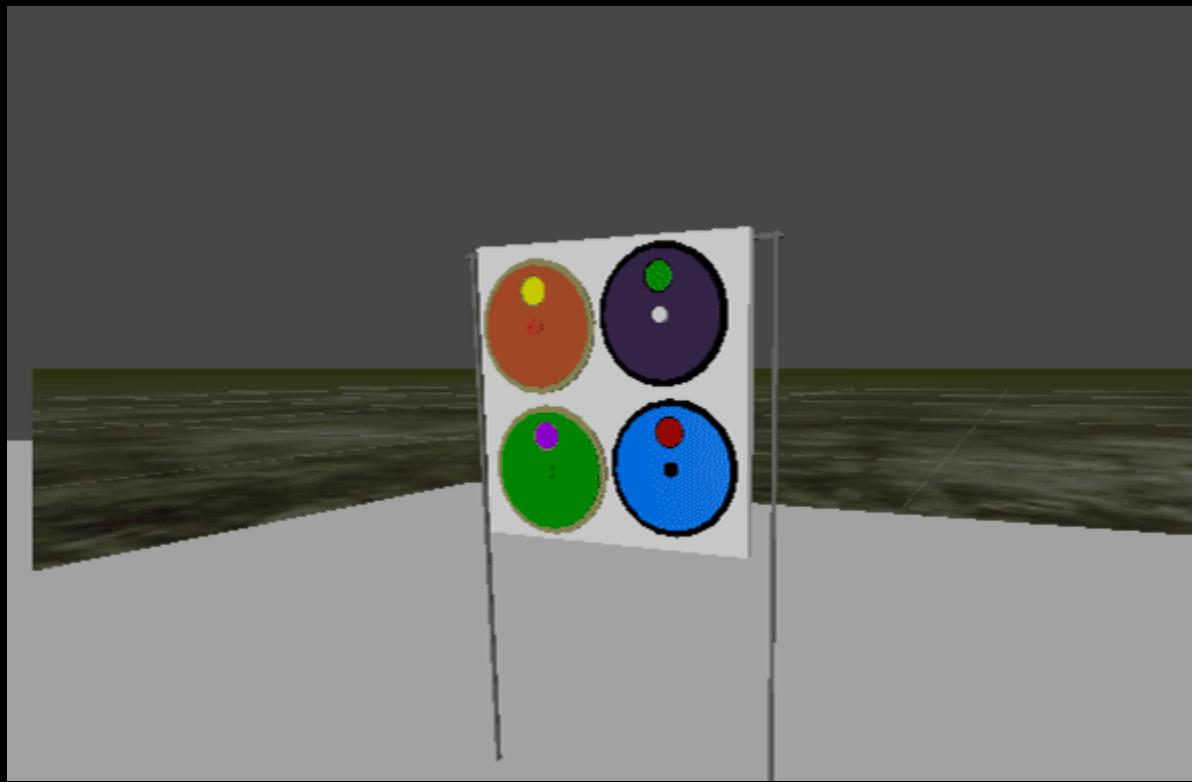
