Project 2

Cross-channel Services

Dancert

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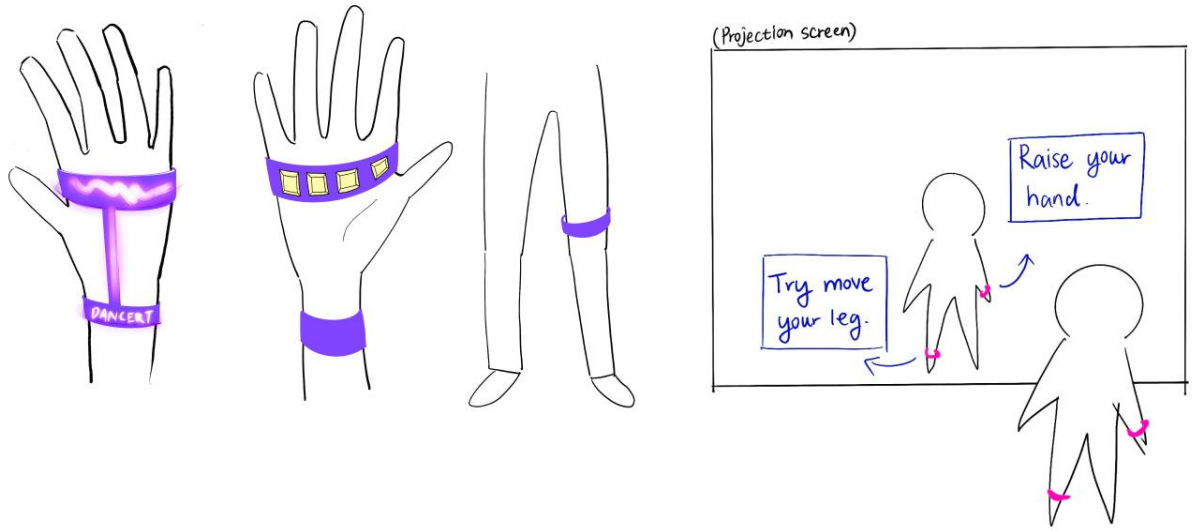
Problem space

Due to the Covid-19 pandemic, live streamed concerts have become popular as people had to stay in their homes and refrain from going to gatherings which had large crowds as it would increase the risk of contracting the virus. However, live streamed concerts lack the energy that in-person concerts have due to factors like social interaction and group spirit, as the crowd can sing along and cheer, jump and dance, etc. Furthermore, in-person concerts have the 'concert environment' with the singer on the stage, concert lighting, smoke and confetti, etc. In a live-streamed concert, the environment is most likely the person's room or house. Live streamed concerts can also be compared to watching a YouTube video or a concert recording as the person is attending the concert through their gadget (e.g., laptop or tablet screen).

