The Stanford Laptop Orchestra (SLOrk) is a large-scale, computer-mediated ensemble that explores cutting-edge technology in combination with conventional musical contexts—while transforming both. Founded in 2008 by Ge Wang with students, faculty, and staff at Stanford University’s Center for Computer Research in Music and Acoustics (CCRMA), SLOrk consists of more than 20 laptops, human performers, controllers, and custom multi-channel speaker arrays designed to provide each computer meta-instrument with its own identity and presence. The orchestra fuses a powerful sea of sound with the immediacy of human music-making, capturing the irreplaceable energy of a live performance ensemble and its sonic intimacy. At the same time, the orchestra makes use of the computer’s capabilities for new sounds and interactions—to imagine and realize new instruments for musical expression. Offstage, SLOrk serves as a unique classroom that explores music, computer science, artful design, composition, and live performance in a naturally interdisciplinary way.

SLOrk will return.
Matan Abrams is a coterminal master’s student in Computer Science. He started his musical journey with the piano and later picked up the guitar as well. He loves to compose and improvise and has developed a love for computer music through this class - Stanford Laptop Orchestra. He also loves to play frisbee, soccer, and most other sports.

Kiran Bhat is a senior studying Computer Science. He has been playing piano and writing music for 16 years. He believes that SLOrk has helped him combine his passions for music composition and coding to make some cool stuff. Find out if he is right in A to JFK!

Kelly Cochran thinks program bios should be in first person. I’m a Computer Science Ph.D. student studying computational biology, and SLOrk is my home at Stanford. I am who I am thanks to years of conducting and playing various brass instruments through high school and with the Duke Marching Band and Wind Symphony.

Pedro González is a Spanish violinist, composer, and researcher specialized in multidisciplinary and intermedia art projects. His compositions have been performed at various festivals around Europe, including the Internationales Musikfest Hamburg, International Computer Music Conference, Sound & Music Computing Conference, Centre National de Création Musicale (GRAME), Musica Festival in Strasbourg, or Klangwerkstatt, Berlin. In March 2021, Pedro was appointed Professor for Contemporary Music, Multimedia Composition, and Non Idiomatic Improvisation at ESMUC in Barcelona. He also gives seminars on live electronics and multimedia at the Musikhochschule Lübeck and works as a freelance composer and violinist in Spain and Northern Germany.

Celeste Betancur Gutierrez is obsessed with dance, magic and music.

Ben Hoang is a 3rd year undergraduate student studying computer science and music. He came from a classical piano background and just recently got involved in computer music through SLOrk. In his free time, he loves to ride his motorcycle, skateboard, and play games with friends.

Leo Jacoby is a junior studying Symbolic Systems. He plays bass with a campus band called In Town. Leo loves electronic music and is interested in exploring how it lends itself to performance through this ensemble.

Peter Li is a junior studying Computer Science and Music. He came from a classical piano background and later grew to love improv and composition. He composes for multiple theatrical organizations on campus, performs with the Simps as a musical improvisor, and raps under the name PTZ. He is super excited to begin his computer music journey at SLOrk! Slay, slatt, skrrrt.

Samantha Liu is a first year master’s student in Computer Science. Her current research interest is in AI for education. Her instruments of choice are the ukulele and the whistle, though she is always excited about new instruments too.

Danny Mottesi is an undergraduate junior studying Symbolic Systems and Music. He was brought up playing piano and guitar and, upon learning to code at Stanford, began to delve into the world of computer music.

Eito Murakami is a 2nd year master’s student at CCRMA who designs digital interfaces and instruments that promote a playful workflow for transforming creative ideas into artistic content. His research involves developing audio playback systems in virtual reality to process dynamic spatial reverb and multiplayer interactions.