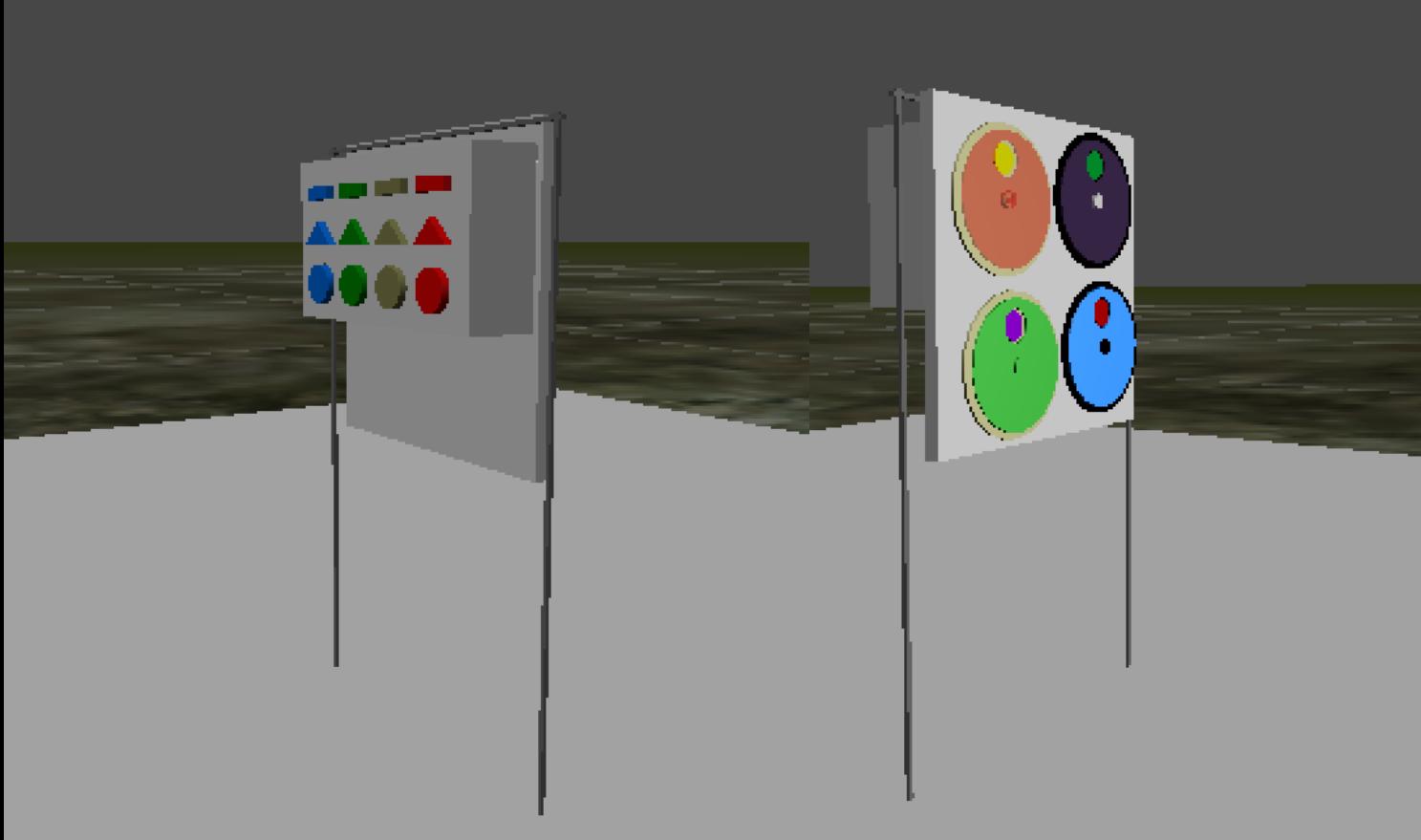


