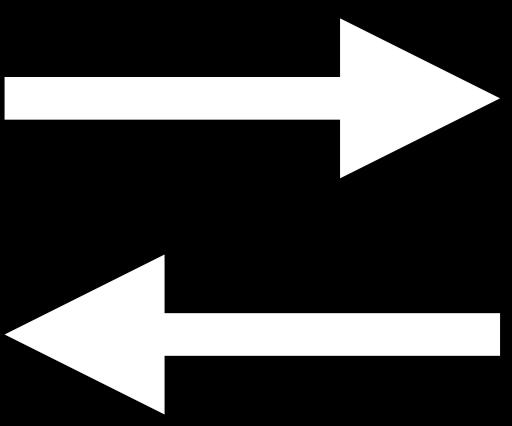
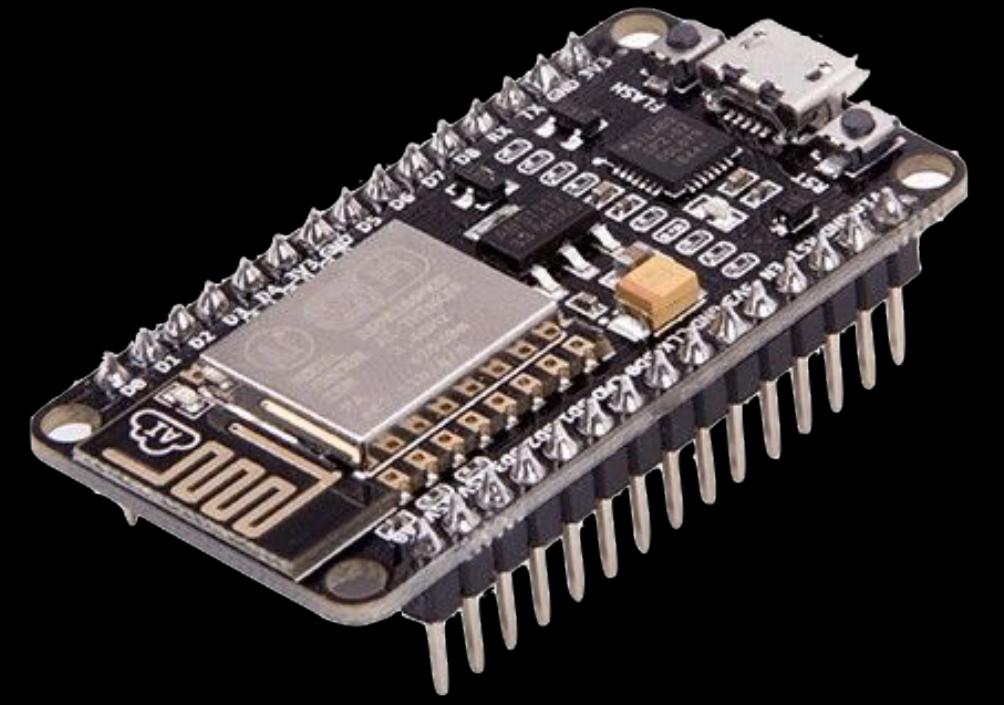
