GOH
GEOLOCALIZED SOUND FICTION



GOH by
Les Ensembles 2.2

GOH

Geolocated sound fictions

GOH is a mobile application dedicated to sound-enhanced exploration of public space. The app is based on geolocation, giving you direct access to the works in the places that inspired them. Simple and intuitive, GOH is available for free on iOS and Android, covers all areas, from the city to the countryside, and also has an offline mode.



GOH enables us to offer sound fictions made up of original works specifically created by artists. Fiction-documentary, futuristic narrative, poetry, storytelling or sound art: the possibilities are endless, and always the result of demanding yet accessible artistic work.

WHAT IS A GEOLOCATED SOUND FICTION?


© Sébastien Niggli

An artistic project

Our creations are the result of masterful artistic direction and proven technical expertise in the field of sound. The writers and composers we work with are recognised professionals, including Valérie Manteau, Sébastien Dicenaire, Hélène Gaudy, Jacob Kirkegaard and Christina Kubisch.

Designed in situ

Each sound fiction is tailor-made for a particular area, according to its configuration, history, heritage and constraints, and in direct contact with its inhabitants. Field recordings (testimonies and concrete sounds) feed the creations and root them in the place.


© Antoine Spindler

Immersive

The stories and musical compositions are directly linked to the landscape where the listener is, creating a unique multi-sensory experience. It is a new way of exploring a place: by reclaiming the space through imagination.



Innovative

Thanks to geolocation, the listener becomes an actor in the experience, immersed in a fictional world that changes with every step. As they move along, their choice of path may lead them to make decisions that influence the unfolding of the story they are hearing.

WHY?

→ Enhancing the territory

Showcasing architectural heritage, promoting a new district, rediscovering a place to live, revealing the hidden beauty of an urban landscape... Each project can provide a complete and original response to a specific need, promoting the attractiveness and dynamism of an area.



Creating links

Our sound fictions involve local stakeholders in the creative process. For each location, we set up an educational process that allows us to share our approach with local people as they help us discover their territory: moments of encounter and exchange, always adapted to the location and the participants.



Bringing culture closer to people

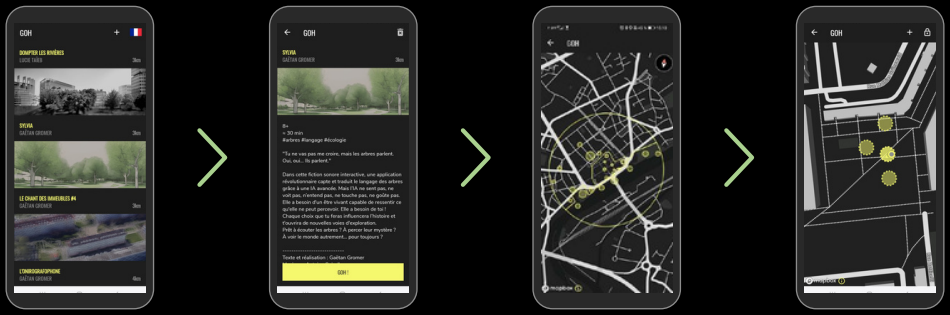
Each sound fiction offers an experience open to everyone, all the time. The content is accessible from public space via a free app, designed to make contemporary creative works easier to engage with.

Creating lasting projects

The sound fictions remain available on the app on a permanent basis. We update them as the area changes and can support you with mediation work over the long term.

GOH
A USER-FRIENDLY APP

GOH is a mobile application dedicated to sound-enhanced exploration of public space. Based on geolocation, it allows you to locate and listen to sound fictions directly in the places that inspired them. Simple and intuitive, GOH is available for free on iOS and Android and has an offline mode.



1 **Main menu**

2 **Sound fiction selection**

3 **Overview**

4 **Map navigation**

LAUNCHING A SOUND FICTION

- Download GOH (App Store or Google Play)
- Put on your headphones or earphones
- Launch the app
- Select a sound fiction and press GOH
- Head to the yellow bubbles on the map
- Start listening

No network? Sound fictions are downloaded automatically before the first listen, so they work offline.

THE STUDIO

Les ensembles 2.2
Arts sonores et hybrides

A creative studio working in the field of sound and hybrid arts, Les Ensembles 2.2 specialises in designing projects for public spaces. Experts in the field of sound, we imagine, produce, support and promote multi-form creations: compositions, concerts, installations and sound fictions.

Our works are the result of highly specialised yet accessible artistic work, combined with a local approach and a range of tailored mediation services.

Some references

Strasbourg, World Book Capital 2024 | Esch 2022, European Capital of Culture | La Citadelle, Marseille | Le Maillon, Strasbourg | Festival Musica & Ososphère, Strasbourg | Les Rotondes, Luxembourg | MAMCO, Geneva | Nuit Blanche & Théâtre Varia, Brussels | Digital Life, Rome | Electric Nights, Athens | Festival Transient, Paris | Lieu Multiple, Poitiers | Puzzle, Thionville

Download GOH,
put on your earphones
and let yourself be guided...

Artistic direction Gaëtan Gromer

contact@le2p2.com — +33 6 52 20 60 79

www.le2p2.com

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