# Joseph Moore

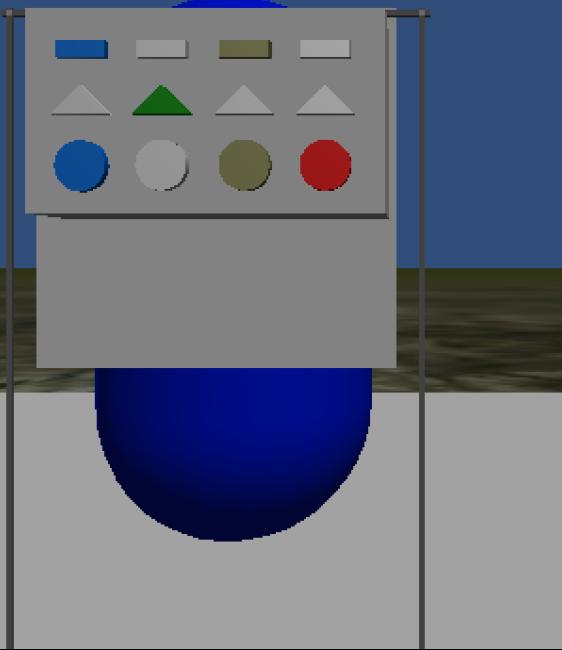
## Thesis 2

I am building a  
collaborative  
musical toy.



