Discuss and list

* positive/negative experiences in \*audio\* in interactive systems (games, software, appliances, other devices)

—and why?

Positive: when microwave oven job is finished prompt sound, this sound is usually "ding". The sound was so penetrating that even if we were in the bedroom, we could hear it coming from the kitchen

Negative: now the voice prompts in the washers and dryers in the apartments are so bad that people often don't hear them when they finish their work. So, I often forget to dry my laundry