Interactive Visuals for Vocalization and Feedback

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My project aims to bridge the gap between sound visualization and informative feedback to allow the user to understand how they interact socially through vocalizations. My project will remotely record the user's vocalizations throughout their daily life and interpret the sound into accessible and interactive displays to allow the user to understand or change their behavior based on daily output and analysis.

This project has the potential to help users actively listen, reduce vocal static, control volume, or simply to more intimately and concretely understand how they contribute to noise in their lives. By tracking frequency, volume, and pitch of vocalizations against variables such as type of social situation, time of day, user reported stress levels, or other biological factors, we can more intimately understand how humans use sound to reflect their physical and mental state.

Similar to a fitbit or other pattern tracking devices, this project could ultimately help prevent excessive vocal noise pollution in cities, improve interpersonal relationships, and change the way people vocalize in the digital age.