SELECTED WORKS

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FHNW COURSE: SOUNDSCAPE

Lecturing

Since 2022, I am lecturing at FHNW Muttenz, School of Architecture, Civil Engineering, and Geomatics, where I design and lead a course focused on raising awareness of the acoustic environment. The course emphasizes the crucial role of soundscapes in shaping the quality of life within urban contexts. My objective is to guide students in adopting an alternative perspective by experiencing the city purely through an acoustic lens. Through this, they refine their auditory perception and come to appreciate sound as a powerful and creative medium for design.

Methods:

- Curated sound walks with blindfolded participants
- Sound recording and soundscape composition
- Reflection and discourse

@ FHNW Muttenz

— more info —

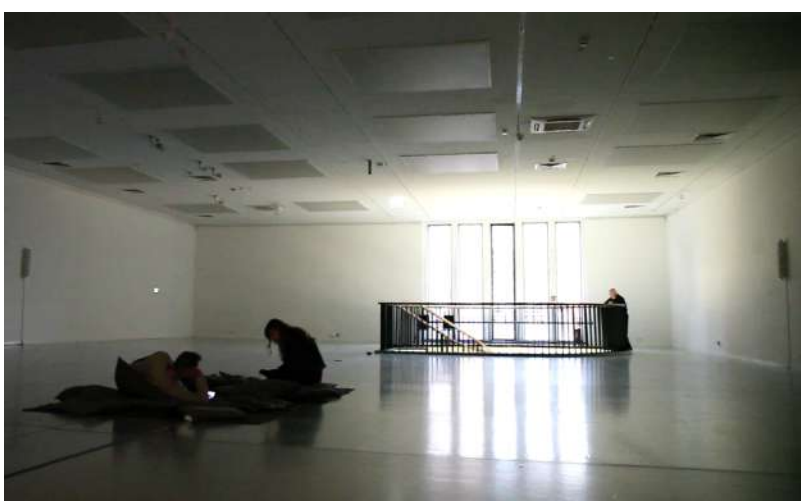
MELTING GALLERY

immersive soundscape composition

The sound installation was created in collaboration with the polish fine artist Diana Lelonek as part of the Culturescapes festival in Basel. Fieldrecordings of three melting Alpine glaciers: du Rhone, Aletsch and Morteratsch are composed into an immersive soundscape composition and form a symphony of disappearing glaciers. The sound of a slowly trickling catastrophe, whose arrival is hardly spectacular, is blurred, present everywhere and nowhere, and gives rise to anxiety and is lined with fear. Alpine glaciers are disappearing very quickly; some of them have already gone forever. A trip to the glacier, listening to the ubiquitous sounds of uniform dripping, resembles a countdown. The sound is a direct sign of irretrievable loss. The multi-channel sound installation presented in an empty exhibition space, fills the room with sound, while the classic ‚white cube' form has not been filled with objects.

@ Gletschergarten Luzern, Switzerland
@ BWA Bydgoszcz, Poland

— more info —



KLANGREGUNG (2019)

immersive audio visual installation

„Klangregung“ is a site specific immersive installation made for the st. John church in Freiburg. The audio visual composition intensifies the extraordinary attributes of the sacred space and enables the visitor to have a new perception of the room.

The impressive acoustic of the room are amplified by twelve speakers distributed in the room to create an immersive spacial experience. In addition there is a light composition which uses the contrast between glaring light and complete darkness. The floating composition plays with the site specific context and enables a contemplative experience.

@ Johanneskirche Freiburg, Germany

— more info —

GEDANKENPENDEL / PENDULUM OF THOUGHTS (2017)

interactive sound installation

„Pendulum of thoughts“ is an interactive sound installation aiming to draw the visitors attention to his conciseness and his constant flow of thoughts. Various mental states are symbolized by sound and can be discovered by interacting with the sound sculpture. The visitor can interact with the sound object by swinging it like a pendulum. The bigger the movement of the sound-object, the more confusing and distracted the sound. The more quiet the movement, the more concentrated and understandable the sound of the sound-ball. This embodies the constant flow of thoughts and shows the contrast between the focused and the distracted mind.

@ HEK House of electronic arts Basel, Switzerland
@ AudioArtFestival, Krakow, Poland

— more info —

SOUND LIGHT & SCENE (FHNW BASEL)

Lecturing

Since 2025, I am lecturing at FHNW Basel, Academy of Music, within the Music & Scene in Transformation program, where I design and lead a course exploring the interplay of light, sound, and spatial perception in performative and public contexts. The course focuses on how audiovisual environments shape atmosphere, narrative, and audience experience across theater, stage productions, and multimedia installations. My objective is to guide students in developing an integrated approach to scenography by working with light and sound as interconnected design elements. Through this, they expand their sensory awareness and gain tools to create immersive and responsive environments.

Methods:
- Audiovisual composition and spatial design
- Lighting concepts and dramaturgy
- Prototyping and site-specific interventions
- Reflection and discourse

— more info —

AUDIOBREEZE

Generative soundscape composition for health

Since 2022, I have been working on behalf of **Audiobreeze AG** to develop generative soundscape compositions for health and patient rooms, treatment areas, and retirement homes. These soundscapes are realistic, generative, and never repeat. They feature high-end nature atmospheres from around the world, as well as other immersive environments such as sports worlds, mindfulness settings, underwater landscapes, and more. All compositions are presented in lossless, never-repeating immersive 3D audio quality, designed to create a calming and engaging atmosphere.

Clients:
- Kantonsspital Baselland
- IWB
- Transa

— more info —

SCHINDLER CITY CENTER (2019 / 2020)

Immersive 3D-sound

As part of the IdeeundKlang AudioDesign team I was involved in the realisation of the sound scenography for the visitor center at Schindler´s headquarters in Ebikon. The entire exhibition extends over four floors and a total space of 2000 square meters. In the process staring with technical loudspeaker planning and multi-channel compositions up to the implementation of interactive sound elements, every step was developed in close cooperation with Iart and Schindler.

@ Schinder Visitor Center, Ebikon Switzerland

— more info —

NATIONAL MUSEUM OF QATAR (2019)

immersive 3D-sound

As an acoustic scenographer and sound designer, I was part of the **IdeeundKlang** team, responsible for realizing a unique immersive 3D audio environment for the **National Museum of Qatar**.

My main role was the immersive 3D sound mixdown for the art films, which explore Qatar's history, identity, and future, seamlessly integrated with video projections. A key challenge was enhancing the acoustic impact within the museum's remarkable architecture by **Jean Nouvel**, creating a multisensory experience that deeply immerses visitors in Qatar's culture and aspirations.

@ Nmoq Doha, Qatar

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