoflondon.org.uk/collections/about-our-collections/what-we-collect/life-stories-and-oral-history-collection>

<https://www.cbc.ca/news/technology/science-first-nations-oral-tradition-converging-1.3853799>

<https://indigenousfoundations.arts.ubc.ca/oral_traditions/>

<https://www.nla.gov.au/oral-history/forgotten-australians-and-former-child-migrants-oral-history-project>

<https://www.nfsa.gov.au/collection/curated/indigenous-art>

**Audio Tours**

<http://www.playandtour.com/audioguides/athens-en/athens-2004>

Proposal

New Class and Properties for documenting audio items (HW by GB)

EXX Audio Item

Subclass of: Information Object

Scope Note: This class comprises the intellectual or conceptual aspects of recognisable sounds and compositions.

The substance of an audio item is a recognizable pattern of vibration in a medium as perceivable by an auditory system. Sounds in and of themselves are not human constructs, instances of audio item, however, are. Specifically they are the identifiable and recognizable vibratory patterns which have become objects of discourse within given cultures and societies and act as symbolic markers and can be the basis for contemplation, discourse and reasoning inter alia.

This class does not intend to describe the idiosyncratic characteristics of an individual occurrence of a particular sound, performance or playback of sound, but rather the underlying prototype. For example, a sound such as Walter Werzowa's Intel sonic logo is generally considered to be the same logo when played in any number of adverts or media. The tone may change, but the logo remains uniquely identifiable. The same is true of music or speeches which are performed many times. While individual characteristics of the performance or speech may incidentally change, a basic, identical form can be recognized across performance instances. This means that an instance of audio item is independent of performance.

Aside from sounds following a particular composition, sounds captured from the environment (natural or human) and recognizable within a certain society or culture can be instances of audio item. Examples would include the sound of a tuned Porsche Carrera engine revving at 3000 rpm, the warble of the common Loon, or the David Frost Interviews with Nixon.

The class EXX Audio Item provides a means of identifying and linking together instances of E5 Event in which the same sounds, compositions or utterances etc. can be identified to have occurred, using PXX sounded (was sounded by), EXX Audio Item. Further an instance of EXX Audio Item may be recorded and then can be indicated as pXX is recorded on (bears recording of) E24 Physical Man Made Thing.

Examples:

- Walter Werzowa's Intel sonic logo (EXX)

- Francisco Tárrega's Nokia tune (Grande Valse) (EXX)

- Beethoven’s “Ode an die Freude” (Ode to Joy) (E73)

- a recording of the Greater Horned Toad

- the sound of the Porsche 911 engine revved at 3000 rpm

Pxx sounded (was sounded by) D: E5 R: Exx Audio Item (to use power of event modeling)

Pxx bears recording of (is recorded by) D: Exx?? R: Exx Audio Item (prob sub property of ‘carries’)

Pxx sounds typical for D: Exx Audio Item R: E55 Type (analogy to ‘payment’)

Does NOT have analogy in ‘representation’

CRM 47 Discussion

Martin argues this is too wide.

FRBRoo covers recording… didn’t need an audio item.

The position was multimedia information are specializations of information object.

Distinction of the recording of sound from sound itself

MD: oral history sound is CLEARLY just an information object

 E90 Should refer to acoustic signs

TV: contemporary art uses archetypical sounds

OE: maybe add audio throughout existing text

CRM 47 Decision

CRM 47 HW

MD: happy to make scope note changes to E90 and E73 Information Object to make CLEAR OBVIOUSLY sound is the most basic information transmission method

 TV: can talk to sound artists who are looking for integration examples