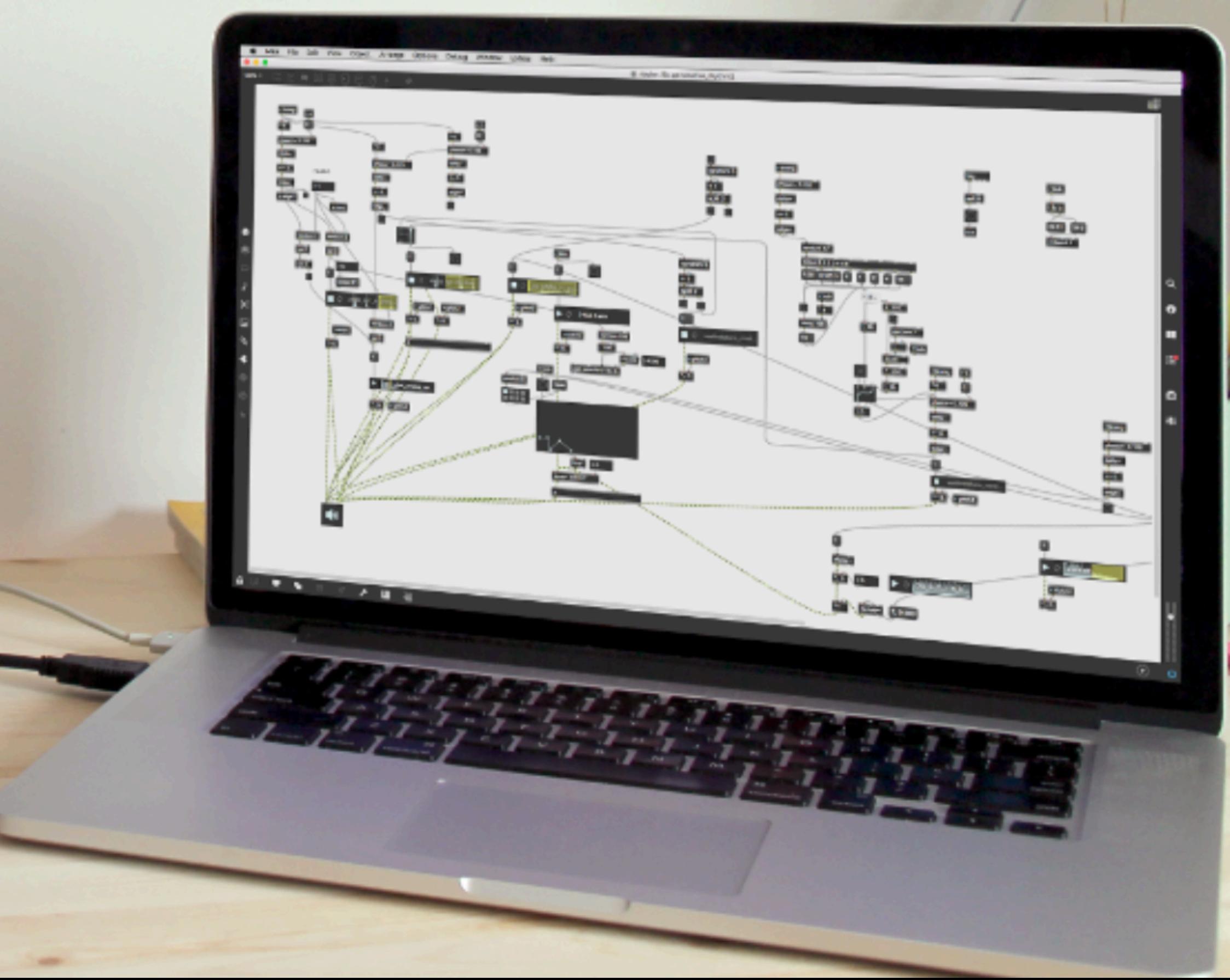
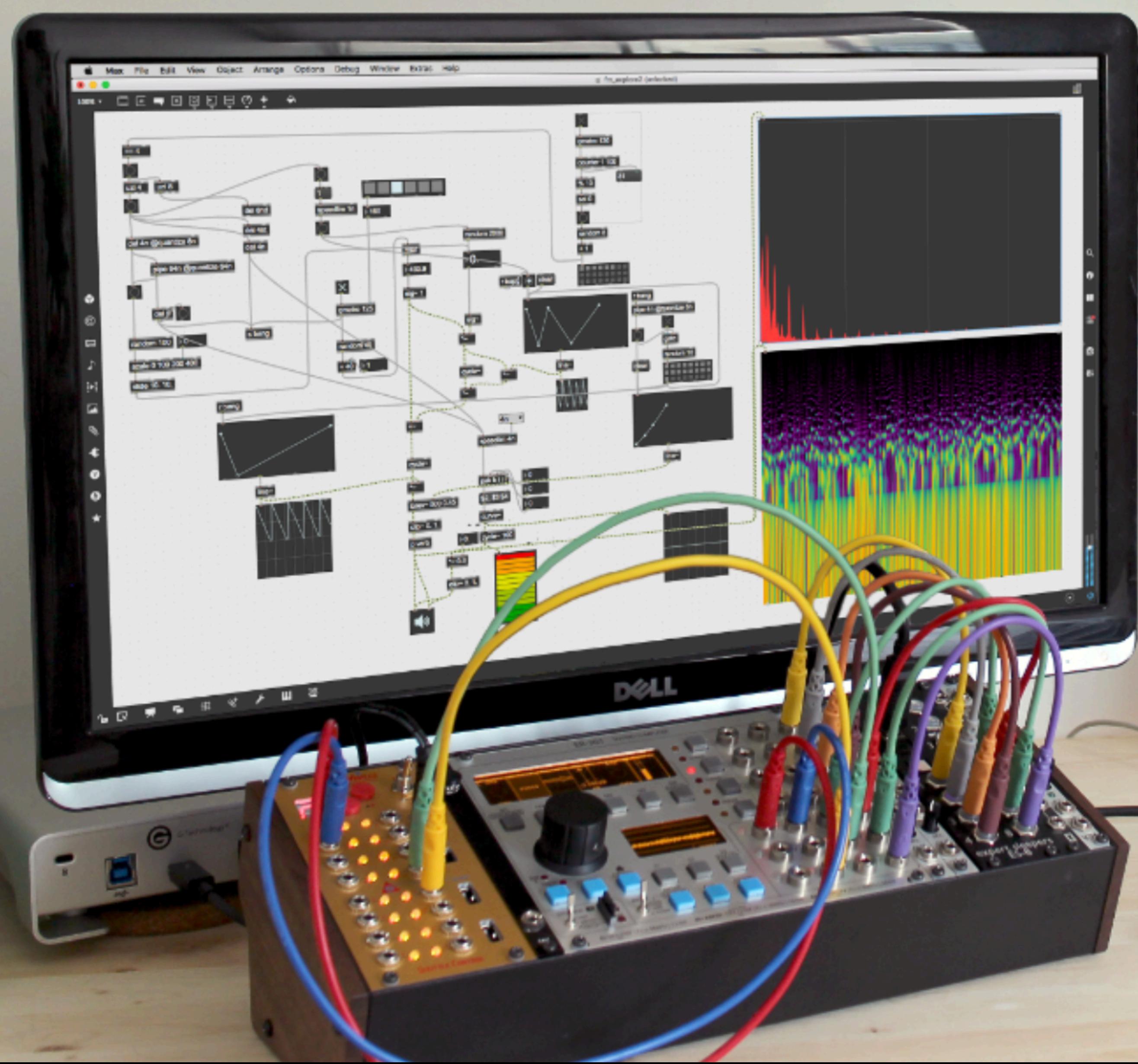


