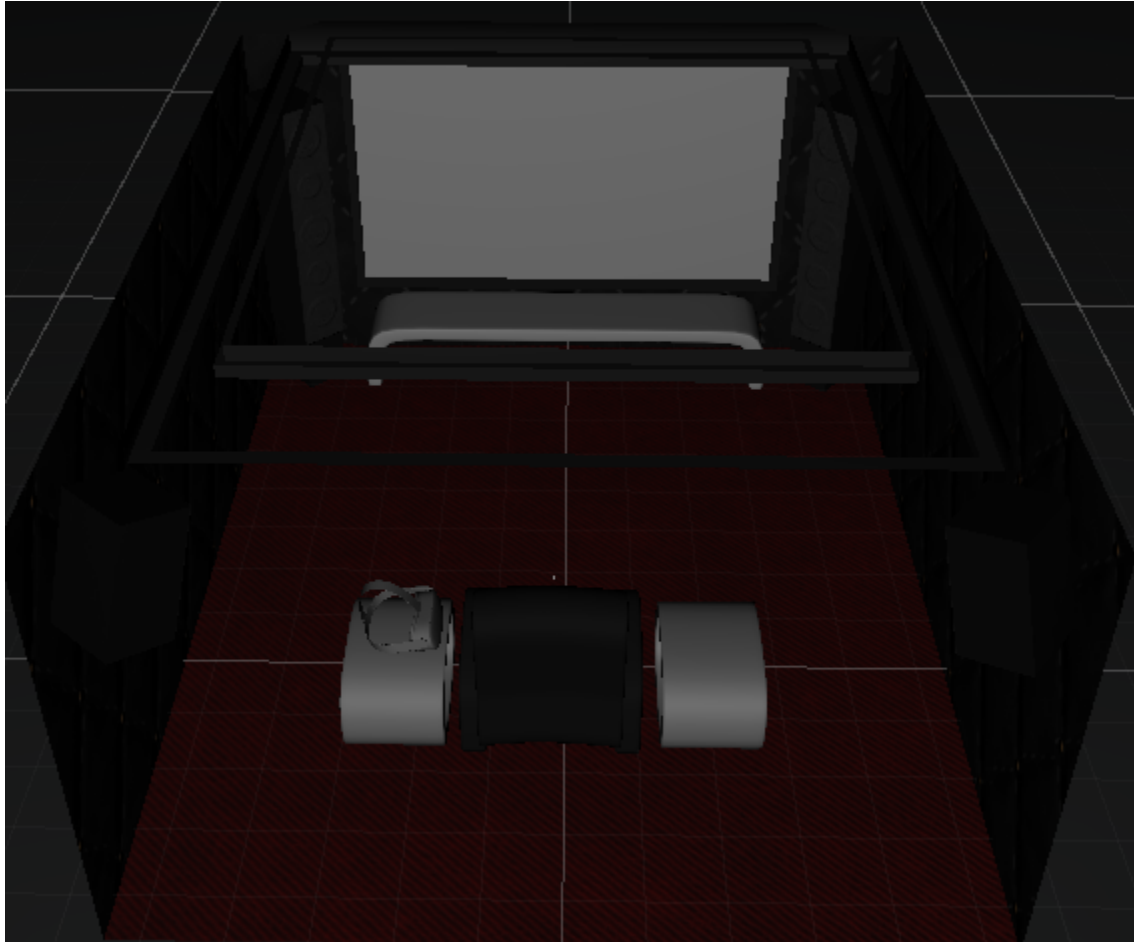


YES WE CAN
SOUND MAP

(red): trigger for voicelines

THEATRE



TRANSITION

OBJECTS:

-Picking up VR headset

-Transition from VR to IRL: **01WOOSH-VRTRANSITION.mp3**

FHA ENTRANCE



the basketball court.

(ignoring)

We don't have all day, you should go to the desk before they have a break.

(when approaching the desk)

It's taller than usual, right?

(when heading to the elevator, after the desk)

MOBILITY

OBJECTS:

-Woosh for Teleportation

02WOOSH-MOBILITY.mp3

-Interactable Button

BOUNDARIES:

-Atmospheric chapel sound

-Booths/Chatter

01FH-MUSEUMENVIRON.mp3

02FH-MARKETENVIRON.mp3

VOICE LINES:

Lukas/Mobility

(start in front of FH entrance)

Hey, welcome back!

Ready to do this?

(Before tutorial)

I hope you can handle yourself over there.
Don't worry, it's not as difficult as it looks like.