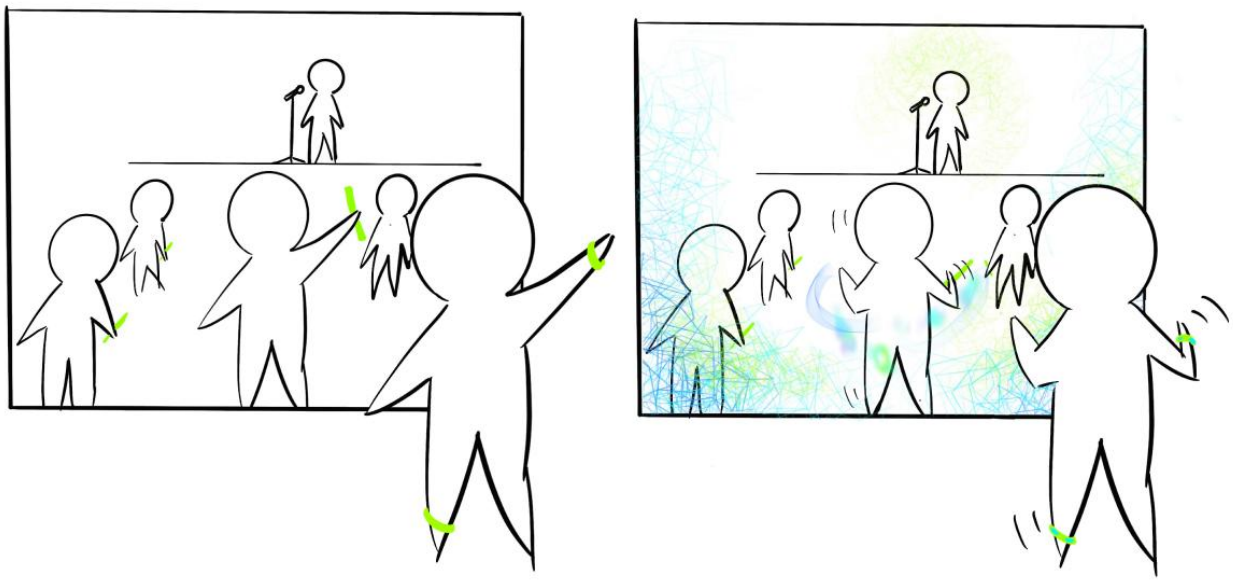
Design proposal

Dancert provides an interactive experience of attending a virtual concert in the metaverse with a smart wearable device on hand and leg to connect users with their avatars. With a motion sensor and a sound sensor, the Dancert device bonds users and their avatars to enjoy various engaging activities related to dancing and singing in the concert. The target setting will be a concert under the music genres of pop, hip-hop, or EDM, where the audience love to dance. Here is the final design that our team purpose.

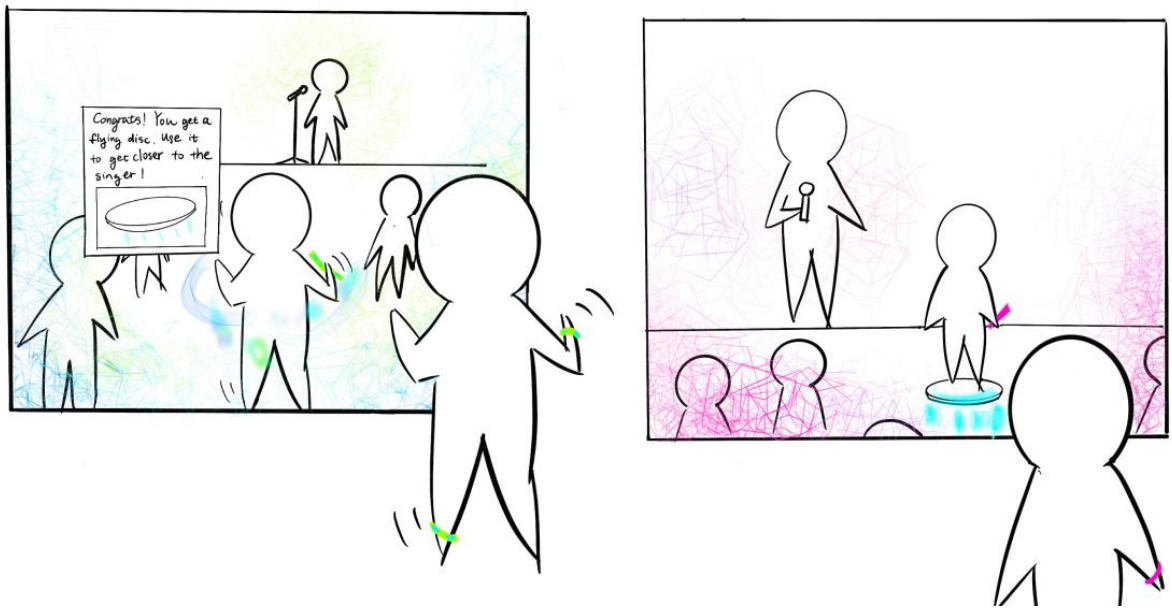
(Users can watch virtual concerts from their computers, projection screens, or TVs. As the projection screens deliver the most immersive experience, we will use it to demonstrate our design here.)



