

# SOUNDSIGHT: DESIGN ALTERNATIVES (ACTIVITY 3)

- Goal: Visualise game audio cues for deaf gamers
- Includes: Storyboards, Lo-fi alternatives, Evaluation, Iterations, Final choice, Prototype

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## STORYBOARD — SARAH (COMPETITIVE FPS)

1. Spawn and take site control
2. Soft footsteps (right flank)
3. Teammate callout (left)
4. Loud gunshot (right edge)
5. Decision: pre-aim right; edge pulse confirms
6. Outcome: trade secured

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## STORYBOARD — MARCUS (HORROR EXPLORATION)

1. Ambient music builds
2. Creak behind (bottom edge hint)
3. Distant thump (top edge, low intensity)
4. Choice: inspect corridor
5. Jump scare burst (front)
6. Recovery: calmer ambient ripples

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## STORYBOARD — ALEX (BATTLE ROYALE ENDGAME)

1. Zone closing
2. Third-party gunfire (right, then top-right)
3. Rotation audio sweeps across edge
4. Choice: wrap left
5. Push timing via louder pulses
6. Extract and reposition

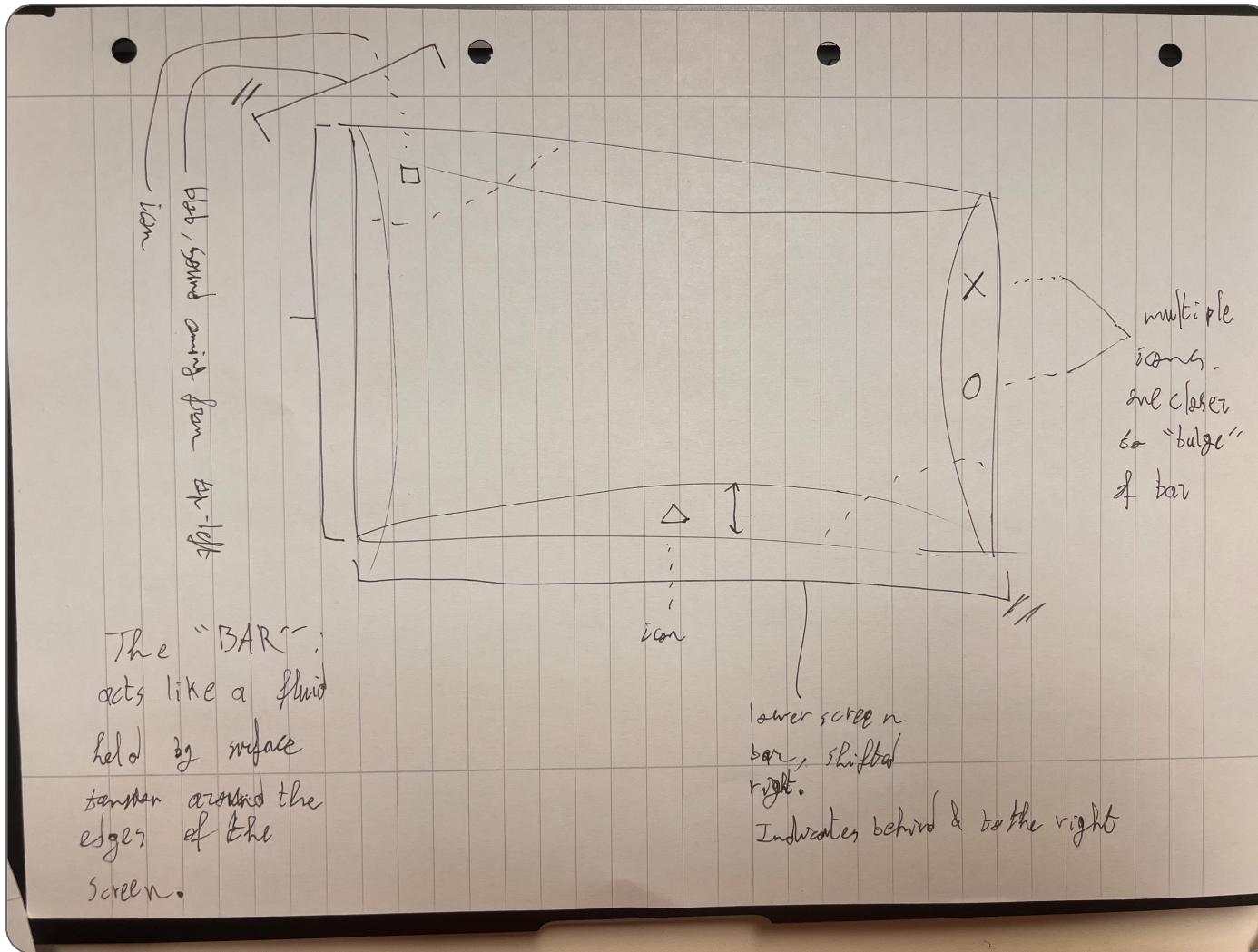
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## ALTERNATIVE A – FLUID EDGE INDICATORS

- Edge bars behave like water droplets (direction by position)
- Thickness = distance/volume; colour = category
- Optional ripple cap for sharp vs sustained sounds



Direction by bar position; distance by thickness; colour by category.

