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Extra Credit Ex.: Designing auditory interfaces for future technology

Your description in the writeup of how information would be sonified for the user via your sound environment and how the sounds would improve the usability of the interface.

First off, after just looking at the video alone, I assumed that the video has some sort of futuristic setting. Therefore, the majority of sounds in this clip need to be technologically-relevant, and something that users can audibly match with the visuals of the clip. For the technology, there were 4 main sounds:

- Opening the main screen
- Opening an app
- Keyboard sounds
- Closing the screen

After that segment of the clip, I applied the same sort of philosophy for the rest of the audio clip. With each new piece of technology, I looked at the types of actions that users perform with it, picture a sound for each in my mind, find a similar sound, and edit it into the movie.

Additionally, before even editing the sounds into the movie, I had to edit them using OcenAudio first to remove excess sound, normalize the audio, stitch together different parts of the same audio, trim the audio, etc. This helped the audio fit better with the sound ecology as a whole.

These sounds will improve the usability of the interface because, like me, most users will already be familiar with sounds like what you hear when operating a smartphone, camera, or screen device. Using similar sounds for the new devices will help users maintain a sense of familiarity with the device, helping them understand the functionality faster. The use of technologically-relevant sounds that users can audibly match with the visuals of the clip strengthens the connection between the user actions and the system responses, ultimately improving the overall user experience.

Freesound.org Source URLs:
- Ambience (only to make everything sound more normal, otherwise, the sounds stuck out like sore thumbs)- As per the assignment instructions, I didn't have any environmental sounds ro music, just this ambient white noise to make the sounds fit into the background better.
    - https://freesound.org/people/MATRIXXX_/sounds/444248/
- Keypad
    - https://freesound.org/people/suspensiondigital/sounds/389707/
- Open the screen
    - https://freesound.org/people/alienistcog/sounds/143296/
- Open an app
    - https://freesound.org/people/MisticalSounds2.o/sounds/652851/

- Closing an app (same URL but different portion and editing of the sound)
  - https://freesound.org/people/MisticalSounds2.o/sounds/652851/
- Fruit Ninja Slashes
  - https://freesound.org/people/Taira%20Komori/sounds/215010/
  - https://freesound.org/people/visualasylum/sounds/329787/
- Angels
  - https://freesound.org/people/Exoticgaming/sounds/679467/
- Alarm click
  - https://freesound.org/people/newlocknew/sounds/665222/
- Swipe
  - https://freesound.org/people/MATRIXXX_/sounds/702773/
- Small click
  - https://freesound.org/people/florianreichelt/sounds/683099/
- Putting down camera
  - https://freesound.org/people/Nightflame/sounds/397600/
- Slow drag
  - https://freesound.org/people/PsychoPancake/sounds/325212/
- Swivel
  - https://freesound.org/people/InspectorJ/sounds/484470/
- Ping
  - https://freesound.org/people/MATRIXXX_/sounds/444918/
- Slow swish
  - https://freesound.org/people/DrMaysta/sounds/349698/
- New swoosh
  - https://freesound.org/people/newagesoup/sounds/372519/
- Woman's voice
  - https://freesound.org/people/Anzbot/sounds/687209/
- Man's voice (I couldn't find anything remotely helpful, so here's what I got)
  - https://freesound.org/people/gamer500/sounds/695964/