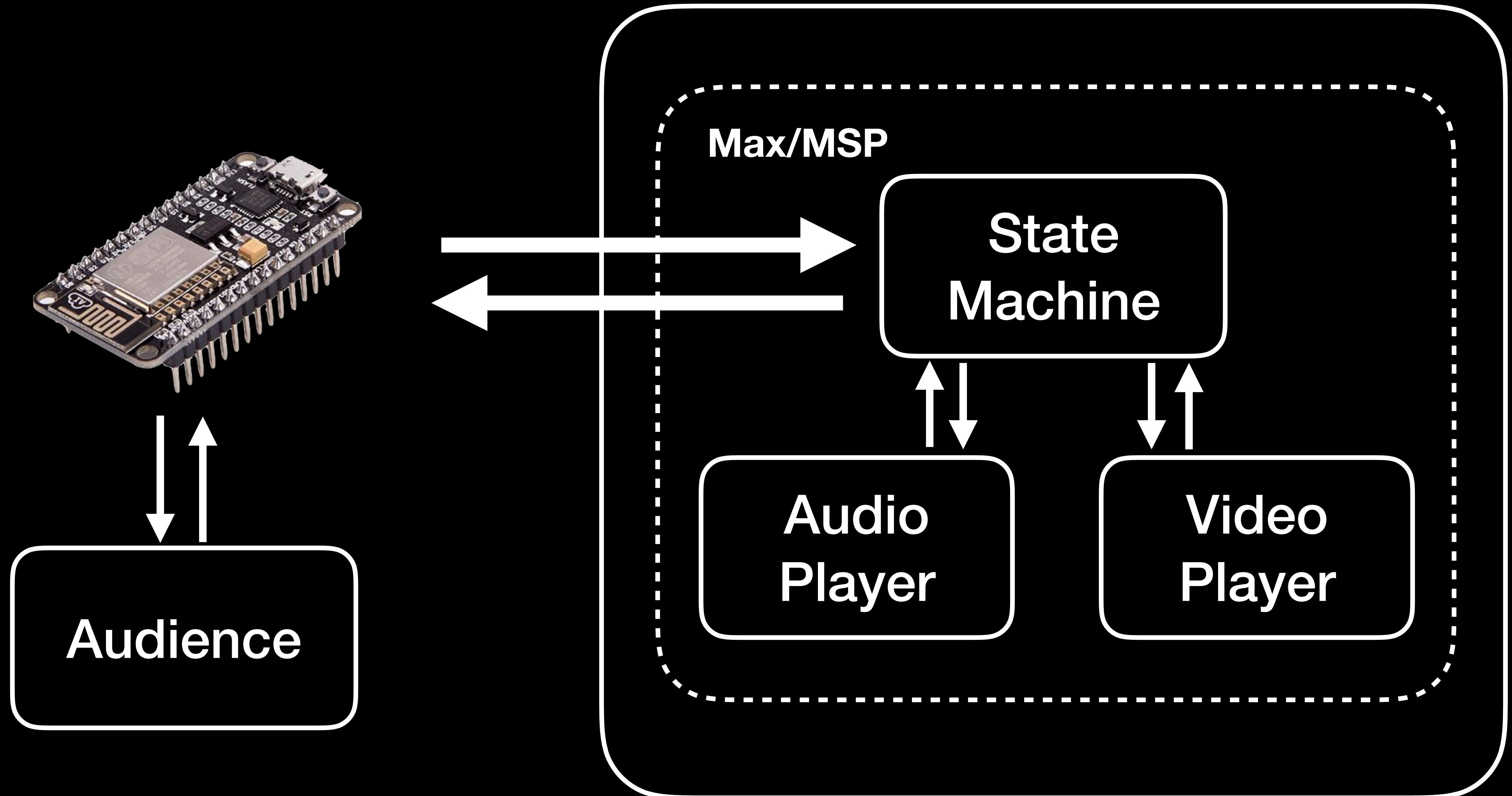
Digital Storytelling using IoT Sensing and Max/MSP