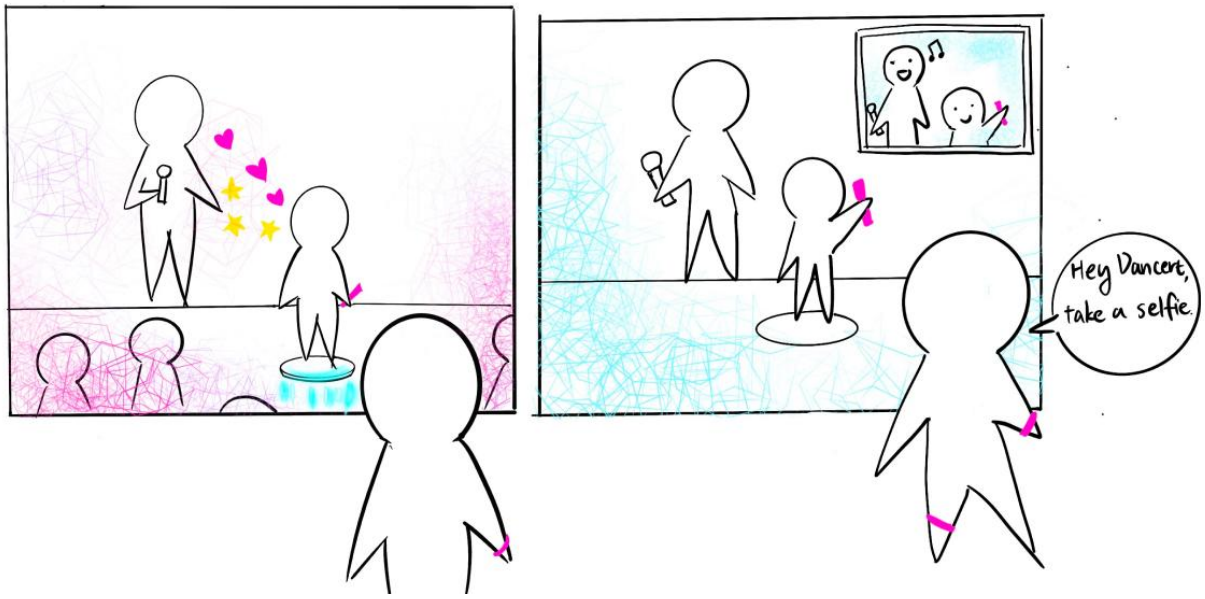
After the users log in to the concert and put on the Dancert bands on one hand and one leg, the bands will light up and show the connection. Users will follow simple instructions on the screen to move their hands and legs to understand that their avatars are now moving as they move. The four buttons on the palm's side are for walking their avatars.



When the concert starts, and the user begins to dance, visual effects appear according to their movements. The glow sticks that the avatars hold change colors based on the rhythm of the music, and the Dancert bands also change into the same color as the glow stick to give users a sense of connection with the digital world.

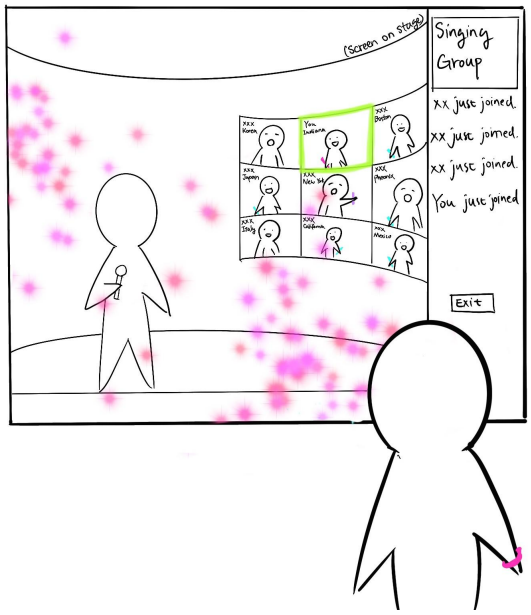


When the users dance very immersively, some surprising tools, such as a flying saucer, will be given to their avatars. Now, the avatars can get on the flying saucer and go to a closer spot to the stage or overlook the concert from a higher place.



