AES 2023 International Conference on Spatial and Immersive Audio

The Audio Engineering Society (AES) announces the successful conclusion of the 2023 International Conference on Spatial and Immersive Audio, held from August 23-25 at the University of Huddersfield, UK. This in-person event marked an exciting return for the AES International Conference on Spatial and Immersive Audio after the pandemic, with a robust attendance of 220 delegates, making it a pivotal moment for the society and industry.

Spatial and immersive audio, undoubtedly one of the hottest topics in the audio realm, has been captivating the creative, research, and industry communities alike. With the increasing accessibility of multichannel/object-based audio and binaural technologies, spatial audio has moved into the mainstream, transforming how we perceive and experience sound.

The conference, expertly chaired by Hyunkook Lee and Franz Zotter, aimed to bridge the gap between researchers, developers, content creators, and sound engineers. The event achieved this goal by providing a platform for attendees to explore and discuss each other's work, ultimately laying the groundwork for future collaborations.

One of the standout features of the conference was its comprehensive program, featuring academic papers and industry insights. It included 65 paper sessions, seven workshops, and 21 tutorial/demo sessions, along with eight special concert

sessions. Keynote speeches by industry luminaries Stefania Serafin, Natasha Barrett, and Andrew Scheps enriched the conference with illuminating insights into research, composition, and mixing/production. Also at the conference were 12 sponsor companies, without whose support and help with organizing the special events the conference would not have been the success that it was.

In addition to the technical sessions, the conference emphasized community building. Social events such as the welcome reception and banquet provided opportunities for attendees to connect, fostering a camaraderie and collaboration. These events played a role in creating an inclusive and welcoming atmosphere, conducive to open discussions and idea sharing.

The conference culminated with a thought-provoking panel discussion on Day 3 titled, "How Can We Make Spatial Audio Truly Immersive?" This session ignited passionate discussions among researchers and content creators, exploring the concept of immersion, challenges within the current spatial audio landscape, and future research and content production directions. The 90-minute discussion left participants curious about learning more, a testament to its engaging and impactful nature.

Reflecting on the conference's success, Chair Hyunkook Lee commented, "The conference was a huge success in terms of program quality, organization, networking opportunities, and the diverse range of experiences it offered to our attendees."

The AES remains committed to advancing the audio industry and its communities. The success of the 2023 International Conference on Spatial and Immersive Audio has paved the way for an exciting lineup of future events. In 2024, two remarkable conferences have already been added to the schedule: the 6th Audio for Games Conference in Tokyo (April) and the 4th International Conference on Audio and Music-Induced Hearing Disorders in Copenhagen (May).

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