Jeff Gregorio
and Lance Weiler



Max/MSP





Workshop Goals

Understand Max/MSP and the state machine system well enough to:

1. Understand how the work is divided between systems that:
 - a. Sense audience interactions
 - b. Control experience logic
 - c. Display audio/video content
2. Make some extensions of the provided examples
3. Sketch larger ideas using knowledge of the system's capabilities and limitations

States

- What ‘beats’ need to happen?
- What happens on the beats?
- Which video/audio assets play?

Conditions

- Which messages do we get from IoT sensors?
- Which messages indicate that video/audio assets have played?
- Under what conditions do we transition between states?

States

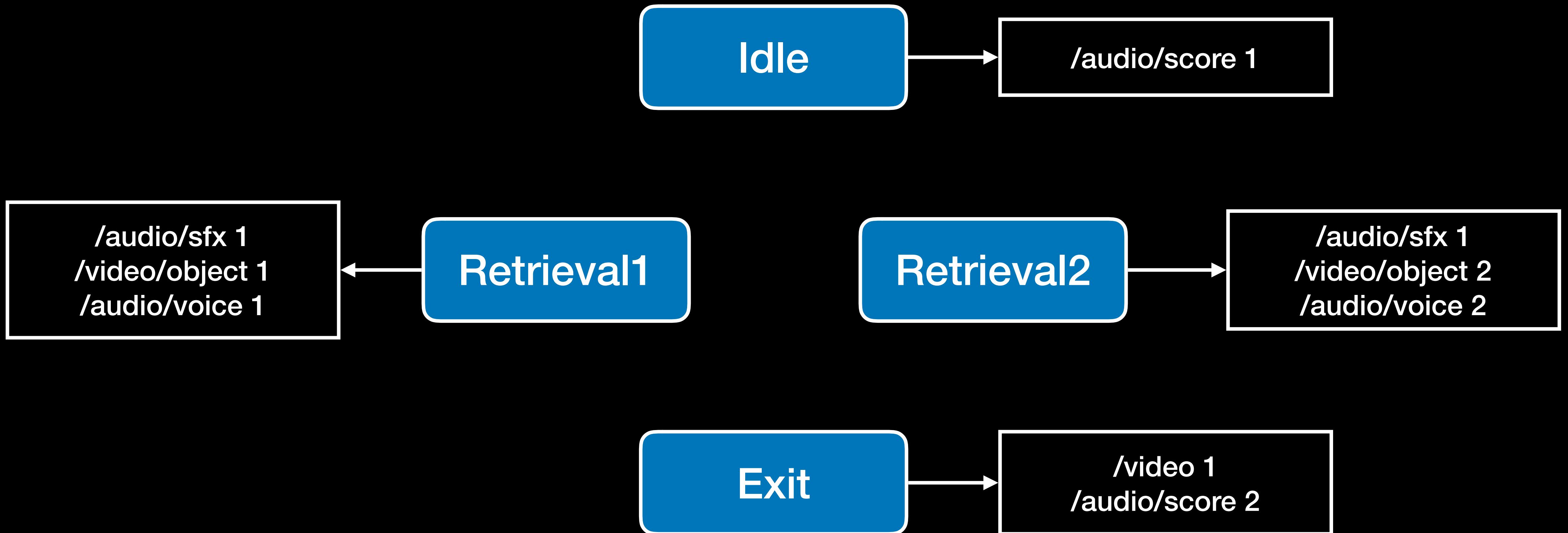
Idle

Retrieval1

Retrieval2

Exit

States



Conditions

Initial Conditions:

```
/retrieval: 0, 0  
/video/object 0, 0  
/video 0
```

Conditions

Initial Conditions:

```
/retrieval: 0, 0  
/video/object 0, 0  
/video 0
```

Idle

Retrieval1

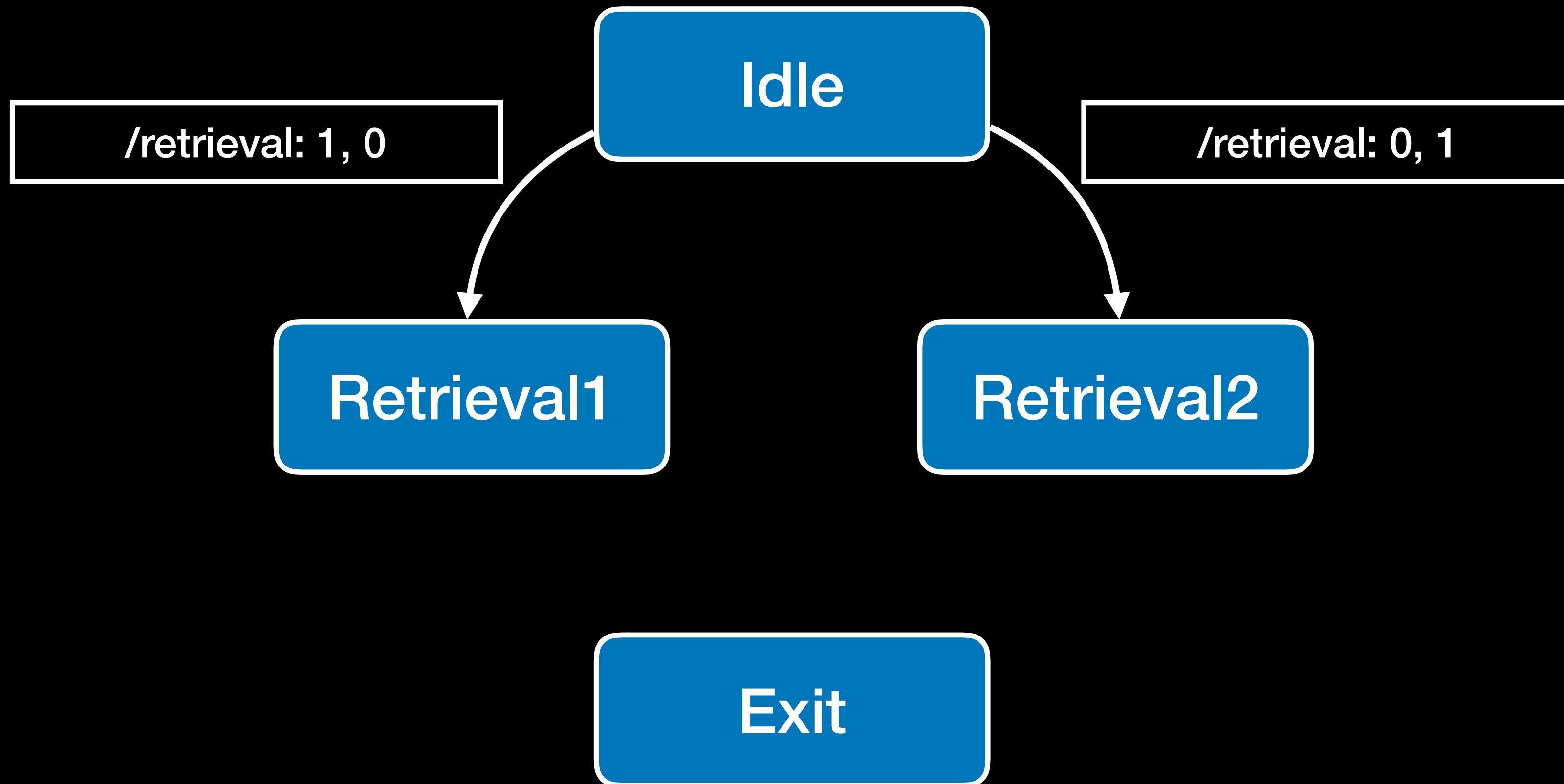
Retrieval2

Exit

Conditions

Initial Conditions:

