

richard p john

listening pieces

(2022)

notes:

The ten pieces that comprise *listening pieces* were written in response to a call for scores in February 2022 by the Center of Deep Listening to commemorate what would have been the 90th birthday of Pauline Oliveros and to celebrate her legacy.

The 365-day celebration *A Year of Deep Listening* published a score across social media platforms every day for a year from May 30th, 2022 (Oliveros' 90th birthday).

listening piece (iv) was selected as part of the celebration, and was published on October 30th 2022.

listening piece i

*in a place you have never visited,
write down the sounds you are hearing.
make an audio recording of this event.*

listening piece ii

in a single day:

*visit a previously occupied place.
listen.*

*visit a previously unoccupied place.
listen.*

listening piece iii

*listen for some time,
maybe taking notes of sounds.
at a later time, recreate these sounds
using instruments, objects, electronics, etc.*

listening piece iv

*in the longest possible time,
as few sounds as possible.*

listening piece v

*an amount of time is determined and divided into
further amounts of time of unequal length.
performers decide upon sounds, notes, words, etc.,
to perform within each time-space.
alternate between sounds and no sounds.*

listening piece vi

*for a long time,
play an almost inaudible sound.*

listening piece vii

*performers choose three sounds each.
distribute sounds over a predetermined duration.
all play together.
all quiet together.*

listening piece viii

*by means of chance operations, each performer determines
a number of points in time
(the maximum amount of time predetermined by all performers).
between the first two time events, a sound.
between the second and third, a silence.
between the third and forth, a sound.
and so on.*

listening piece ix - the seasons

make a field recording lasting five minutes
at the same time, in the same place,
each month, for twelve months.

listening piece x - trio

Player 1: a b b a a b a a a b b b a a a

Player 2: a a b a a b a b a a b a a a b

Player 3: b b a a a b b b a b b a a a b

*a = sound
b = silence*

