

	31-Aug	01-Sep	02-Sep	03-Sep	
08:00					
08:30					
09:00		II Ubimus – Day 1 Ubiquitous Music	II Ubimus – Day 2 Ubiquitous Music	Workshop II	Workshop III
09:30					
10:00					
10:30		Coffee-break	Coffee-break		
11:00		Session I	Session III		
11:30					
12:00			Poster Presentations II		
12:30					
13:00		Lunch	Lunch		
13:30					
14:00					
14:30		Session II	Session IV		
15:00					
15:30			Poster Presentations III		
16:00	Workshop I	Coffee-break **	Coffee-break **		
16:30			Session V		
17:00		Poster Presentations I	Poster Presentations IV		
17:30					
17:45			Panel I	Panel II	
18:00					
18:30	Official Opening				
19:00	Invited Talk I	Invited Talk II	NUCOM/CECM Meeting		
19:30					
20:00	Interval *		Official Closing		
20:30	Concert I	Conference Dinner (optional)			
21:00			Concert II		

Concert I : Concerto Interativo Multimodal.
Concert II: Soundscape by Barry Truax.

Invited Talk I: Interacting with Inner and Outer Sonic Complexity: from Microsound to Soundscape Composition - Prof. Barry Truax (SFU, Canada).
Invited Talk II: Projeto Mobile: Interatividade em Computação Musical – Prof. Dr. Fabio Kon (USP).

Nucom meeting: Computer Music Brazilian Committee Meeting (open).

Panel I: Meios de estender as atuais fronteiras da Música.
Panel II: Computação sonora e musical no Brasil para os próximos 10 anos.

Poster Oral Presentations I: Computer-aided composition, Musical Performance Systems, Sound synthesis.
Poster Oral Presentations II: Musical Data Classification and retrieval.
Poster Oral Presentations III: Stage and performer related research.
Poster Oral Presentations IV: Music Educational Systems.

Session I: Computer-aided composition.
Session II: Musical Performance Systems.
Session III: Musical Data Classification and retrieval.
Session IV: Stage and performer related research.
Session V: Music Educational Systems.

Ubimus: Ubiquitous Music (Computer Music related ongoing research).

Workshop I - Soundscape Composition: documentation, listening, and creation using computers - Prof. Barry Truax (SFU, Canada).
Workshop II - Introdução à Computação Musical – Prof. Dr. Evandro Miletto (IFRS).
Workshop III - Quem se importa com a qualidade do áudio, afinal? – Prof. Dr. Marcelo Johann (UFRGS).