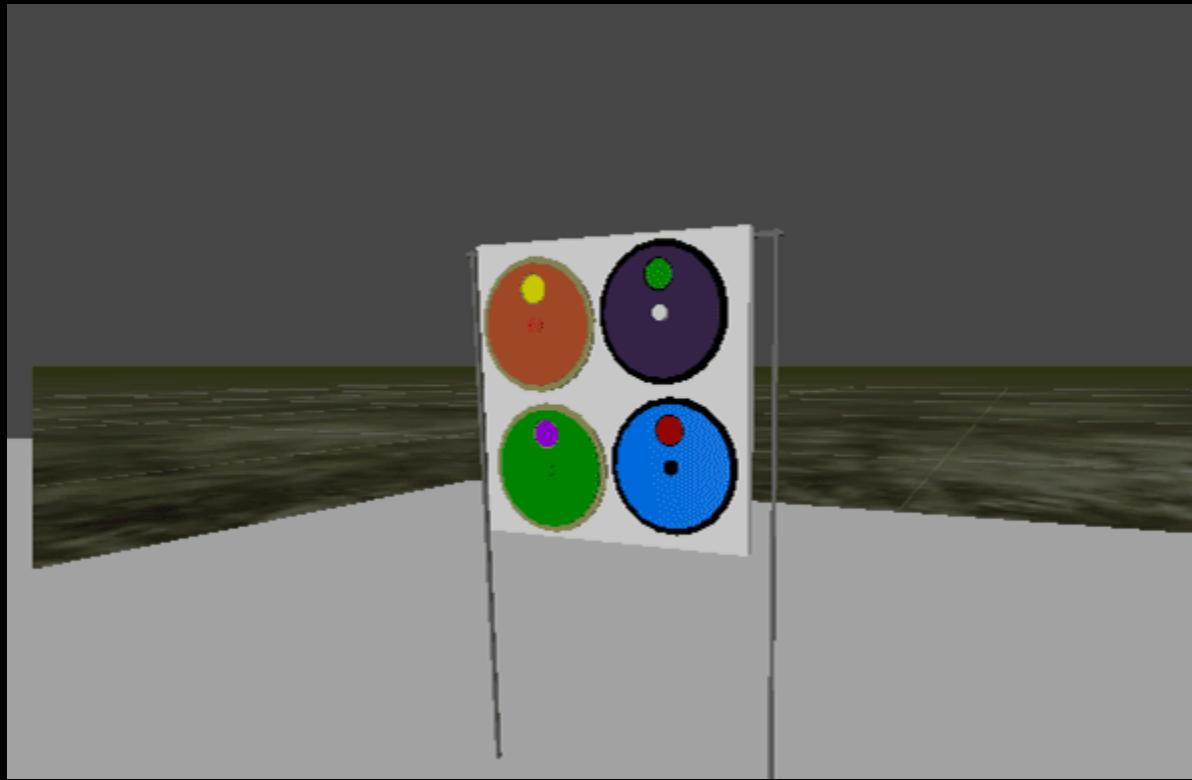
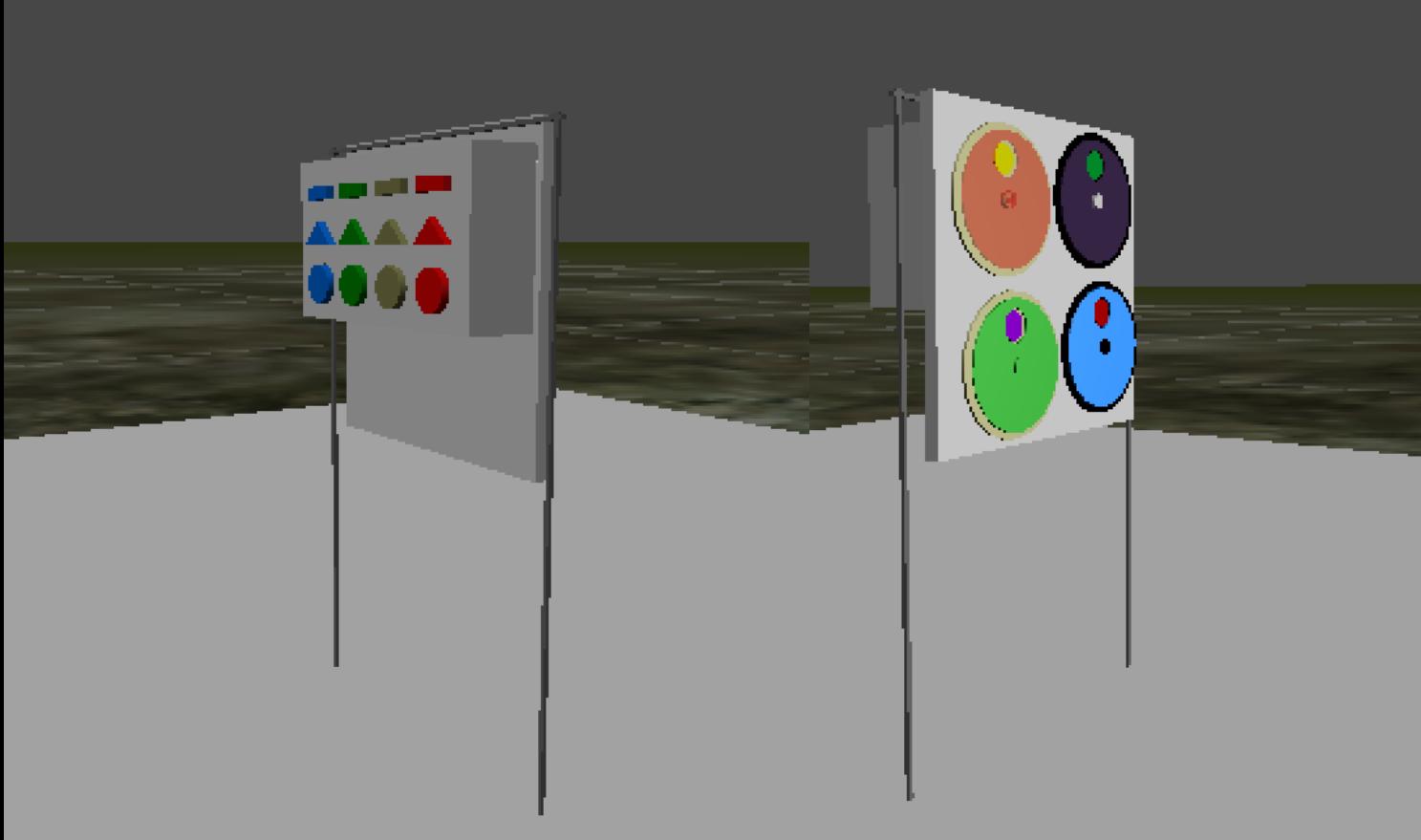


