

ARTD252

# MAKEY MAKEY PROJECT

The first ARTD252 Project will be the creation of an interactive work using the Makey Makey Kit to trigger **sounds**. There are two key elements to any interactive experience - the INTERFACE and the CONTENT.

For this project, you are being asked to devise your own experimental **interface**, using found or constructed objects, that are conductive enough to be read by the Makey Makey kit. Explore unconventional, whimsical and clever materials for your interface.

The **content** of the work will be based on the idea of **Musique Concrète**. The idea behind Musique Concrète is that the composer begins with a set of "concrete" sounds and arranges them into a piece of music. This concept means that the composer is not limited by traditional musical instrumentation and theory. They can, in fact, collect any sound that appeals to them and use it in the realization of a final piece of music. You are asked to either collect your own sounds from field recordings (use your smart phones to record sounds from everyday life) or to find exciting sounds from the internet. Your audio and MaKey MaKey will be driven through the real-time audio player 'Sound Plant' (soundplant.org).

The key to a successful project will be the integration of interface and content in a playful and thoughtful experience for the casual user.

## Due Date: (Dependent upon you lab)

Value: 80 points (or 8.0% of your total grade)

## Grading:

Functioning / Finished: \_\_\_\_ / 15 pts

Physical Interface: \_\_\_\_ / 30 pts

Content Choice: \_\_\_\_ / 35 pts

## Inspiration:

<http://makeymakey.com/gallery/>

## Materials to Try:

Foods, liquids (in containers), metalics, drawing media (graphite), conductive thread, metal-tapes, some woods, some foams, moist or saline media (playdough, etc)

## Soundplant Resources:

<http://soundplant.org/download.htm>  
(See keymaps and sound effect sites at bottom of page)