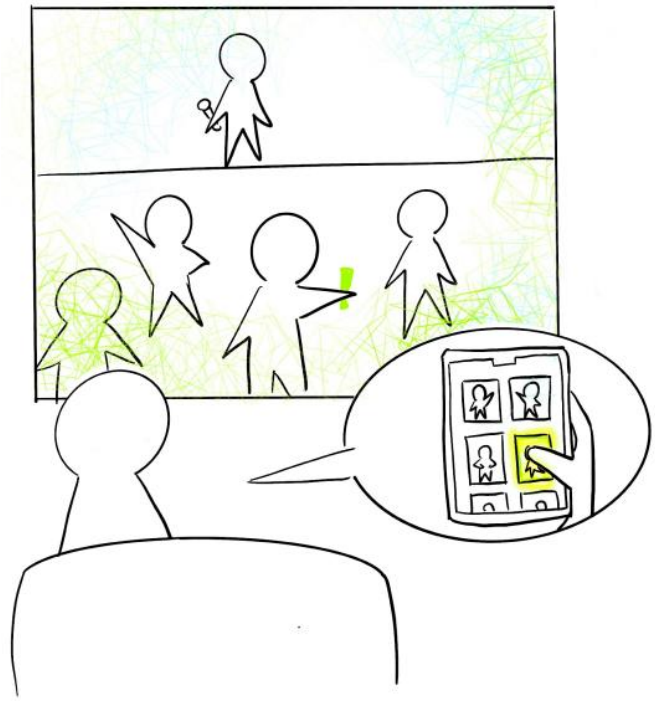
The avatars can voice control their Dancert bands and send emojis to the singer or take selfies with the singer when they are close to the stage. The opportunity for users to show their appreciation of the singer helps keep users communicative and engaging. [1]

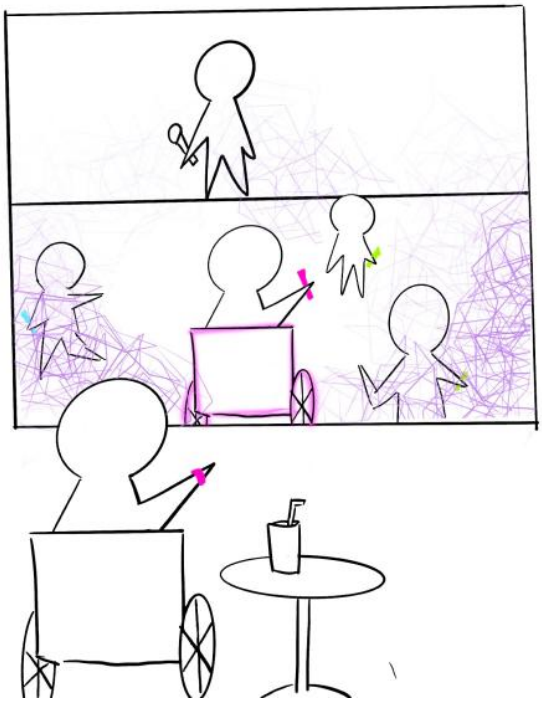
Since audiences of pop, hip-hop, or EDM concerts often go with friends, we offer a private talking mode for users to join with their friends remotely together in the show, allowing them to communicate throughout the concert like they are participating in person. Users can also talk to their Dancert bands on hand to post public comments to communicate with other audiences.



The public singing group provides an opportunity for users to sing with the singer and get featured on the big screen at the back of the stage. Avatars of users in the singing group will be on the screen with tags of their locations. Users can feel a stronger sense of presence in the concert by watching themselves on the stage.

In the break between performances, a randomly chosen user from the group will be able to chat with the singer and interact on screen. This surprising interaction can boost excitement among the audiences and bring attention to the moments.





Users who don't want to dance by themselves or who are unable to dance but want to engage with their avatars can choose the dancing gestures from the computer or phone to control their avatars. Users who use wheelchairs can also add wheelchairs to their avatars to visualize themselves in the concert.