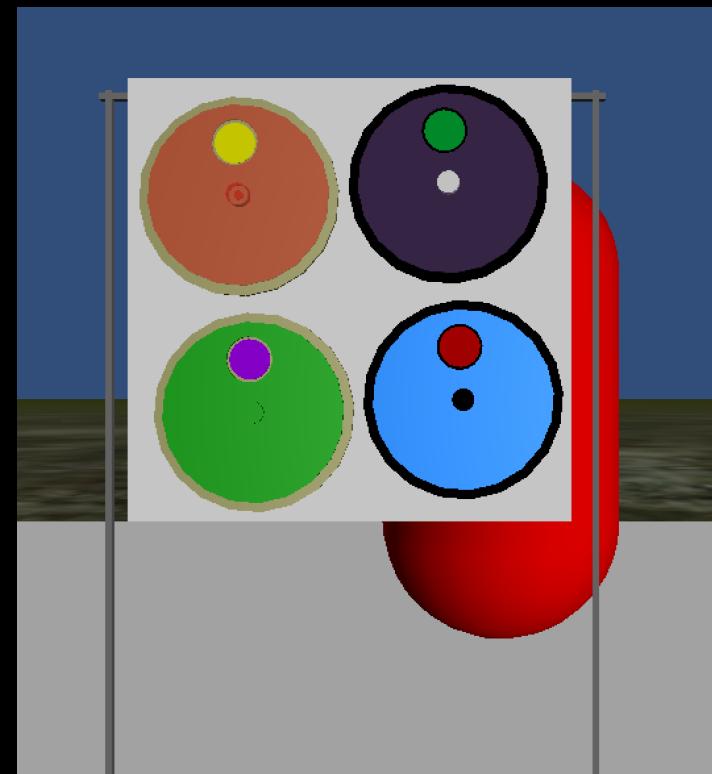


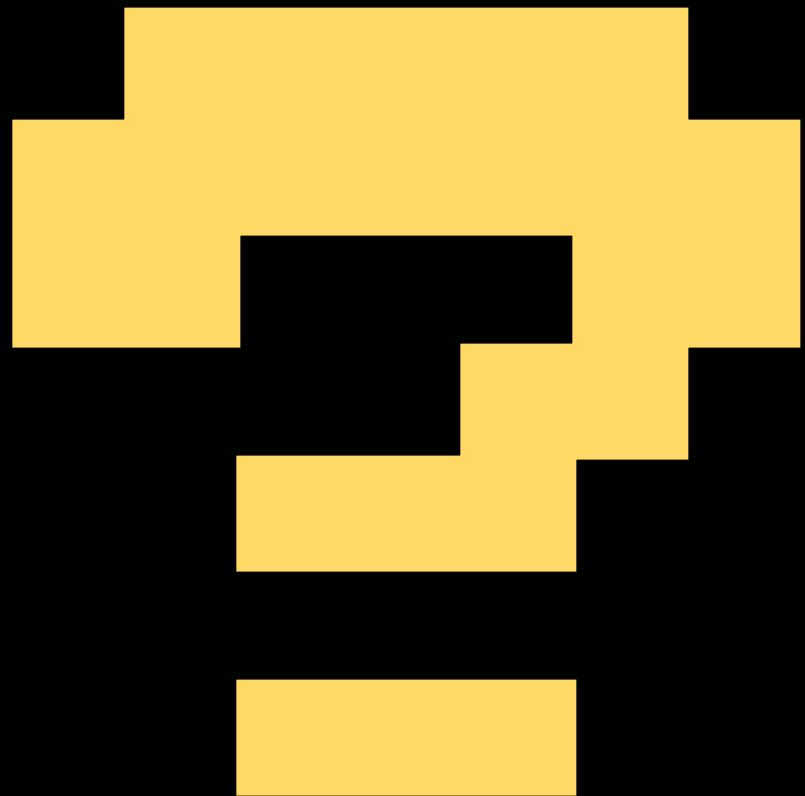
I think it will be a  
wall with connected  
interfaces on both  
sides.



