

# Call for Participants!

ALL AGES WELCOME!

## Paid opportunity!

St. John's-based artist B.G-Osborne [Oz] is seeking 3-4 neurodivergent community members with hyperacusis/auditory processing differences to take part in a **PAID** consultation/collaborative process for a sound art and sculpture project titled *"how does it sound/how does it feel?"*

## \$500 each

\*\$250 at first meetup in April, \$250 at last meetup in August/September. **Priority will be given to QT2S BIPOC neurodivergent community members in Newfoundland and Labrador.**

Participants will be provided with a consent form at the first group meeting that clearly states the intentions of the project, expectations, as well as the payment agreement.



A continuation of their [Mainframe Residency](#) research, this project explores auditory processing differences and comfort for neurodivergent community members through immersive abstract soundscapes and interactive sculpture. The work is propelled by a desire to transform distressing and/or uncomfortable auditory stimuli into soundscapes that can help alleviate stress and anxiety, and that might also encourage community members (both neurodivergent and neurotypical) to experience relief and joy through art.

This work will explore how perceptions of and relationships with sounds can help neurodivergent people manage distress in ways that prioritize relief and well-being.

The installation will consist of 1-2 soundscapes and an interactive sculpture in the form of stereocilia. Stereocilia are hair-like acoustic sensors in our inner ears which respond to fluid motion and influence our hearing and balance. Since this project explores neurodivergent perception of auditory stimuli and differences in auditory processing, Oz plans to create a malleable sculpture or "listening chair" in the shape of stereocilia that will help people visualize what physically happens to these hair-like structures when we are introduced to loud and damaging sounds.

DEADLINE: APRIL 22 2024

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**Meeting lengths:** 20-40 minutes (however long you are comfortable with/need!)

**Two meetings as a group** (virtual): At the first meeting in early May and the final meeting in early September.

**Three meetings one-on-one** (masked in a well-ventilated area or virtually): once a month between June and August.

If you are interested please email Oz:

[howdoesitsound2024@gmail.com](mailto:howdoesitsound2024@gmail.com)

## Participant Expectations:

Participants are expected to contribute examples of sounds that they find annoying/irritating/distressing.

You are welcome to record your own samples and send them to Oz; however, due to the nature of the audio they are requesting, **please do not cause yourself any distress!** Oz is creating a catalogue of recorded audio samples to reference for this project and will make it available online when the project is completed. They will edit the samples into soundscapes using Audacity (open-source program).

Participants are expected to review the in-progress soundscapes and provide feedback once a month between May-September. **Headphones will be required.**

