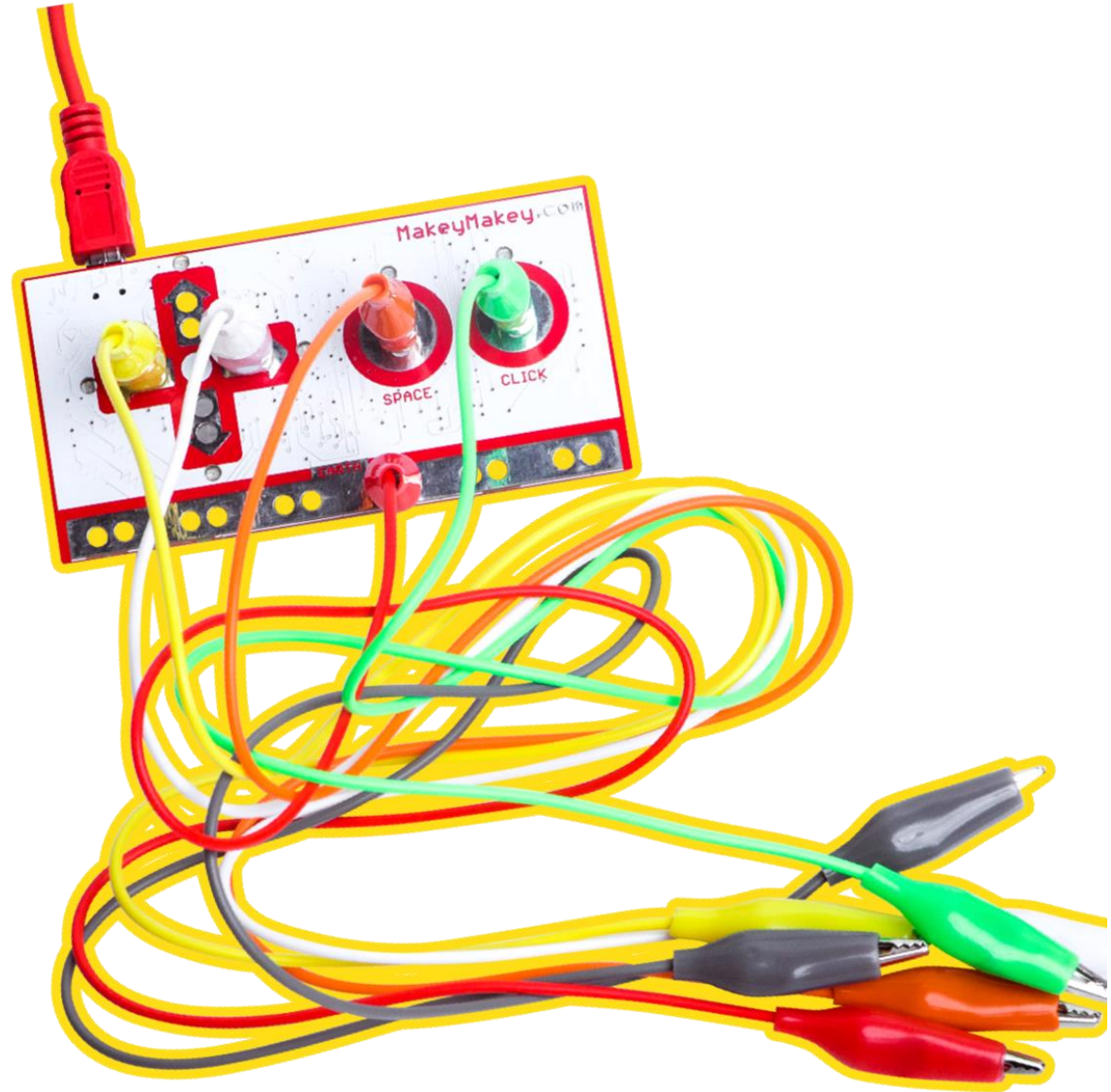# Dance Dance NIMEolution!

Lily Metten, Kendall Grenolds, and Belle Thompson

PITCH SLIDE

- Our NIME is based off of the arcade game Dance Dance Revolution, but WITH A TWIST. what makes it original is that when you stomp your foot you play a different piano note

- So, when you're dancing and stomping your feet, you're creating music

What software/hardware components you will need?

We will be using the Makey Makey to conduct our project.

How these components will "talk" to each other and synchronize?

- Makey Makey works by using opening and closing circuits. Instead of the circuit being closed underneath your keyboard, the circuit **is** closed through the conductive objects you connect with alligator clips. So, we will connect the alligator clips to our dance board, which will be made from tinfoil to serve as our conductor.

The logical structures that your NIME will make use of?

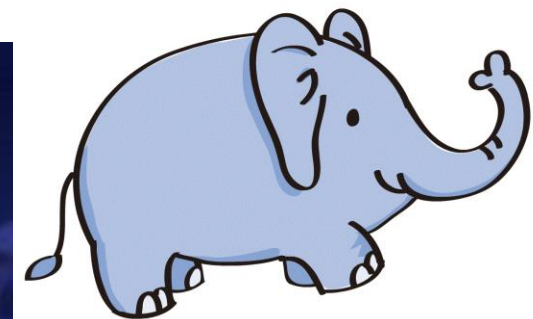- Our NIME will make use of a closed-circuit model, the piano scale, and the Dance Dance Revolution footboard

What actions/data will be triggering the sound?