Scoping Down

Initial Research

In order to have some initial direction, we started off by doing secondary research on live streamed concerts, with specific focus on what's lacking in the online concerts and what's been done to enhance the overall experience. We also interviewed people who had attended live streamed concerts in order to gain insights of their first-hand experience. Through our secondary research we found out that people don't feel very energetic and enthusiastic in online concerts as the primary reason for most people to attend a concert is to have a wholesome experience in which they enjoy the songs, music, environment, other people shouting and cheering with them, the singer shouting and interacting with them

while singing, that energetic feeling as the musicians play the instruments and the beat becomes louder and everyone jumps and waves their hands (and glowsticks) in synchronicity with the music [8]. A live streamed concert lacks all these features.

According to the interviewees, it felt like watching a video of a concert or attending a Zoom meeting. There were also some technical issues while attending the concert as not everyone had a great quality internet connection. One interviewee also pointed out that he missed one song of the online concert he attended as his internet got disconnected for some time. Moreover, the attendants couldn't sing the song, cheer, jump and dance in case they shared an apartment with a roommate who wanted quiet in the room at night. Some attendants even felt that a live concert wasn't worth the money they paid for the ticket (and the tickets of online concerts are expensive).

Furthermore, through our secondary research, we found out about some great innovative ideas used by Fortnite and Roblox to improve the online concerts/tours. Examples included the concerts by Ariana Grande, Travis Scott, Lil Nas X and some others [6] [7]. In the concerts, the singers and the participants had avatars which they could design themselves (and choose their clothes, hairstyles etc.). The players could also explore the game environment which included special features (like erupting volcanoes, flames and sparks)[6] [7]. Other live concert features involved the avatars being able to respond to the viewers' participation via motion and sound capture, which enhanced the interactivity. The artists could also hear the participants shouting and cheering through the microphone [4].

Img. Ariana Grande's concert tour in Fortnite [6]

In some live streamed concerts, there's a chat feature available through which the participants could have conversations with each other and the chat groups could also be separated according to different languages so people could easily talk to other people from their country if they wanted to [4]. Some online concerts also provided a recorded version of the concert afterwards so that participants could have it as a memory and also play it again to relive the concert experience. This is something that the participants really appreciated. The Ariana Grande concert also had a dramatic start to it which the participants really enjoyed. Just before the concert was about to start, all the participants fell into a shared space and once they landed on the ground they helped each other get up (which was a sweet interaction). The moment a participant helped another participant, a light sparkled. After everyone was up and all the lights were sparkling, Ariana showed up [6].

Brainstorming Ideas and Narrowing Them Down

After doing some initial research we decided to meet and brainstorm some ideas about enhancing the live streamed concert experience throughout the participants' concert journey from buying the tickets (pre-show) to all the after-show experiences (exploring the virtual world). The concert music genres we have focused on for the project include rock, pop and hip hop. The reason for choosing these is that we wanted to focus on concerts in which people jump, dance, sing and shout with a lot of energy.

Pre-show ideas for online concerts:

- The participants could receive some related-products/props/tools for their avatars before the concert (like glow sticks).
- A behind-the-scenes video could be shown before the concert starts (showing how the artists prepared).
- There could be a theme for the concert and participants could dress up (or their avatars) accordingly.
- The concert could have a surprising intro to set the mood.
- The environment could be decorated according to a theme.

During-the-show ideas:

- Participants (or their avatars or both) could have the option to sing with others in the audience.
- They have a choice of joining a group to sing and chat.

- Having interactive activities like 'the wave' (usually seen during football matches). The participants could make their avatars form the wave with their glow sticks during the concert.
- The participants could also make their avatars sing and dance using microphones and motion sensors if they themselves want to sing and dance with their avatars simultaneously. If not, (in case they have a roommate who wants quiet or if they have a disability) they could also have the option to use dance/singing emojis or some other keys to make their avatars dance and sing.

After-show ideas:

- The participants receive a customized recording of the show. The recording will show the artists signing and the crowd dancing and cheering but the 'customized' aspect would mean that every participant's recording will also include their avatar's closeup shots/clips of dancing and cheering as well. This will make them enjoy the recording as a personal movie.

