

Homework Part 2

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1 Good Sound

1.1 Sound 1

1.1.1 What it is

Battery charged indicator for the lipo battery charger.

1.1.2 Description

When my battery charger finishes charging, it gives of a series of fairly loud, but not harsh beeps. I would say they have a mid frequency, and are not piercing. The beeps go for 5-10 seconds.

1.1.3 Why I like it

It is a good alert for an important event, one would not want to forget about a lipo battery out in the open, as leaving them charged is bad for them, and they are dangerous to puncture or smash. However, the alarm is not super serious sounding, or piercing. A more piercing sound is reserved for mistakes, like if it reads a weird voltage, or can't find the battery, which would be an indicator that something very bad is about to happen to the battery. By not wasting its serious piercing alarm on battery done, if I hear the actual piercing alarm, I know I need to get to the charger ASAP. (Thankfully, I've only heard it when I start the charger and forget to plug the battery in.)

1.2 Sound 2

1.2.1 What it is

The sound the Photon microcontroller has been programmed to create when it's turned on. The photon microcontroller is being used to control a nerf blaster.

1.2.2 Description

When turned on, it gives a beep-de-dah. It is fairly quiet, just enough for you and a few people around you to hear. It is composed of mid frequencies, and is not piercing, but still audible and not a rumble. It's purpose is to alert you that the microcontroller has booted, and the nerf blaster can now be fired. Without it, while one could try to save battery and be a bit stealthier, one wouldn't be sure when it was on, aside from waiting 5 or so seconds. While it is minor, it is nice to know.

1.2.3 Why I like it

It is a not disturbing, pleasant sound. It lets you know your blaster is ready to go, without disturbing you or those around you. Without a display, there is no other way to do this really, so it accomplishes a purpose.

1.3 Sound 3

1.3.1 What it is

Overwatch point control sound. Found in Overwatch video game.

1.3.2 Description

The sound is a ticking noise. The sound is a ticking which gets faster until your team or the enemy team takes the point.

1.3.3 Why I like it

Good because it alerts you to get on the point even if you are facing the wrong way.

2 Bad

2.1 Sound 1

2.1.1 What it is

Multimeter shut off. My multimeter, if left on for the "long period of time" of 5 to 10 minutes with no change in measurements, will emit an annoying beep, and then shut off. The first beep is to indicate 5 minutes has past, then at 10 it shuts off. I believe the purpose is so that the user

1. Knows the multimeter is shutting off
2. That it is shutting off intentionally, and not because of some malfunction
3. Stops wasting battery and remembers to shut off their multimeter after each use

2.1.2 Description

A really annoying, loud beep that sounds like a smoke alarm decided to go off for a second.

2.1.3 Why I dislike it

I think it is completely pointless to have this sound. If it were an option that could be permanently disabled, that would be fine, but as it is, it is more annoying than anything else.

I'd rather simply have the multimeter simply shut off, without announcing so to the world.

Battery gains from attempting to train the user like this are minimal, considering how little power a multimeter uses. And considering how often I put down and pick up the multimeter every 5 seconds or so when debugging, while unsure of which time I pick it up will be the last for that session, turning it on/off each time would be a pain.

However, if the sound had to exact, a much softer, more pleasing tone would be appropriate. I don't need to hear it from across my apartment, and a startling beep is, well, startling, which is the last thing I want when working with wires. A soothing, quieter tone would still alert the user, without startling them as long as they were still nearby. Inspiration could come from standard computer/device shutdown sounds, which would also give a meaning to the sound, as the first few times I heard that beep I was very confused, and thought some more serious warning had gone off.

2.2 Sound 2

2.2.1 What it is

Varsity Hourse Apartment Building Fire Alarm

2.2.2 Description

I understand this alarm is to signify that there is a emergency, but this alarm can wake the dead.

2.2.3 Why I dislike it

This alarm has such a shrill sound. It is extremely intense and will probably cause ear damage with continual exposure. When I was in elementary school, they used the bell system (the one used to signify it was time to change

classes) in short bursts to signify an emergency. This was far less intense yet achieved the same goal. A bell has a much more pleasant sound.

2.3 Sound 3

2.3.1 What it is

The sticky key sound.

2.3.2 Description

Keep pressing shift on on a windows machine and you will hear this first hand. Its the sound signifying that you have pressed shift to many times and may want to make it stick.

2.3.3 Why I dislike it

It is painful and unexpected to hear, especially when playing a video games that requires the shift key. It completely diverts your attention away from the application and ruin my train of thought.