Joseph Moore

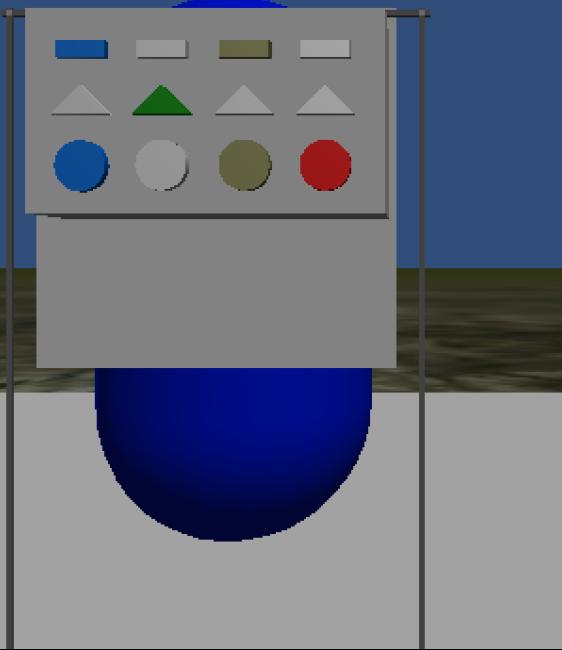
Thesis 2

I am building a
collaborative
musical toy.