(Instructions to get to

(when facing the button, or

There should be a button near the door...

(after the button is pressed?)

Yep, although I'm quite capable of opening a door, it can get pretty tough sometimes

(after entering the building- replay after taking the wrong direction/hallway)

You should go to that desk and ask about

I love this uni, they have elevators everywhere. Did you know that mirrors are actually put there so people in wheelchairs can be more aware of their surroundings?

BASKETBALL



MOBILITY

OBJECTS

-Basketball swish

01BASKET-SWISH.mp3

-Picking up object sound

02BASKET-PICKUP.mp3

-Basketball miss/rolling away

03BASKET-ROLLAWAY.mp3

-Basketball against board

04BASKET-AGAINSTTHEHEADBOARD.mp3

-Woosh for Teleportation

02WOOSH-MOBILITY.mp3

BOUNDARIES

-Cheering crowds

-Sounds of confetti

-Sound of score

-Court Environment

01COURTENVIRON-PERFECTLOOP.mp3

VOICE LINES

Lukas/Mobility

Well this sure is a nice playground!

Try scoring some points with some of those balls.

(scores)

Very nice!

(fails #1)

ouch, almost!

(fails #2- hits the board or rim)

Almost there!

(makes a score)

WOO! Good job!

(after score)

Well, that was fun, remember that you can go out whenever you want.

Oh, and remember that scoring points it's not the only thing you can do on a basketball court!

See what else you can do.

(30 second delay- hintu)

Try picking up some stuff around

(exit)

I'll go rolling now

I hope you gained a new perspective on sports, bye!



desk.

FHA ENTRANCE

BLINDNESS

OBJECTS:

- Cane against tiles
- Cane against furniture
- Cane against wood

BOUNDARIES:

- Atmospheric chapel sound

-Booths/Chatter

01FH-MUSEUMENVIRON.mp3

02FH-MARKETENVIRON.mp3

VOICE LINES:

Teresa/Blindness

(starting the game inside the building)

Nice to see you again!

Now, don't get too excited, it can be a bit disorienting.

(when moving forward)

Your eyes may deceive you, make sure to guide yourself by the vibrations of your cane.

Use your cane with the tiles on the ground

(once inside the building)

Let's see if you can reach the information

It should be somewhere at your right

Remember that I'm right here at your side.

(when going in the wrong direction- ie to the left)

Wait! It's not over there!

(after help desk)

Perfect, now let's go to the music room.

MUSIC ROOM *BLINDNESS*



OBJECTS

- Piano
- Drums
- Xylophone

BOUNDARIES

- Walls (hitting against them)
- Floors (stick)
- Rivets of floors
- Stick hitting furniture
- Picking up object sound
- Putting down object sound

VOICE LINES

Teresa/Blindness

(at music room)

Your eyes may deceive you, make sure to guide yourself by the vibrations of your cane.

(when hitting against a wall or instrument)

Go slow and remember to use your cane.

If you feel that something is wrong, you may be badly placed, try going around your location

(if collisions are implemented) *stumbles onto something*

Ouch! You may be more careful from now on.

Watch out!

(exit)

I hope you explored new ways of enjoying music, see you around!

FHA ENTRANCE



DYSLEXIA

OBJECTS:

- Cellphone (taking out)
- Checking email sound

-Phone

01PHONE-BUZZ.mp3

02PHONE-HAPPYNOTIFICATION.mp3

03PHONE-NEUTRALNOTIFICATION.mp3

BOUNDARIES:

- Atmospheric chapel sound

-Booths/Chatter

01FH-MUSEUMENVIRON.mp3

02FH-MARKETENVIRON.mp3

- Walls

VOICE LINES

Sara - Dyslexia

(start outside building)

Hello there! Let's get in.

(after entering building)

Oh, yes, you should check your email first.

(email read)

Mhh... you could try asking at the main desk. And remember, don't get too anxious, I'm right at your side

(after reaching help desk)

Now let's get to class, hurry up!

CLASSROOM *DYSLEXIA*

OBJECTS:

-Drawing/writing sound

01MARKER-WHITEBOARD.mp3

-Taking out decipher card

BOUNDARIES:

-Walls

VOICE LINES:

Sara - Dyslexia

(once entering room)

Ok, you have to solve this puzzle by identifying the question and forming a coherent answer

You can also draw something on the board.

Let's see your raw talent!

(drawing)

oh,that's pretty... abstract.

(exiting)

Well, this was a stimulating experience. Goodbye!