We had come up with many different broad ideas so in order to narrow them down further (so we had few ideas we could use to focus on one direction) , we used the user value vs. complexity/difficulty matrix to evaluate the above ideas. We ended up selecting the following ideas:

- Singing together with others in the audience
- Choice of joining a group to sing and chat
- Having sing/dance emoji options to make the avatar act accordingly.
- Receiving glow sticks which change color (to form the wave with the audience).
- Receiving props or tools for enhancing interaction (of avatars) within the concert.
- Avatar dances/sings with the person (via motion detection or microphone).

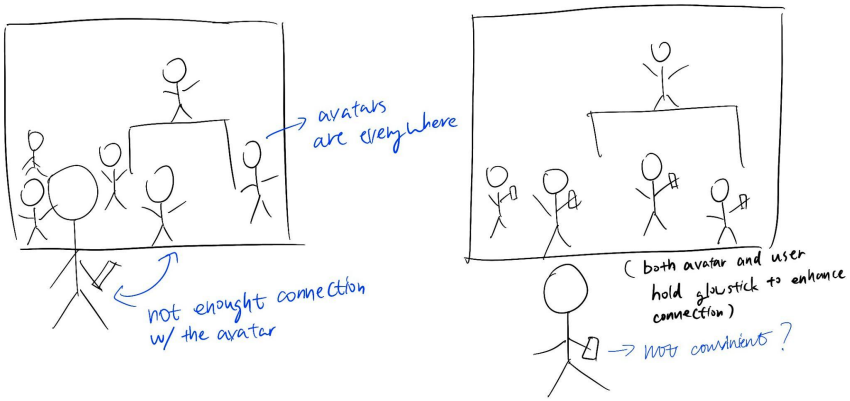
With these ideas, our main focus was to **enhance the participants' interactivity during the online concert by increasing the sense of presence in the virtual concert by stronger connection of the users and their avatars, as well as, creating a crowd experience by dancing or singing together.** [Appendix A].

Sketching for Ideation

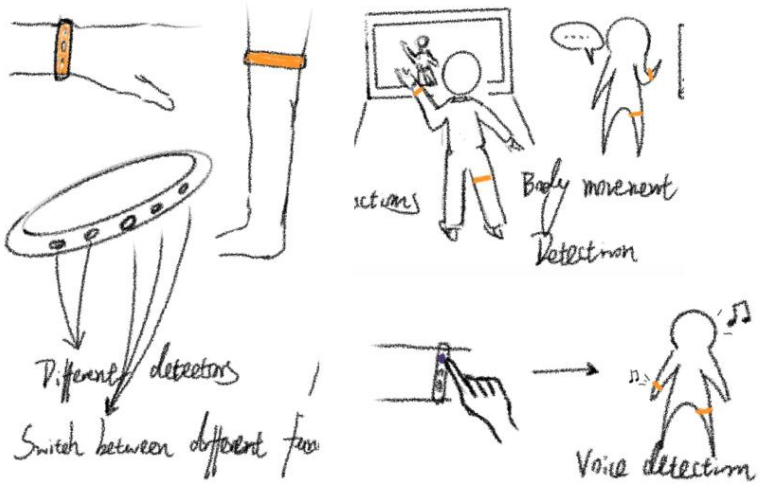
As we had quite a few ideas and the interaction among different devices for a virtual concert could be understood differently by our teammates, we made sketching to clarify all the ideas further.

The goal of our sketching is:

- To visualize our ideas to help communicate within the team and set everyone on the same page.
- To uncover some hidden details and generate more idea variants.
- To develop a system among our final chosen ideas.