2 Players stand  
on either side

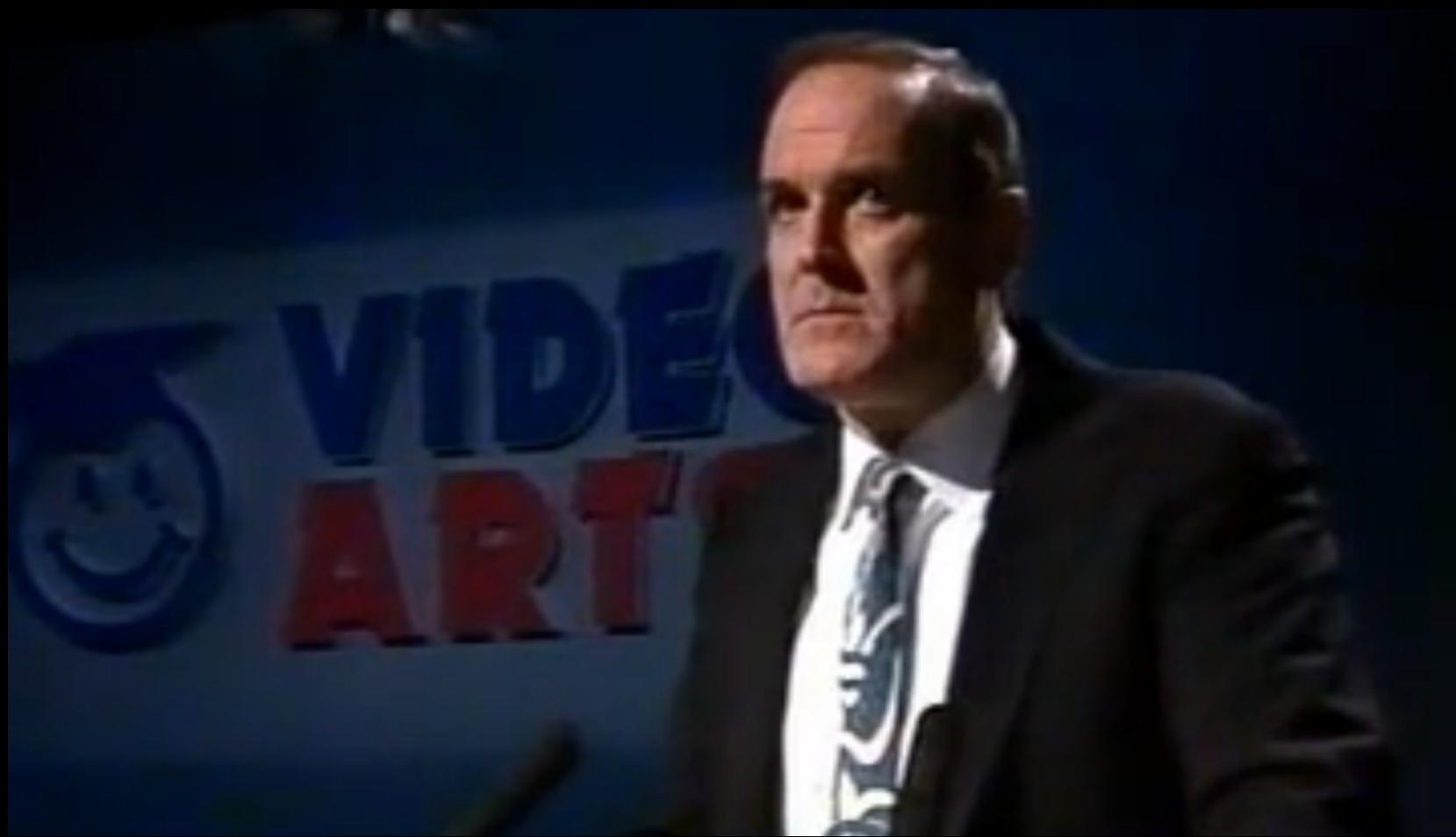
Controlling the  
sound together





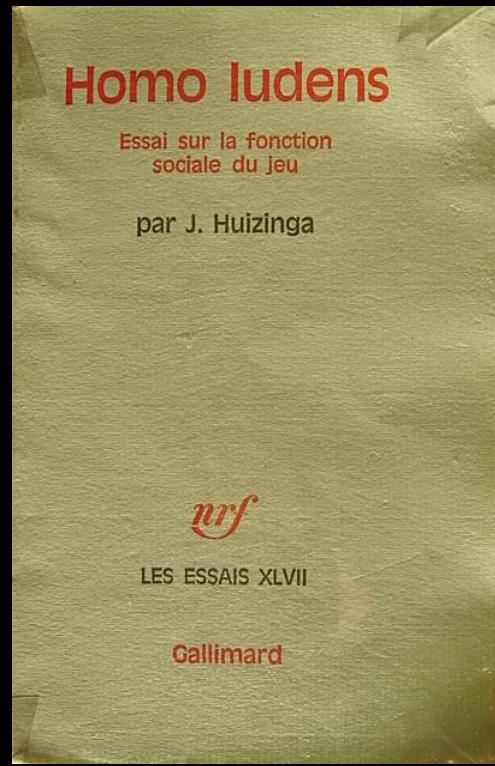
Playful  
collaboration is  
good for your  