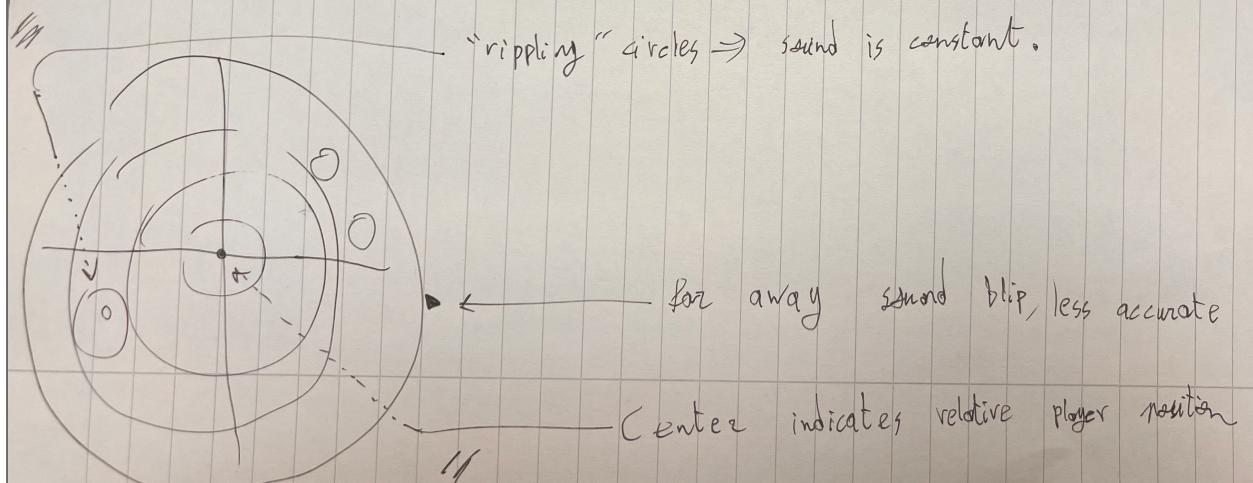
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## ALTERNATIVE B — CORNER 360° RADAR (CHOSEN)

- Icons per sound type; rings encode proximity
- Informative overview; matches spatial mental model

Chronic RADAR; size & screen position would depend on  
a simple circle, with game  
shapes indicating different  
cues.



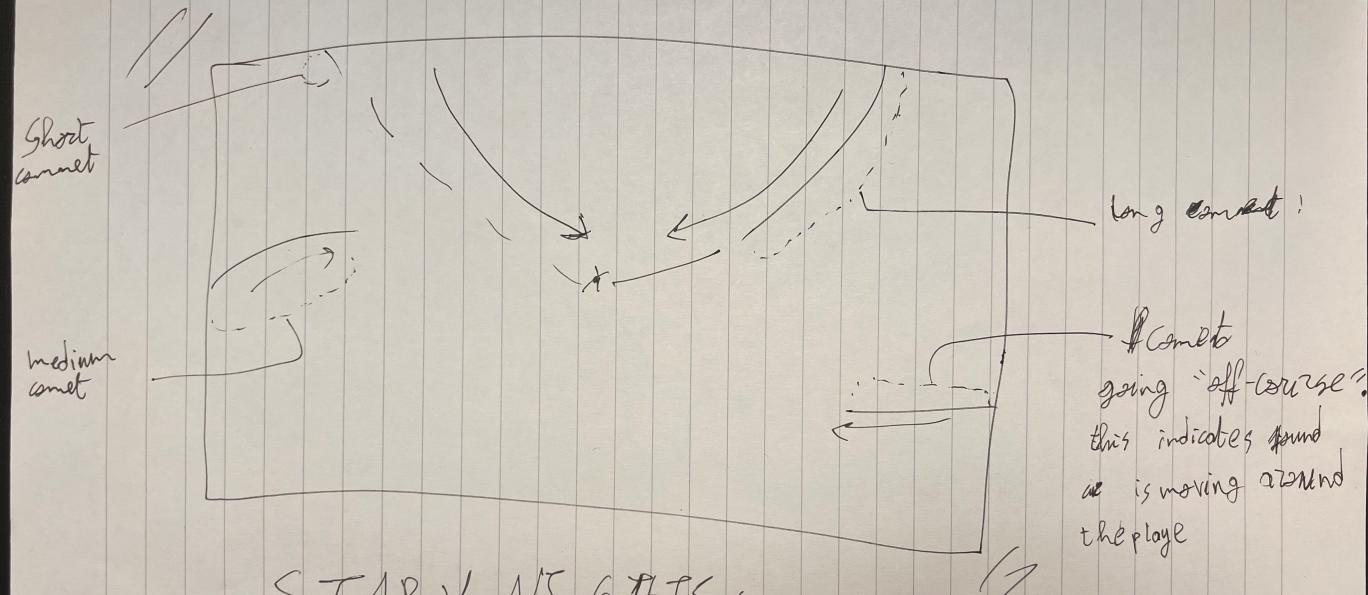
Compact radar in lower-left with rings for proximity and distinct icons.

