Sound Office

fact sheet



Our research platform is developing the bridge between creative sound research and noise mitigation by intertwining the creative sector, engineering sector, and city municipalities. The office wants to continue changing the stereotyped words 'noise' and 'mitigation' into other ways of talking about our emission sounds. By doing so, we can strive to include more expanding and inclusive perspectives into our design practices regarding sound.

values

We value new and forward thinking about our sound culture, from emerging creatives and learned practitioners. So much so we think that their input can be utilized when trying to design sound, from our products, to our cities, to our perspectives. We try to approach projects for a drive for sonic equity within intercultural sound practices as well as multi species sonic experiences.



- ≥ Consulting on creative research on sound dilemas
- Mediating legislation with sound culture in the creative sector through workshops activities, symposiums and on-going research.
- Explores and adds more depth into the legislative and political environment of sound policy abatement
- ≥ Emerging inquiry of municipalities in the city soundscape
- Understanding law-making of noise regulation and implementation of noise abatement policies
- > Enabling cross-pollination between the law-makers and the creative field
- Triggering discovery of the sounds considered as noise pollution through artistic practice
- ≥ Holds a space for the revelation of the politics of noise
- Translation models for critical & cultural narratives to enter scientific spaces
- Reframing of sound culture in policy making by enabling civil conversations
- Understanding concrete sound design issues that have a human-centric affect by bringing in a multi-species approach
- Allows for variation of methodologies as the act of listening is a cultural practice

industries we serve

- > Public Sector: Arts, entertainment and leisure
- > Private Sector: Healthcare, Tech, Engineering, Energy.
- > Internet Publishing and Broadcasting



After moving to the Netherlands in 2017, Colette Aliman was interested in why they were so sensitive to the sounds of Eindhoven after spending most of their life New York City, US. They decided to research sound phenomena within our designed environments from industrial design to city planning. What was uncovered was how western society approaches certain sounds as noise pollution, and what has led us to this point.

The idea of the research platform began with Colette Aliman's graduation project "The Mechaphony" from The Design Academy Eindhoven in 2019. This project was nominated for the Gist Bakker Award in 2019 and received year-long funding through the Talent Development Program from Creative Industries Fonds, NL in 2021.