creativity.

# JOHN CLEESE



<https://vimeo.com/18913413>

Play is a  
crucial and  
integral part of  
what makes us  
human.



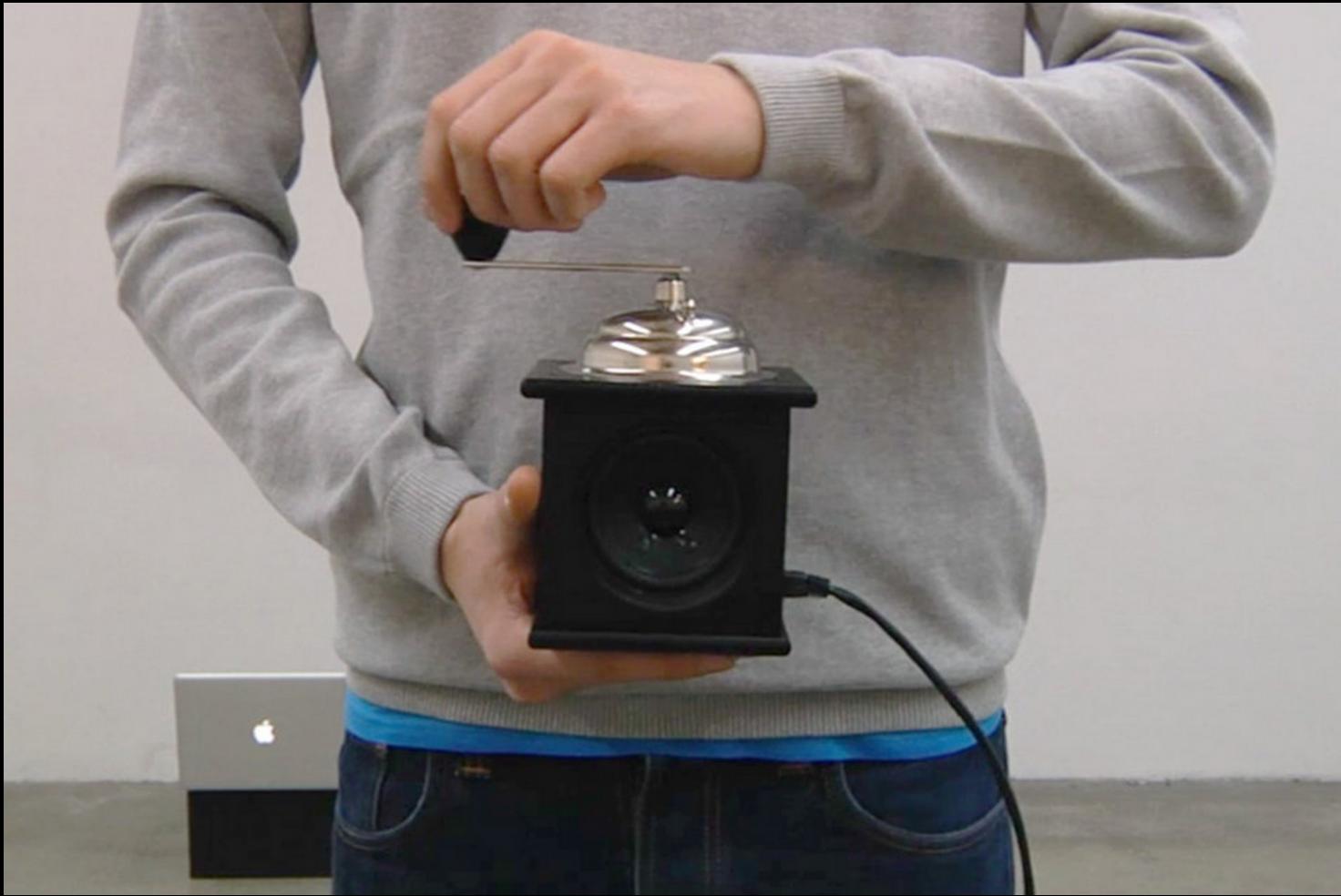
All of life  
is play.

