

# Museum Piano Magic

(we need a better name)

**David Azar & Zeng Ren**

# Samba + Jazz = Bossa Nova

- While trying to choose a genre that captivated the both of us, Zeng proposed that we focused on Bossa Nova.
- We both have experience with the piano. David on the classical side and Zeng on the jazz side.

# Approach: It's all about the interaction

- Target audience:
  - Families (with kids)
  - Tourists
  - Experienced musicians

- Goal (or problem to solve):

*simulate the feeling of playing a real instrument, while also providing a robust and realistic interaction with an immediate learning curve*

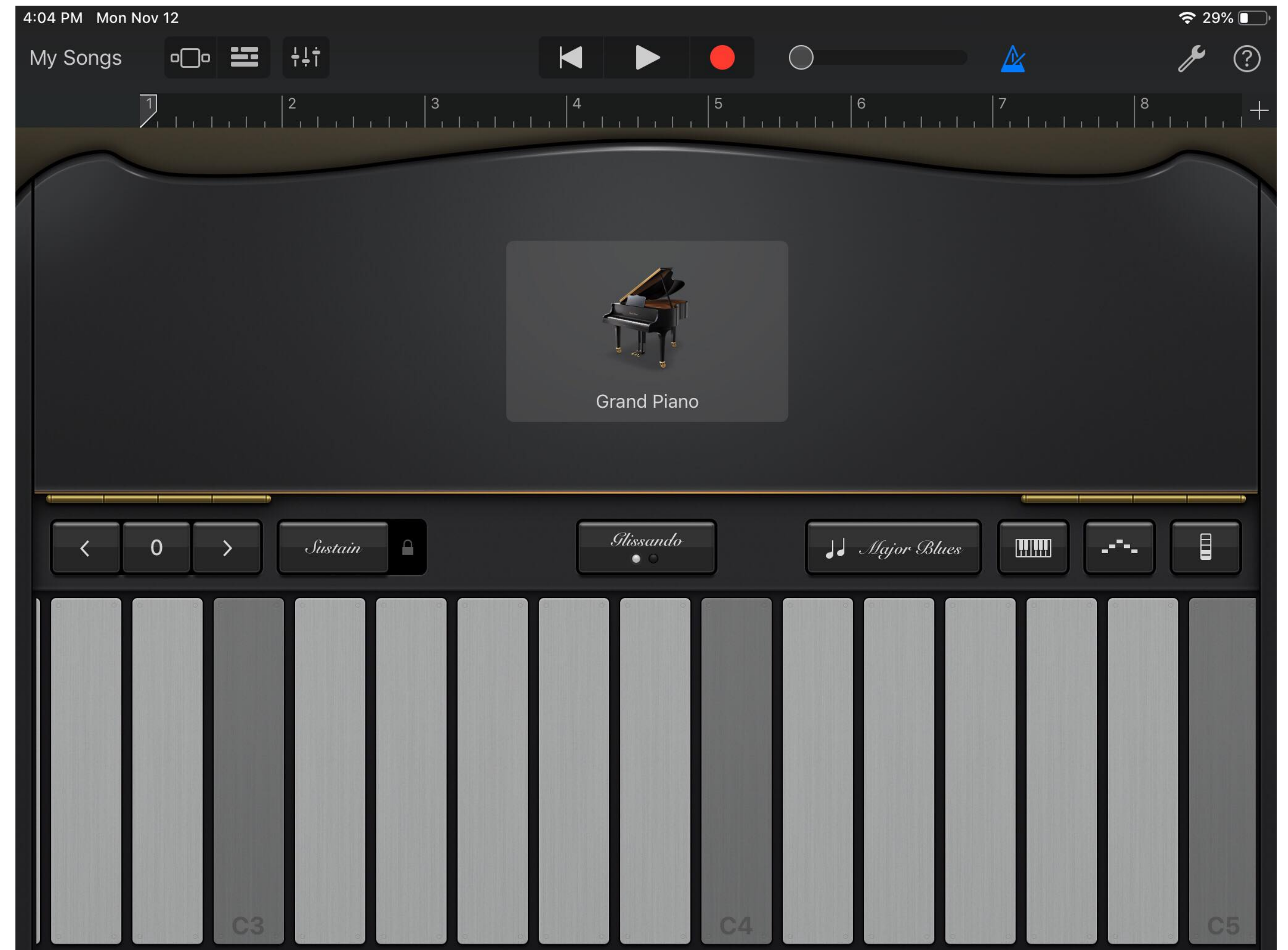
# Execution: Museum installation

- A complete ensemble would be provided at a museum space.
- Each instrument would have a parallel, simplistic and tangible interface that simulates it.
- People can play by themselves or with a group.

