In this experiment you will create signals to communicate different shapes.

The signals you will produce will be generated using a “theremin”. The leap motion sensor in front of you can detect where your hand is in the space above it.

Phase 1

In the first phase of the experiment you will only be able to manipulate the signal by moving your hand up and down above the leap motion. You can try this now.

In the first phase you will be asked to create signals for 5 squares. The squares can be seen below:



Please try to remember the signals you create for each square because you will be tested on which signal matches which square after this phase.

You will be presented with the squares in a random order. When presented with each square you can create a signal using the theremin. Simply press the “record” button, create your signal and then press the “stop” button. You can listen back to your signal, and if you are not happy you can press “rerecord” to try again.

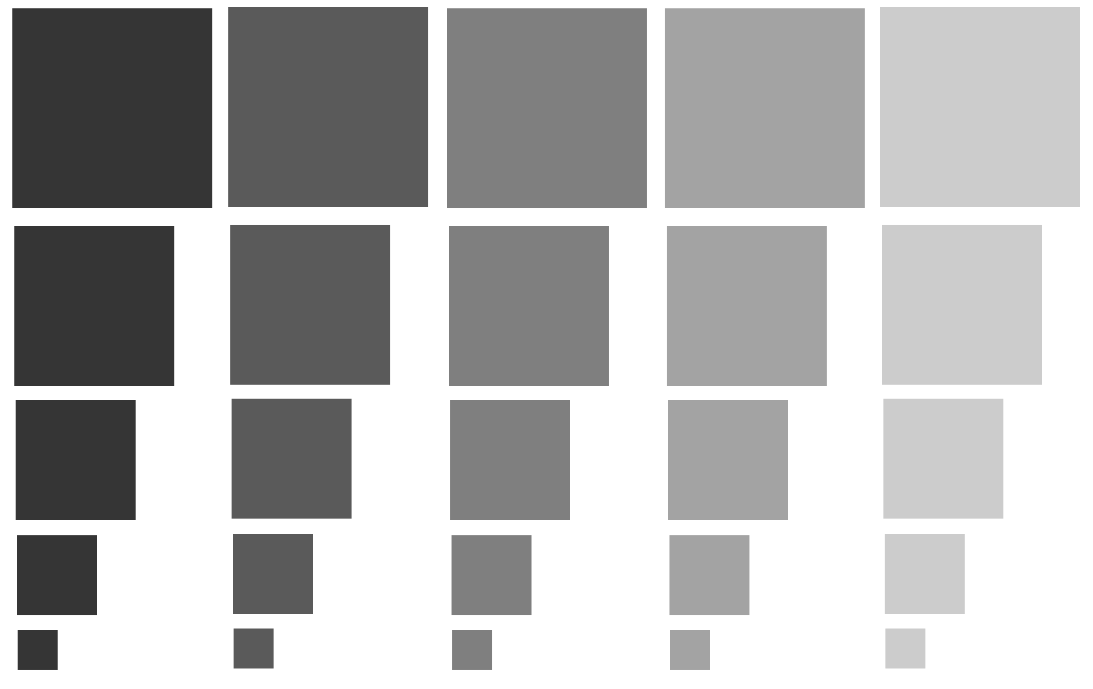
Phase 1 testing

You will now hear the signals you just created in a random order. Each time you will be presented with two square. You must click on the square that the signal is referring to.

Phase 2

In the second phase of the experiment you can manipulate the signal again by moving your hand up and down.

In the second phase you will again be asked to create signals for a set of squares. However, now the squares will differ **both in size and colour**. The squares can be seen below:



Please try to remember the signals you create for each square because you will be tested on which signal matches which square after this phase.

You will be presented with the squares in a random order. When presented with each square you can create a signal using the theremin. Simply press the “record” button, create your signal and then press the “stop” button. You can listen back to your signal, and if you are not happy you can press “rerecord” to try again.

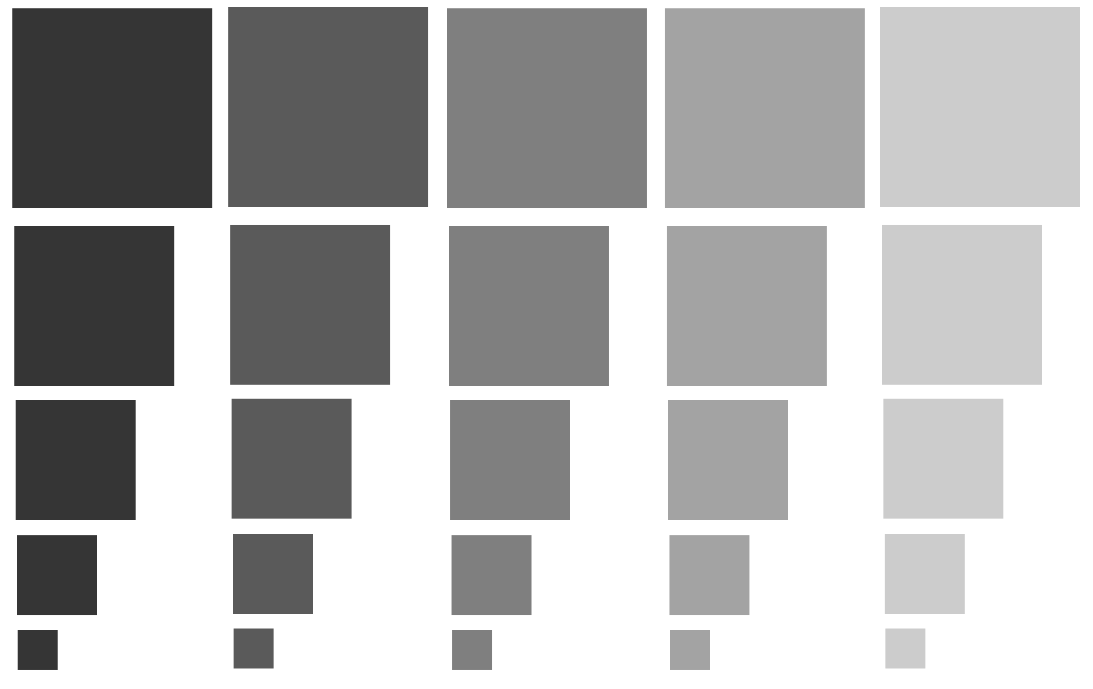
Phase 2 testing

You will now hear the signals you just created in a random order. Each time you will be presented with two square. You must click on the square that the signal is referring to.

Phase 3

In the third phase of the experiment you can manipulate the signal by moving your hand up and down, **and also left and right**.

In the third phase you will again be asked to create signals for a set of squares. Again, the squares differ both in size and colour. The squares can be seen below:



Please try to remember the signals you create for each square because you will be tested on which signal matches which square after this phase.

You will be presented with the squares in a random order. When presented with each square you can create a signal using the theremin. Simply press the “record” button, create your signal and then press the “stop” button. You can listen back to your signal, and if you are not happy you can press “rerecord” to try again.

Phase 3 testing

You will now hear the signals you just created in a random order. Each time you will be presented with two square. You must click on the square that the signal is referring to.