# CREATION PLAY

A form of play that results  
in the manifestation of some  
kind of creative artifact

(a song, a piece of writing, a photograph,  
etc.)

How can I make a  
playful experience  
that results in a  
musical creative  
collaboration?



***Georg Reil***

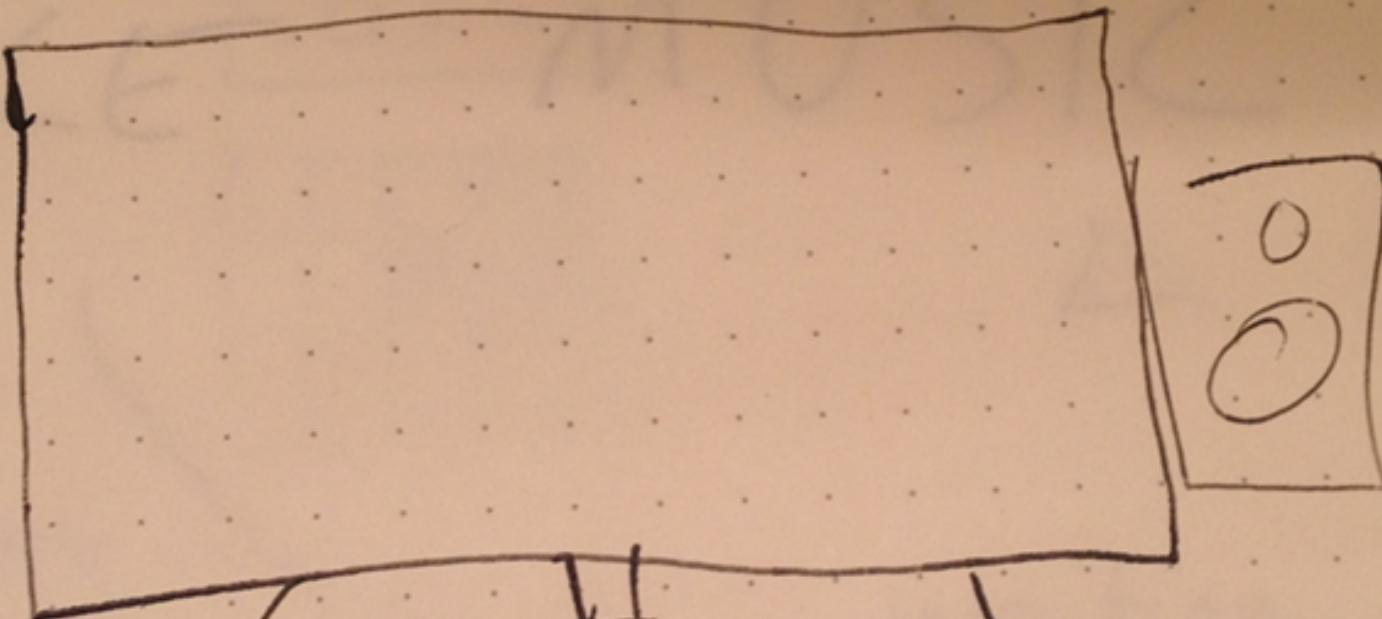
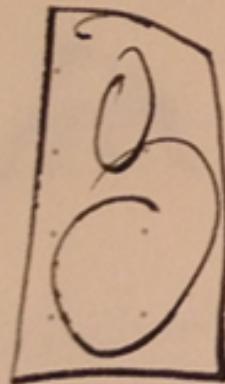
Fine Collection of Curious Sound Objects



