

# **COST Action TD0804**

## **Discussion group Nr. 3**

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# What are we talking about when we are talking about soundscapes?

The key word is: Perception

The reference is: Context

The outcome is dependent on:

Personal experience and preferences

Activity: user (active), receptor (passive)

others: commuter or tourist

Place related aspects: land use etc.

Matching with: intentions, expectations, purposes

# Our soundscape definition

Soundscape is a contextually derived delineation of a space (place) - based on a perceived (sonic) environment

What we do not want to be associated with soundscaping !

- ➔ Averaging
- ➔ We do not provide the perfect soundscape nor do we know what a perfect soundscape is

# How bring soundscapes into practice?

- By changing the sonic environment (bottom down)
- By changing the context (bottom down)
- By negotiation (bottom up)
- By evidence: showing benefits, cost-effectiveness, feasibility (bottom up)

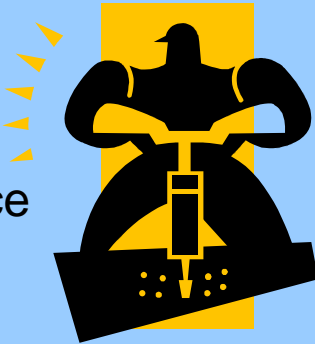
# Summary

## Soundscape: Type I

Individually derived

By

- Personal experience
- Preferences
- Type of activity
- Matching with: intentions, expectations, purposes
- Place related aspects



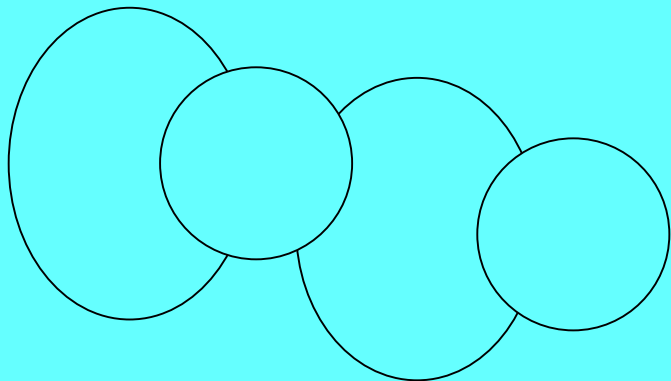
User  
Artists  
Scientists  
(Psychologist, Linguist, Acoustic ecologist etc.)

Acousticians, epidemiologists, public health departments, community administrations etc.

## Soundscape: Type II

Derived by group level

Based on aggregated judgements



## Soundscape: Type III

Derived by higher level concerns

Place related (conservation, heritage etc.)

Planning derived (zoning, limits, reshaping areas etc.)

Policy derived (quiet area by END, sustainability, EHIA etc.)

Planning  
&  
Policy

**Constraints**  
Derived by  
-Costs  
-Benefits  
-Evidence

