

OMG!

40 GLOBAL ZOOM SCREENS

OMG! (Oh My God!) is a brand new idea, exclusively developed for the GAUDEAMUS 'call for web- based scores'. A concept to convert into an interactive work for at least 1,000 participants and countless observers. **OMG!** is a musical format made for the primary purpose of communicating with a global audience to share emotions (evoked by the current pandemic). **OMG!** is a sound-focussed work in a visual (ZOOM) environment. Interactive sound, music and listening are the focus points. To emphasize the focus on the art of listening, all participants will be asked (as a fun marker/'new habit on the block') to wear a pair of (sun)glasses (folded or unfolded) on one or both ears on appearance in a screen. **OMG!** might serve a rising attention for contemporary music. ([OMG!](#) simulation of the work/concept information & recruitment video).

The technical implementation of the format is to be discussed. Probably a collaboration with Splendor is possible. They supported a ZOOM meeting in June and July for affiliated composers and might like the chance to connect their brand to Gaudeamus. It would be great to meet professional assistance in carrying out the work. At the moment a moderator, a conductor and maybe one or two 'moodmakers' are needed to keep order, provide suggestions, give space to the participants and keep them going during a session.

The sessions/screens are based on human (emotional) behaviour. Some say there are 6 basic emotions like: happiness, fear, sadness, anger, jealousy, content. Others say there are way more. Numbers like 256 emotions can be found. A *mère à boire* to feature in OMG! All screens are different. The first screen will start with the OMG expression followed by a conductor guided improvisation. Rhythmic pattern screens, pitch, duration, dynamic variation, (dis)harmony, playing styles like glissandi etc. etc. will come by. Among sessions/screens like: The Wow screen, The Sigh screen, The Yawn screen, The Weep screen, The political statement screen, Instrumental screens, might be possible. Participants will be invited to suggest screen themes.

On September 9 a first online ZOOM-session of app. 30 minutes starts. 7 sessions will follow that day/night. A session counts a maximum of 25 participants. 8 sessions a day means 200 participants a day. After 5 days 1.000 participants will have joined the project and 40 recorded screens will result out of 40 sessions of unpredictable musical input. On September 13 the OMG! project ends with The Goodbye screen. The 40 screens will be saved (from the beginning as a grow document) on video and stored in the Gaudeamus website. This gives participants the ability to see their contribution (again) whenever they want and makes editing of the most interesting parts possible.

Participants (experienced and inexperienced) who provided their email address (adequate enrollment routine required) to be sure to be able to be a participant in one (or more) of the different screens (8 sessions a day, 5 days in succession) received a ZOOM Code and are ready to participate. A few days prior all participants receive a set of rules to play the game.

The enclosed video - in the Gaudeamus style - is meant as an information proposition for the recruitment of participants through various (present suspected) databases and (social) media.