# Cyrilak

Complex combination of highly  
designed/curated but simple video loops

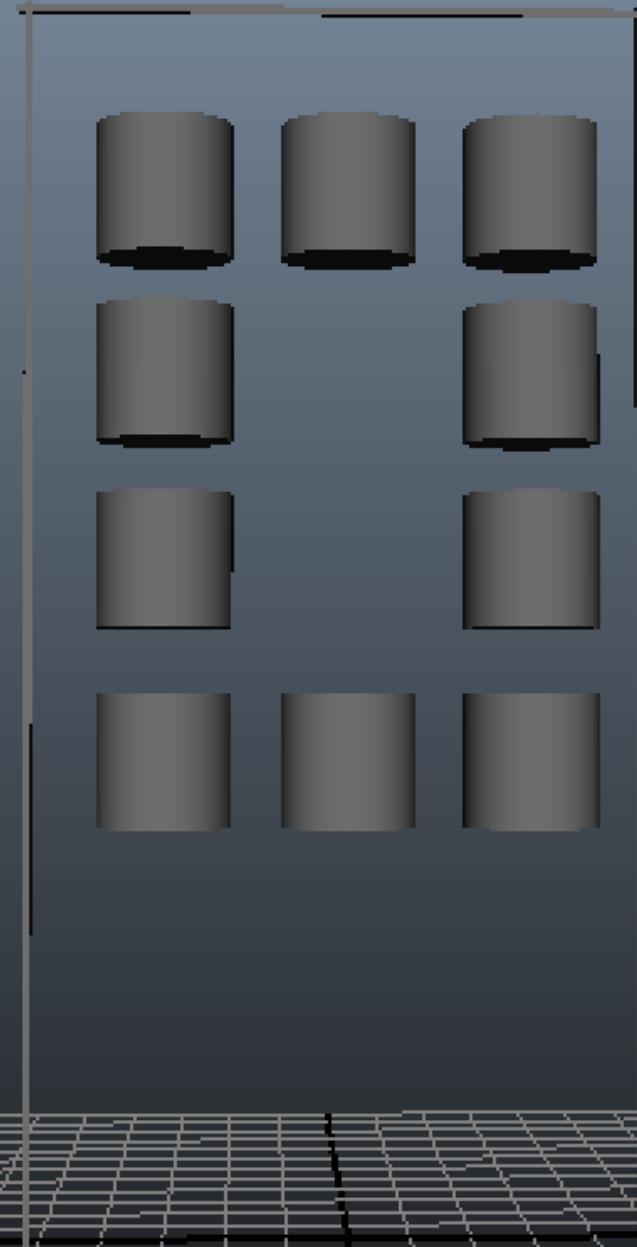
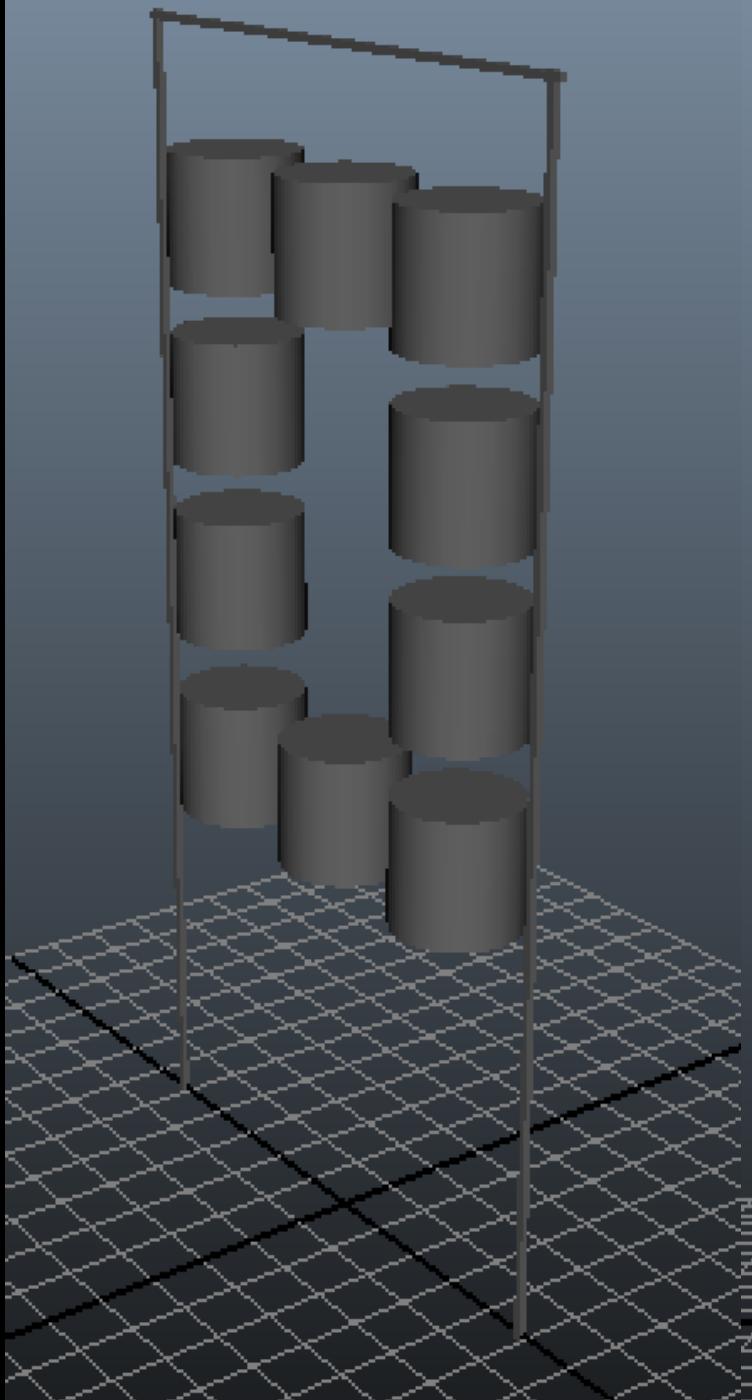




庄家

庄家







**LET'S SEE IT.**

(or at least a 3D model  
of it.)

**josephrogermoore.com  
/thesis  
/midterm**

**ONLY 2 PEOPLE**

**Unauthorized trolls will be shot on sight.**

# GAME OVER

(thank you)