

Sound Candy

Shuichi Ishibashi, Daisuke Uriu, Naohito Okude
Keio University, Media Design
5322 Endo Fujisawa Kanagawa Japan
+81 466-49-3404

{shuichi, uriu, okude}@sfc.keio.ac.jp

ABSTRACT

Sound Candy is a device with which anyone in the world can create his/her own playground anywhere of using sounds and movements around him/her. In our daily life, we are surrounded by the "Kings of Entertainment" such as theme parks and home video game machines. However, the entertainment gives us only passively experience without our creation or creativity. In this paper, we suggest Sound Candy designed as the tool with which each user can create a new way of playing actively. In its small body, Sound Candy has two functions as follows. First, it has a recording function. Second, it has a function to integrate recorded sounds and signals from sensors, such as vibration or acceleration caused from variety of movements. Sound Candy can be attached to any part of user's body and almost objects in his/her environments. So users can convert the recorded sound to the one synchronized with various actions by selecting a play mode from four play modes including Angle, Vibration, Speed and Rotation Mode.

Categories and Subject Descriptors

H.5.5 [INFORMATION INTERFACES AND PRESENTATION]: Sound and Music Computing – *Methodologies and techniques*

General Terms

Design, Experimentation, Human Factors.

Keywords

sound, voice, interaction, entertainment, play, playground.

1. INTRODUCTION

What does "play" mean to us in our today's highly sophisticated world? Theme parks pulling in many people entertain them with thrilling and dreamy world. At the same time, portable video game devices offer us a handy way to play at home or outside. For instance, there are a lot of attractions in a theme park like the Disney Land where many users enjoy fairy tales created in the attractions. An ever advancing home video games such as [1]

gives us a world which we have never experienced at home. Thus, we can use home video games or go to theme parks and enjoy "Modern Play" freely.

However, this "Modern Play" cannot fulfill us perfectly. We cannot experience creating play toys or games from "Modern Play". This is firstly because users tend to follow given rules and tend to passively accept given experience. For example, although theme parks do give us an unrealistic sense of satisfactions with its unbelievable scale combined with its well-designed "dream world", users only passively experience prepared attractions or world-view, and this cannot be called an active play. Secondly, although with home video games users will follow the software's own rules and can control and play viewing the TV screen, place where user can play the game is limited in the TV sets (which in fact exist in any house). This cannot be called to be an act of creating play by their own hand. As described in these examples, through these "Modern Play" users cannot produce original play freely, and these passive digital Medias are taking away the originality of creating play from childhood [2].

With Sound Candy, users can make their play ground by themselves while employing personal sound and motion. Though it is the tool made with using modern technology, we need not to know the technology. It can be brought anywhere and anytime and just have the basic rules that users, which are elder people, physically-challenged people, and pet animal, understand. So, users can play differently as they like. Sound Candy brings the experience that the play has originally, in which users can make immediate play ground anytime.

Copyright is held by the author/owner(s).
ACE'07, June 13–15, 2007, Salzburg, Austria.
ACM 978-1-59593-640-0/07/0006.



Figure 1. Various use of Sound Candy.