

## ISEA Draft Proposal

Noise is not merely a product of degraded signal. Noise spawns from the chasm between the elusive objective reality and our limited ability to perceive reality. From this expanded definition of noise, we find new ways of focusing our perceptions.

This project will join audio and visuals to create a synaesthetic experience. Utilizing google chrome, we hope to immerse users in an active and engrossing environment created by the ambient noise that our minds usually filter out.

Drawing upon this, we will be making this noise the center-piece of the user experience.

With this new terrain we are disassociating the users expectations of noise from their actual surroundings and replacing this with a new connection.