

Sonification Prototyping Tool



Work in progress

Scenarios

1. Collaborative design
 - a. User working with a facilitator to experiment with audio within the defined parameters and environment
2. Remote testing
 - a. Easily shared for remote users
3. Formal user testing
 - a. Lock the environment so the user can not change any parameters - the interaction is restricted to what has been defined in advance.

Use Cases

- a. [Sonification Use Cases](#)

Features

- The environment can be locked and unlocked
 - When locked, the user can only experiment within what has been defined by the author.
 - When unlocked, the user can experiment and try new things.
 - Locks can be applied per control, or to the entire environment.
- Choose different parameters
 - from [Exploration and Early Sketches](#):
 - Pitch
 - Scale
 - Timbre
 - Tempo
 - Rhythm
 - Density
 - Energy
 - Harmonic relationships
 - Brightness
 - Roughness
 - Spatial location
 - Volume
 - Length of time/ duration
 - Stereo / mono
 - Loop
- Instrumentation
 - Use of pre-recorded and generated sounds
 - Import / add new sounds
- Configuration
 - pre-script above effects or change them on the fly
 - bind sound to states and model values
 - using events
- ability to log, record, or save tool session so you can re-try combinations or examine what a user has done.

References

- [Sonification Exploration and Early Sketches](#)