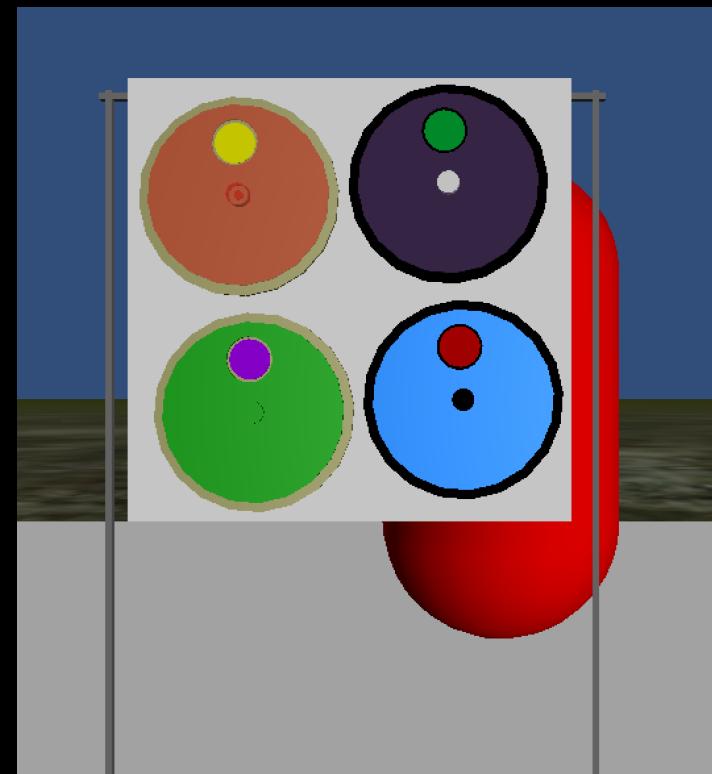


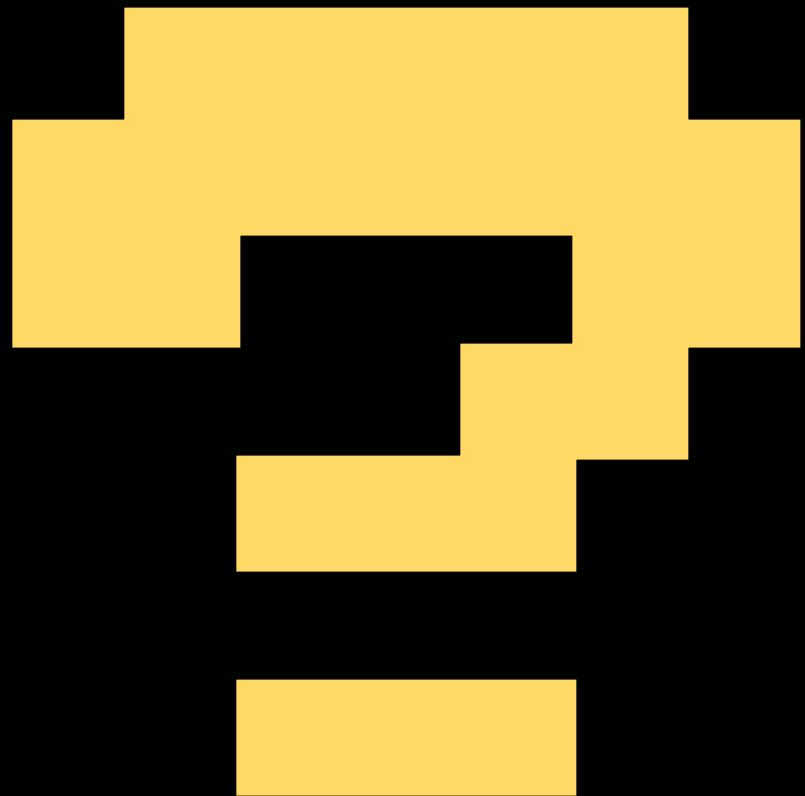
I think it will be a
wall with connected
interfaces on both
sides.



