Workshop Outline

I. ChucK Introduction
   A. How the pieces fit (ChucK, miniAudicle, SMIRK, SMELT, PLOrk, SLOrk, etc.)
   B. Ideas in ChucK (Strongly-timed Concurrency, On-the-fly Programming)
   C. Language basics (syntax, feel, etc.)
   D. Time and concurrency
   E. How UGen's work

II. Audio Analysis in ChucK
   A. Philosophy of ChucKian audio analysis
   B. UAna, upchuck(), and ^=
   C. Flexible and precise FFT analysis
   D. Feature extraction
   E. On-the-fly algorithm design

III. Classification and Learning in ChucK
   A. Classifiers and Learners for ChucK and in ChucK
   B. Examples (on-the-fly artist classification)
   C. On-the-fly Learning
   D. Prototyping possibilities
   E. Real-time applications

IV. Group Q&A and Discussion

Resources

ChucK homepage:
   http://chuck.cs.princeton.edu/
   http://chuck.stanford.edu/ (west coast mirror)

miniAudicle homepage:
   http://audicle.cs.princeton.edu/mini/

sMIRk (Small MIR toolKit):
   http://smirk.cs.princeton.edu/

UAna and Audio Analysis ChucK Documentation:
   http://chuck.cs.princeton.edu/uana/

ChucK Community (mailing lists and web forums): 
   http://chuck.cs.princeton.edu/community/

Laptop Orchestras:
   http://plork.cs.princeton.edu/
   http://slork.stanford.edu/

Information and code for this workshop:
Additional Reading


