**jsaScore Diary**

**2013.03.24**

State of the tech: Basic “event cat” server runs locally or on animatedsoundworks.com.

Scrolling score shows events from all clients.

Todo: fix time display that takes time to “catch up” after device sleeps or you visit another tab.

~~Add graphics (e.g. “sprockets”) to scrolling score so you can see the scroll even with no events.~~

Experiment (tech):

This experiment would test the reliability of the system for engaging largish numbers of people for audience engagement.

(change code to display client id numbers)

1. Room full of people.

All navigate to jsaScore

1. One at a time
2. All at the exact same time

Tap occasionally.

Do all taps result in proper display?

Tap vigoursly.

Crashes? (is there any technical way to measure if all messages are handled properly?

1. Same, but with animatedsoundworks.com server

Creative ideas: Touchdown/up to create curves. 2nd parameter (arrows on PC, roll on tablets) controls width.

1. Play alone – if curves overlap in time, new instances of sound must be created.
2. Create an “agent” to play with.
3. Muliti-human player.

**2013.03.26**

**“version5”**

Got line drawing in.

Can join different rooms with a drop-down selector.