



## 27th International Conference on Digital Audio Effects Guildford, Surrey, United Kingdom, 3-7 September 2024

### Call for Papers

#### Important Dates

Full paper submission:  
20<sup>th</sup> March 2024

Notification of acceptance:  
8<sup>th</sup> May 2024

Camera-ready papers due:  
14<sup>th</sup> June 2024

For borderline papers, revised (camera-ready) paper and rebuttal due:  
29<sup>th</sup> May 2024

For borderline papers, notification of acceptance:  
7<sup>th</sup> June 2024



#### Sr Organising Committee

Enzo De Sena (IoSR, Surrey)  
Annika Neidhardt (IoSR, Surrey)  
Christos Chousidis (IoSR, Surrey)  
Joshua D. Reiss (QMUL)  
Mark D. Plumbley (CVSSP, Surrey)  
Randall Ali (IoSR, Surrey)  
Russell Mason (IoSR, Surrey)  
Stefan Bilbao (Edinburgh)

#### Website

[dafx24.surrey.ac.uk](http://dafx24.surrey.ac.uk)

#### Submission Website

[easychair.org/conferences/?conf=dafx24](http://easychair.org/conferences/?conf=dafx24)



We are pleased to announce that the 27th International Conference on Digital Audio Effects (DAFx24) will be organised by the Institute of Sound Recording (IoSR) at the University of Surrey.

The conference will be hosted on the university campus and will feature oral presentations, poster and demo sessions, keynote addresses, and tutorials. The social program – including a welcome reception, concert and banquet – will offer opportunities for more informal interaction.

This annual conference brings together research practitioners across the globe working with digital audio processing for music and speech, sound design, sound art, acoustics and related applications. Original contributions for DAFx24 are encouraged in, but not limited to, the following topics:

- Capture and analysis
- Representation, transformation and modelling
- Transmission and resynthesis
- Effects and manipulation
- Perception, psychoacoustics and evaluation
- Spatial sound analysis, estimation, coding and synthesis
- Source separation
- Physical modelling, virtual acoustic and analogue models
- Sound synthesis, composition and sonification
- Hardware and software design
- Music Information Retrieval and Intelligent Audio Engineering
- Sound for Virtual and Augmented reality
- Applications of digital audio effects
- Multisensory presentation and digital effects

This year we especially welcome submissions addressing:

- Synthesis for AR/MR/VR and spatial audio reproduction
- Machine Learning-based methods for all topics above

Prospective authors are invited to submit full-length papers, eight pages maximum, for both oral and poster presentations, by March 20th 2024.

Submitted papers must be camera-ready and formatted according to the templates and instructions available at the DAFx24 website. All papers have to be submitted through the EasyChair conference management system and are subject to peer review. Acceptance may be conditional upon changes being made to the paper as directed by the reviewers. Proceedings with the final versions of the accepted contributions will be made freely accessible on the DAFx website after the conference closure.

Volumes 2008 to 2023 of DAFx proceedings are now indexed in Scopus and this will apply similarly to DAFx24 proceedings. Extended versions of the best DAFx24 papers will be invited to submit for publication to an upcoming Special Issue of the Journal of the Audio Engineering Society.