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and Frameworks for Sonic Interaction Design: Exploring Existing Approaches -- Designing a Web-Based Tool That Informs the Audio Design Process -- Auditory Representations of a Graphical User Interface for a Better Human-Computer Interaction -- PhysioSonic - Evaluated Movement Sonification as Auditory Feedback in Physiotherapy -- Sonification and Information Theory -- A Sound Design for Acoustic Feedback in Elite Sports -- Surface Interactions for Interactive Sonification -- Quantum Harmonic Oscillator Sonification -- Using Sound to Identify Correlations in Market Data -- Intelligibility of HE-AAC Coded Japanese Words with Various Stereo Coding Modes in Virtual 3D Audio Space -- Navigation Performance Effects of Render Method and Head-Turn Latency in Mobile Audio Augmented Reality -- Evaluating the Utility of Auditory Perspective-Taking in Robot Speech Presentations -- Simulator Sickness in Mobile Spatial Sound Spaces -- Modeling and Retrieval -- From Signal to Substance and Back: Insights from Environmental Sound Research to Auditory Display Design -- Simulating the Soundscape through an Analysis/Resynthesis Methodology -- Effect of Sound Source Stimuli on the Perception of Reverberation in Large Volumes -- Towards Timbre Modeling of Sounds Inside Accelerating Cars -- Spatialized Synthesis of Noisy Environmental Sounds -- Imagine the Sounds: An Intuitive Control of an Impact Sound Synthesizer -- Algorithms for an Automatic Transcription of Live Music Performances into Symbolic Format -- Raising Awareness about Complete Automation of Live-Electronics: A Historical Perspective -- Polyphonic Alignment Algorithms for Symbolic Music Retrieval -- AllThatSounds: Associative Semantic Categorization of Audio Data.

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#### Sommario/riassunto

Computer Music Modeling and Retrieval 2009 was the sixth event of this - ernational conference series that was initiated in 2003. Since the start, this conference has been co-organized by the University of Aalborg, Esbjerg, D- mark (<http://www.aaue.dk>) and the Laboratoire de M'ecanique et d'Acoustique in Marseille, France(<http://www.lma.cnrs-mrs.fr>)andhastakenplaceinFrance, ItalyandDenmark.

The'vepreviouslyeditions of CMMR o'redavaried overview of recent years' music information retrieval and sound modeling activities in addition to alternative ?elds related to human interaction, perception and c- nition, as well as philosophical aspects linked to the ?eld. We believe that the strength and the originality of this international conference both lie in its mul- disciplinary concept and its ability to permanently evolve and open for new trends and directions within the related ?elds of interest. This year's CMMR took place in Copenhagen, Denmark, May 18-22, 2009 and was associated with the International Conference on Auditory Display(<http://www.icad.org>), hereby introducing new topics related to sound design, sonification and augmented - ality to the computer music modeling and retrieval community.

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