The triggering of the sound is us stepping on the arrows.

♪ THESE FEET ARE MADE FOR STOMPING

Like so
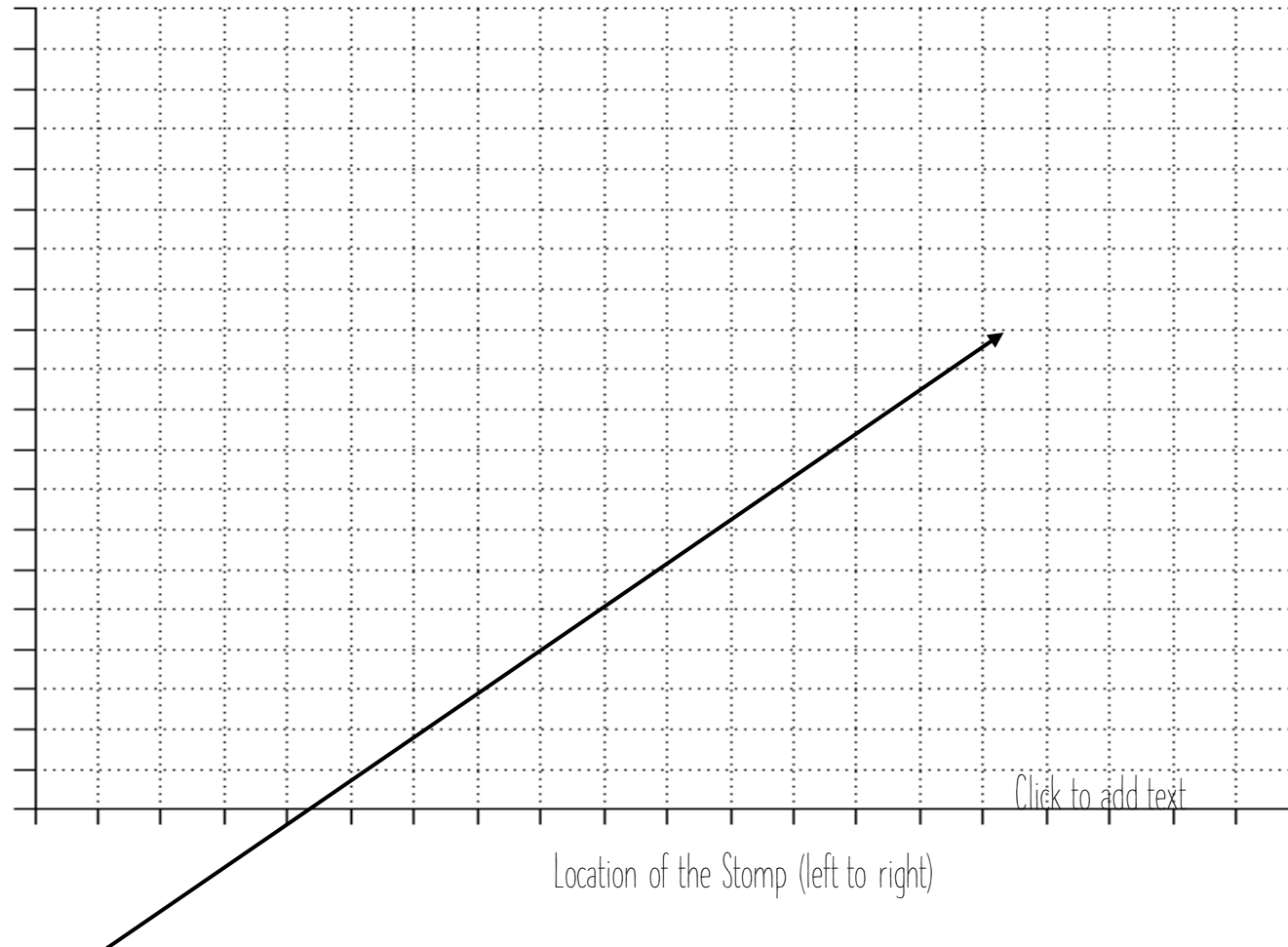
MAKE GIFS AT GIFSOUP.COM

General aesthetic characteristics of the sound.

We are using Makey Makey's piano feature, so the sounds will be piano notes

A detailed graphical representation of your strategies for mapping parameters (i.e., when the temperature in the room goes up, the volume goes up, etc.)

As you stop counter clockwise from left to right the pitch begins to become higher in a positive linear relationship

Pitch of the Sound

Click to add text

Location of the Stomp (left to right)

A general plan of action (i.e., how will you approach the creation of this NIME, and will it fit into our class schedule?)

- We will create a Dance Revolution board using Makey Makey

- We'll make the board out of tinfoil(electricity conductor) and cardboard and connect alligator clips to the tinfoil

- When we press a different square, a different pitch will be played

Our Rough Sketch!

- is this interface *new?* Is it *musically expressive?*

- *What makes our NIME innovative is that as you dance you create sound, whereas in a traditional Dance Dance Revolution game you just dance with no sound output*