**Sound ‘mood board’**

**Music**

A selection of nu metal bands for the speakers

<https://www.youtube.com/watch?v=RFc-2aNZ6VY&list=PLxIazRqJuBf4ZOf1fw_s0UPSsMshjxlsG>

The interviewee likes this type of music so it will be playing in his room.

**Exterior sounds**

Dog

<http://soundbible.com/2194-Doberman-Pinscher.html>

Reason: The ambience of the whole household will need to be taken into consideration. During the interview the idea of a dog making noise from time to time would reflect his indoor life quite well.

Cat

<http://soundbible.com/1954-Cat-Meow-2.html>

Reason: Same reason for the cat as well. They have a pet cat and dog so this approach of sound, but not actually seeing the dog and cat gives the illusion that there might be. This is a pyschoacoustic illusion.

Birds

<http://soundbible.com/1515-Best-Cardinal-Bird.html>

<http://soundbible.com/20-Woodpecker-Call.html>

Reason: To the exterior of the house, outside the windows, there might be some muffled bird noises to give some contextuality to where the room is located. This is in the country side and the player will have a vague idea of this when he hears the birds.

Wind

<http://soundbible.com/635-Wind.html>

Reason: The wind will create some continued ambience in the game, only subtle and muffled because of the windows, but enough to not let there be title silence in the room.

**Interactable**

The on/off switch on the stereo monitor players could be created using a real speaker switch, a bottle cap that you must pull open, or a light switch. All make these quick sudden clicks that would be ideal.

The bed sheets would be created from the rustling of clothing of sheets together. This could be used when sleeping or just walking over the material.