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## ALTERNATIVE C — DIRECTIONAL COMET TRAILS

- Comet glyphs enter from edge and glide inward
- Trail length/brightness = recency/volume; icon = type; colour = category



## STARRY NIGHTS:

"Comet lines" fly from the edge of the screen to the center. ~~padding~~

Head carries icon; trail length/brightness encode recency/volume.

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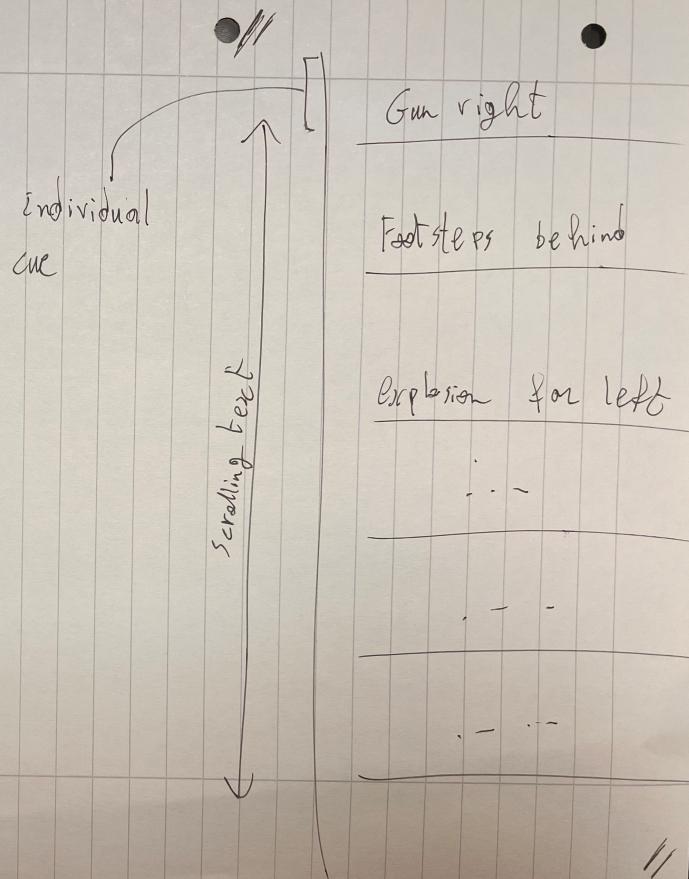
## **ALTERNATIVE D — TEXT-ONLY HUD (POOR)**

- Scrolling text feed (e.g., "Footstep left")
- Simple to implement; fails in fast combat; high cognitive load

The "Chat":

Sound cues are  
listed on the side,

scrolling from top  
or bottom



Gun right

Footsteps behind

Explosion for left

//  
Scree

Text feed variant used for contrast; illustrates readability and occlusion issues.

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## SCOPE AND RESOLUTION (JUSTIFICATION)

- Scope: core spatial/combat cues; portable overlay; minimal occlusion
- Lo-fi: sketches validate mapping of direction, distance, category
- Hi-fi: HTML/CSS/JS prototype for timing, brightness, stacking, edge animations

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## FORMATIVE EVALUATION (BY SCENARIO)

- Sarah (FPS): A strong peripheral cues; B fastest decisions; C informative but distracting; D fails
- Marcus (Horror): C adds motion/recency; A unobtrusive; B good when toned down
- Alex (BR): B best multi-threat overview; A solid lite mode; C helps track third-party fights

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## ITERATIONS → FINAL CHOICE + DEMO

- Smaller radar; lower-left placement
- Added edge indicators (from A); ambient hints (from C) for non-critical sounds
- Overload: category filters, throttling, palettes-opacity

SoundSight — HCI Coursework

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