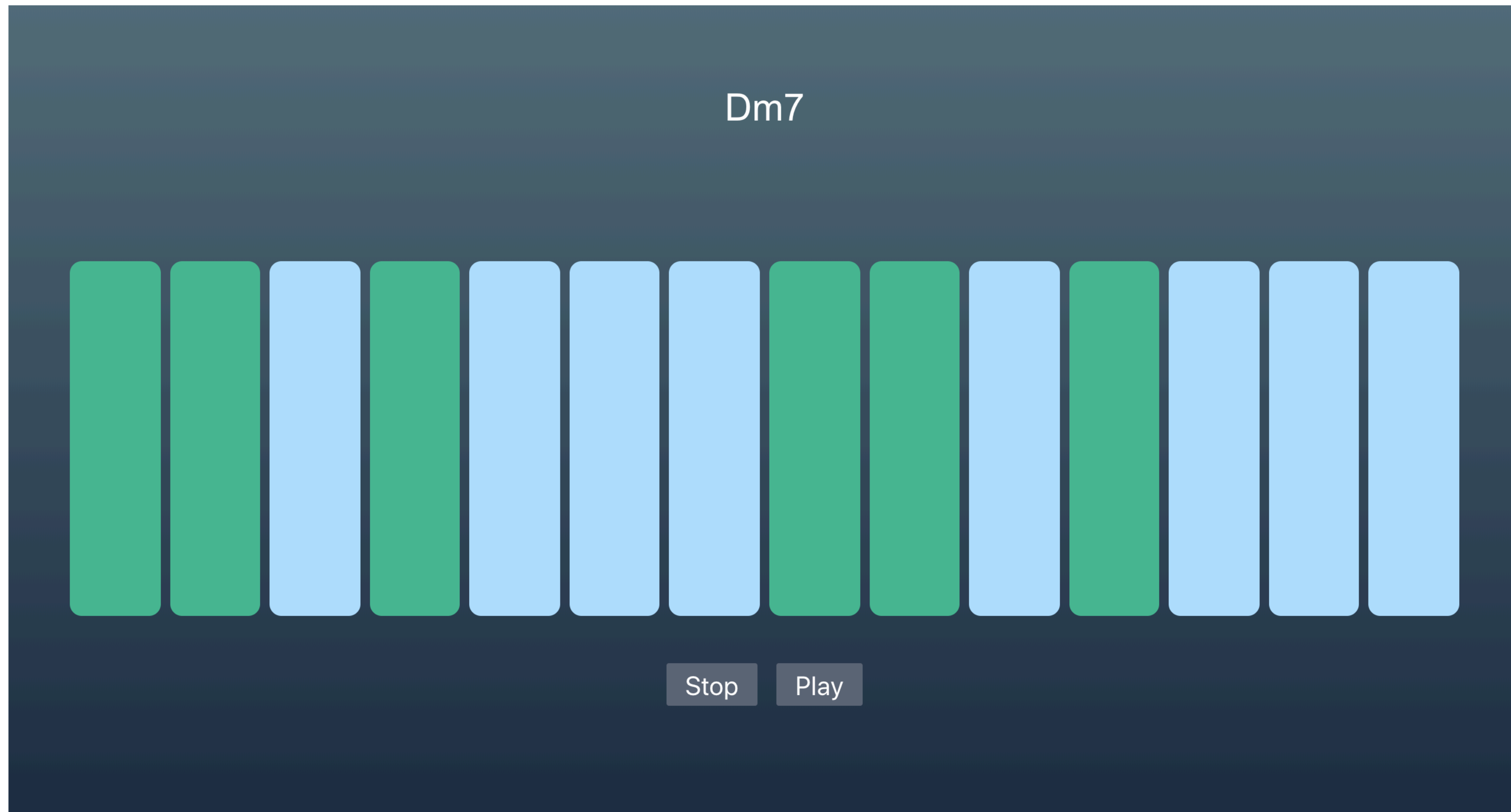
# Prototype: lets start with the piano

- As a proof of concept, we wanted to build at least one approximation of this concept of parallel musical interfaces.
- The piano is the instrument we both feel the most comfortable with.

# Prototype: Inspiration



# Prototype: Result



**Thanks**