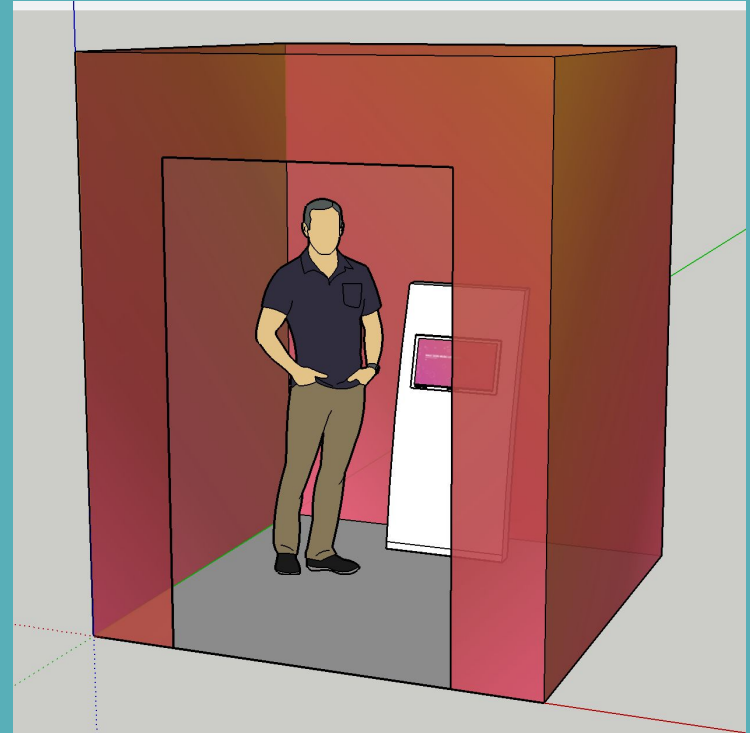# MUSIC VISUALIZATION

kylinna williams + katy haas

BRAINSTORM + COLLABORATION

- Both wanted the project to incorporate music
  - Katy → focus on mental health
  - Kylinna → focus on deaf community

- Resulting concept: Walk-in music simulator
  - Interactive, immersive, haptics, visuals, etc.
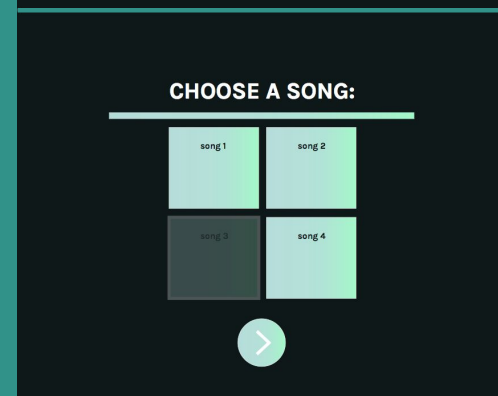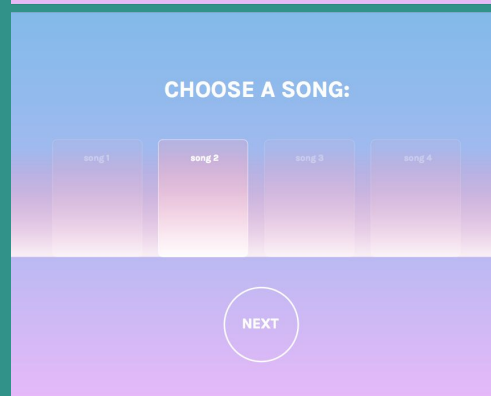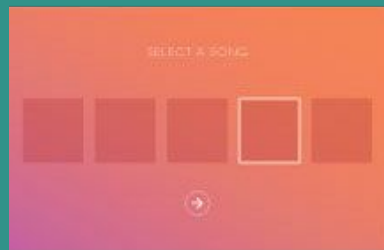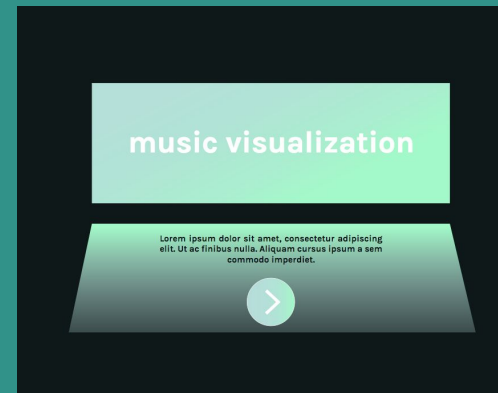 - Allow everyone to experience music in *some* way for a range of purposes

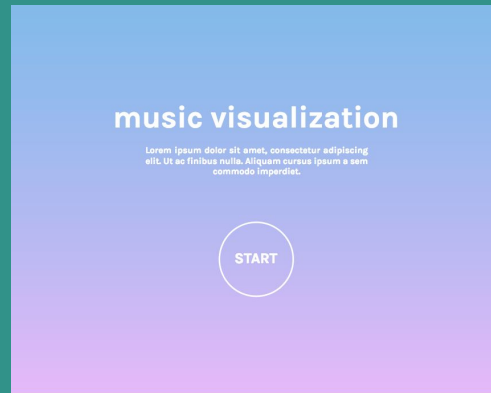Mockup of how the simulator might look ➙

VISUAL RESEARCH

COMPS

TARGET USER TESTING

- use fft
- interface advice
- show preview

FINAL RESULTS