2 Players stand
on either side

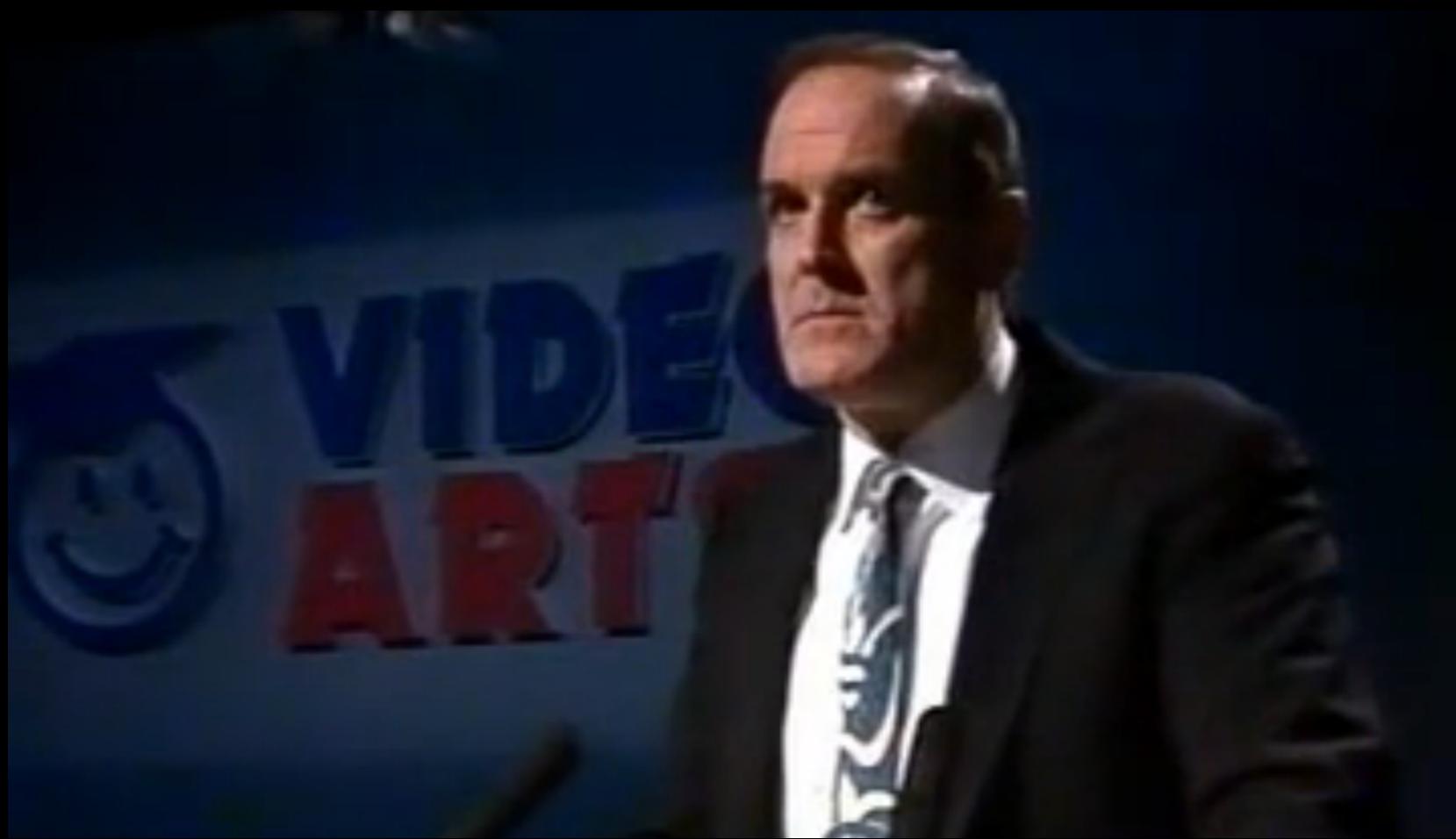
Controlling the
sound together





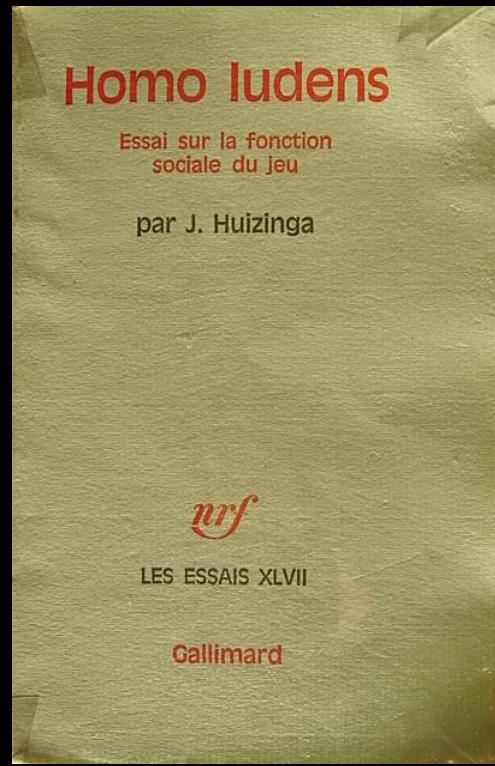
Playful
collaboration is
good for your
creativity.