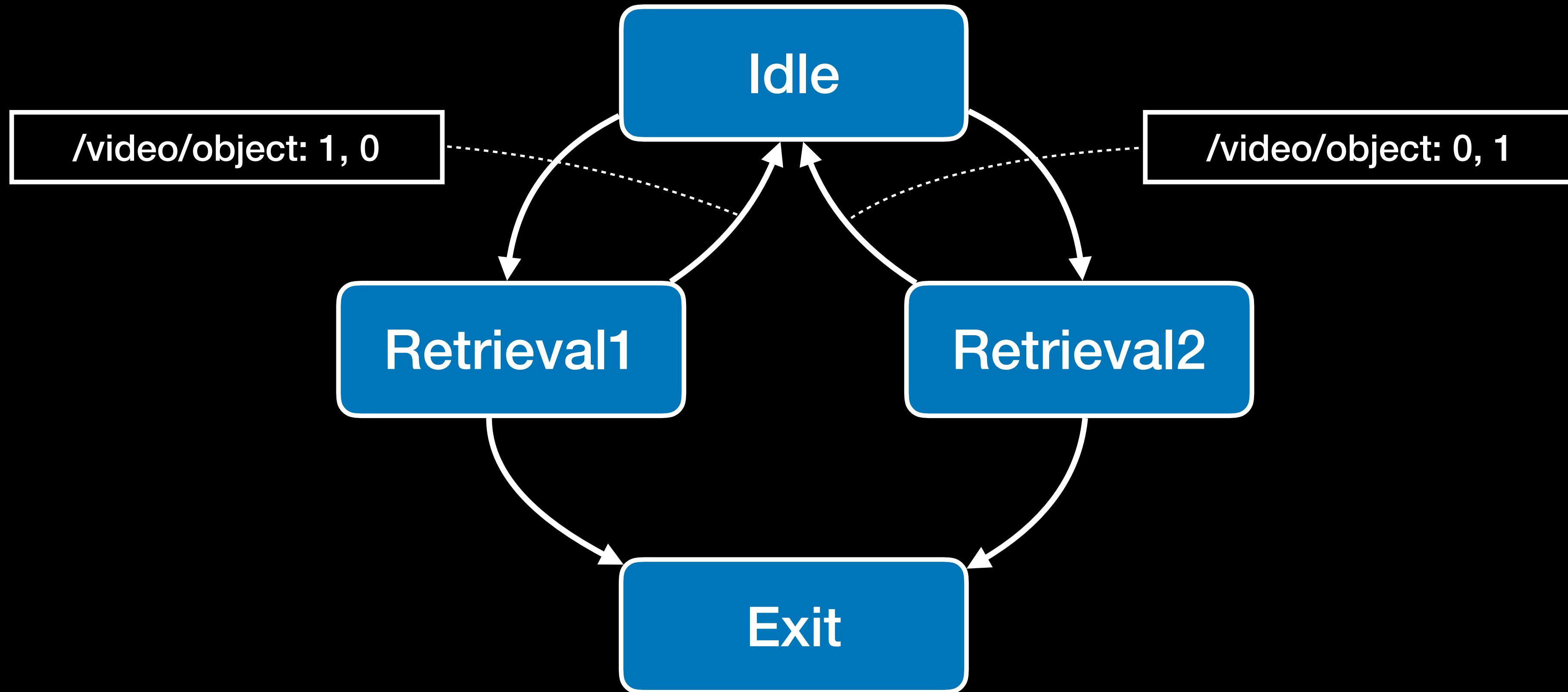
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/retrieval: 0, 0  
/video/object 0, 0  
/video 0
```



Conditions

Initial Conditions:

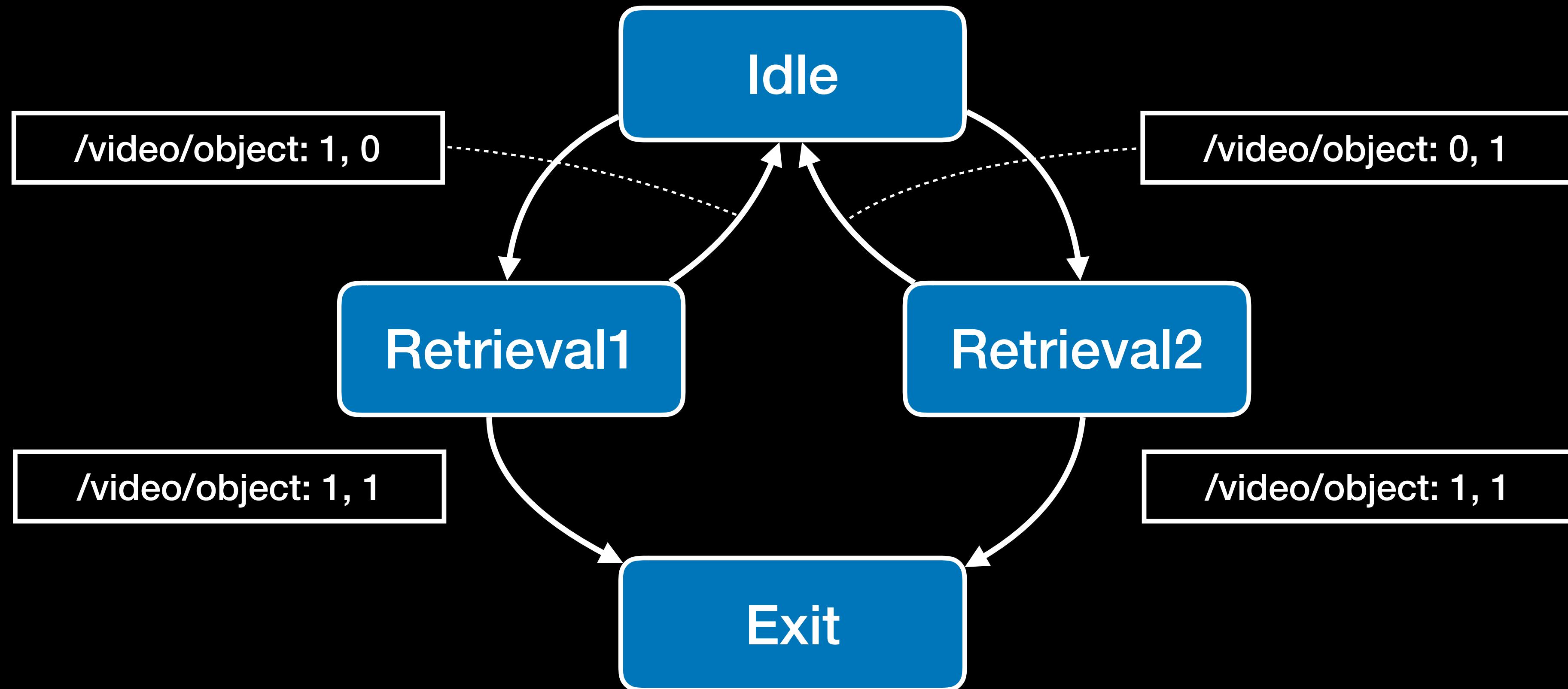
```
/retrieval: 0, 0  
/video/object 0, 0  
/video 0
```



Conditions

Initial Conditions:

```
/retrieval: 0, 0  
/video/object 0, 0  
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```



Conditions

Initial Conditions:

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/video/object 0, 0  
/video 0
```