JOHN CLEESE



<https://vimeo.com/18913413>

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



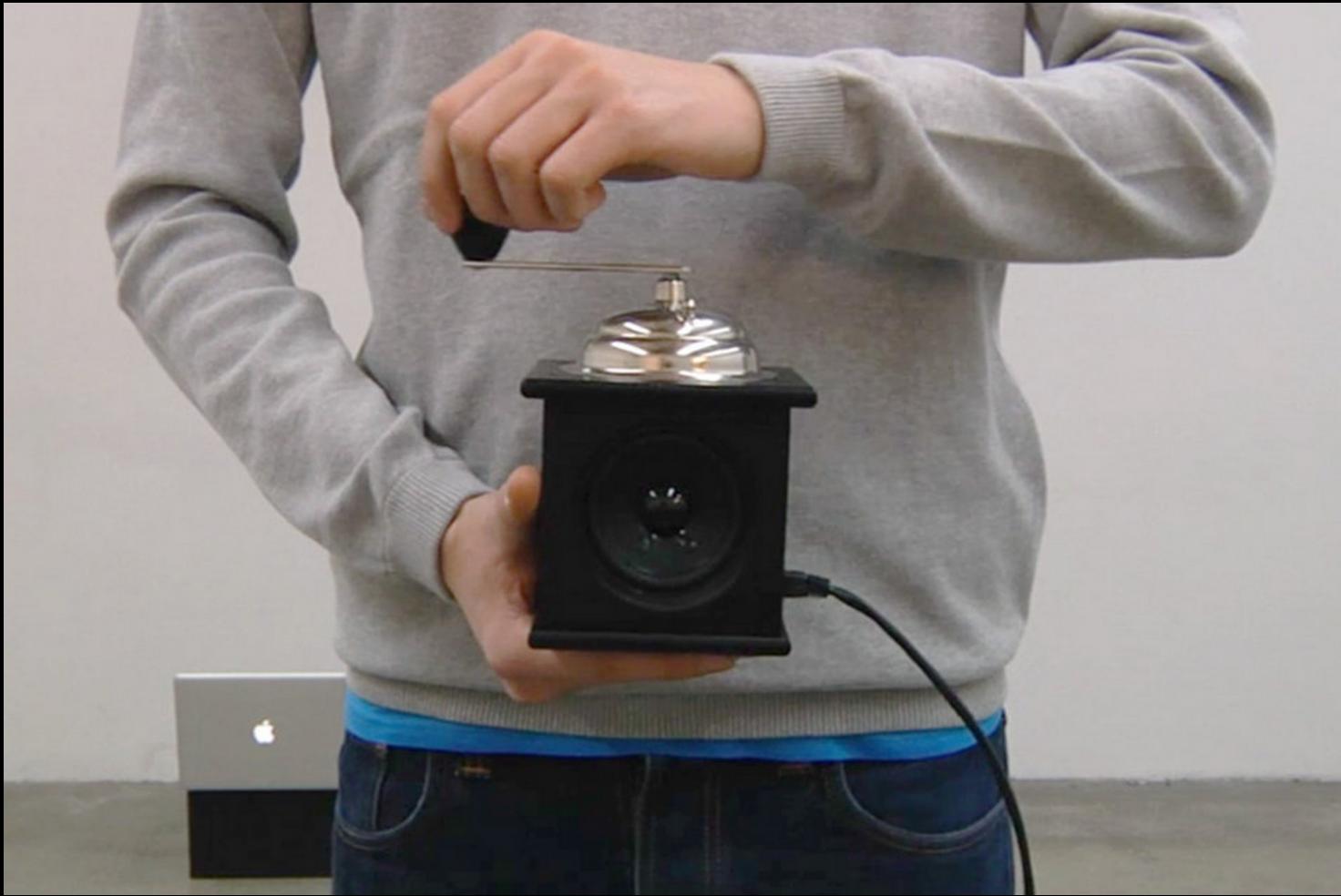
All of life
is play.

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

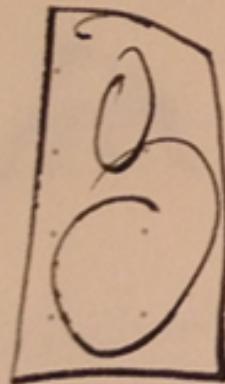
Fine Collection of Curious Sound Objects



Cyrilak

Complex combination of highly
designed/curated but simple video loops

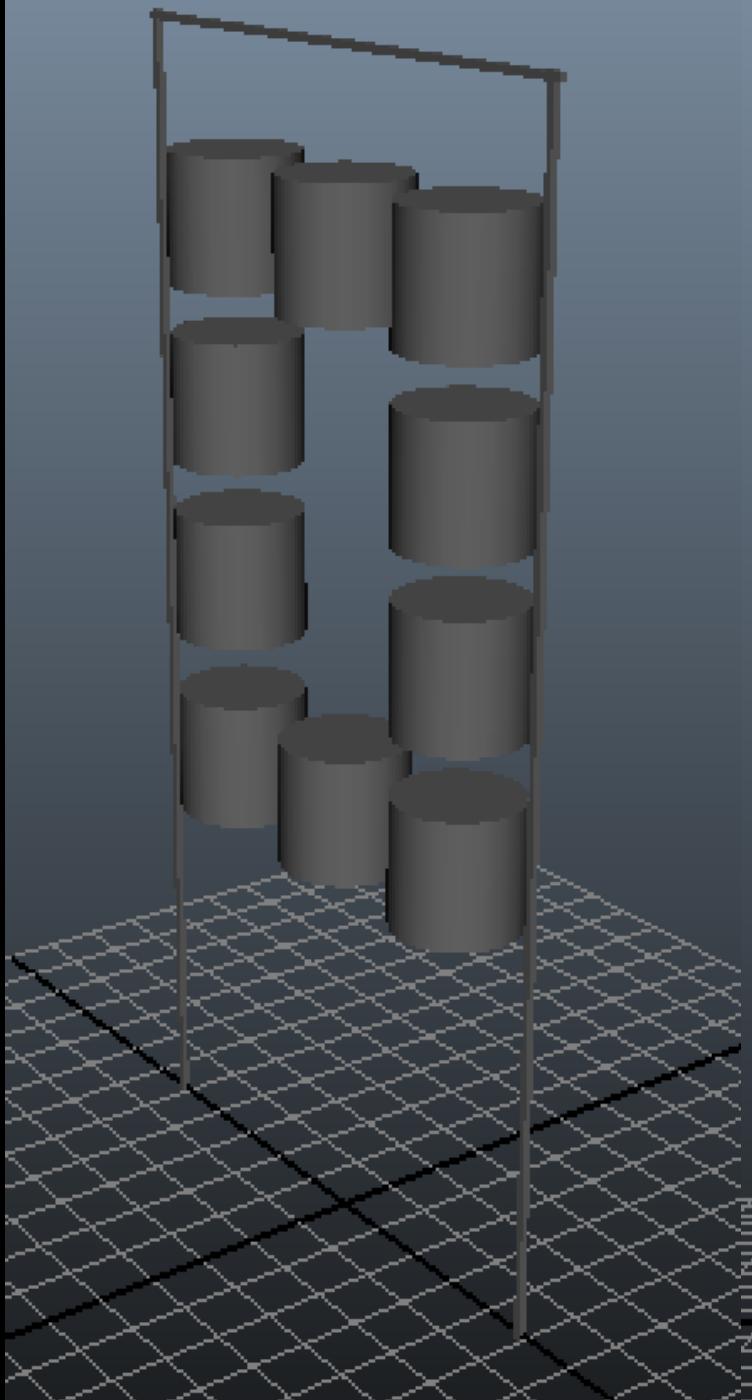




庄家

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.

NEXT STEPS

- Sound Design
- MAX/MSP and/or Live
- Base final interface on reality of sound infrastructure

GAME OVER

(thank you)