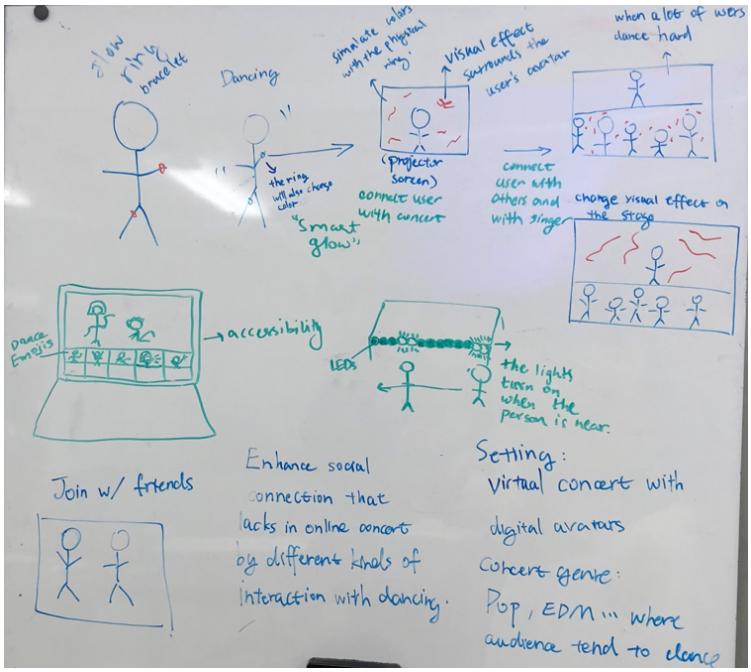


From the first few sketches, we identified that the idea of creating social connection by having audiences make “the wave” together was not feasible since, unlike audiences staying in a relatively fixed place, avatars usually walk everywhere they want in the virtual concert. Moreover, it might be inconvenient for users to always hold a glow stick in their hands to participate. So we started to brainstorm some more suitable tools for them to connect with their avatars.



Next, we sketched out this idea of a wearable glowing wristband to put on users’ wrists and legs. Compared to a glow stick, wristbands freed users’ hands and detected users’

movement more precisely with an extra one on their leg, making the interaction more immersively. Furthermore, the wristband can have a sound sensor to detect users' singing and provide a way to voice control their avatars.



We kept developing ideas about the wristband and interaction in the concert. With the detection of users' dancing movements, we came up with the idea of having different visual effects according to their movements. Also, to connect users and their avatars, the wristbands can have the same color as the glow sticks held by their avatars. We then brainstormed some ideas for interaction with the virtual concert space, such as lights along the stage glowing up when avatars went nearby. But as we sketched more and discussed, we realized that the stage might already have some lights around it.

Most importantly, users needed more interaction with the singer. So we sketched out the idea of joining a singing group and found out that there can be a screen displaying users in the singing group to boost the interaction with the singer and other users for a collective experience.

The sketch of our earlier idea of choosing dancing gestures to control the avatars to dance for users who don't want to move inspired us to consider more environmental elements in the user's physical space. It might be difficult for users who live with roommates to sing or wow too loudly. Thus, we generated another idea of sending emojis to the concert's stage for users to show their excitement.

Sketching helped us externalize our thoughts and clarify the interaction among users, avatars, singers, virtual environments, wearable devices, and screens. At this stage, **we connected our ideas more systematically as follows:**

A smart glowing wristband with motion sensor and voice detection to detect body movement and offer voice control. The wristband will glow in the same color as the avatar's glow stick.

- Motion sensor:
    - Special visual effects appear when the user dances.
    - When the sensor detects that the user is very engaged in dancing, some surprise will be given.

- Voice detection:
    - Voice-control to switch between different features.
    - Allow users to talk to friends or other users or join the singing group.

- Alternative ways to participate:
    - Control avatar to dance from computer or phone
    - Send emojis to the stage to show users' passion.

Prototyping

As our design integrates body movement with smart wristbands, we needed to make physical prototypes to refine detailed functions of the wristbands and how it connects with the virtual world. Our goal of prototyping was to raise questions about these interactions and create the most comfortable way for users to use the wristbands.

Fig. First prototype of wristbands

After making the first prototype of the wristbands, we realized that, even though the motion sensor could detect body movement, there was no way to walk the avatars for a long distance in the virtual concert. Since the space in the virtual concert was large, it's unrealistic to have the users walk that far in real life. Thus, we came up with the idea of having a joystick on one wristband to control the avatar.

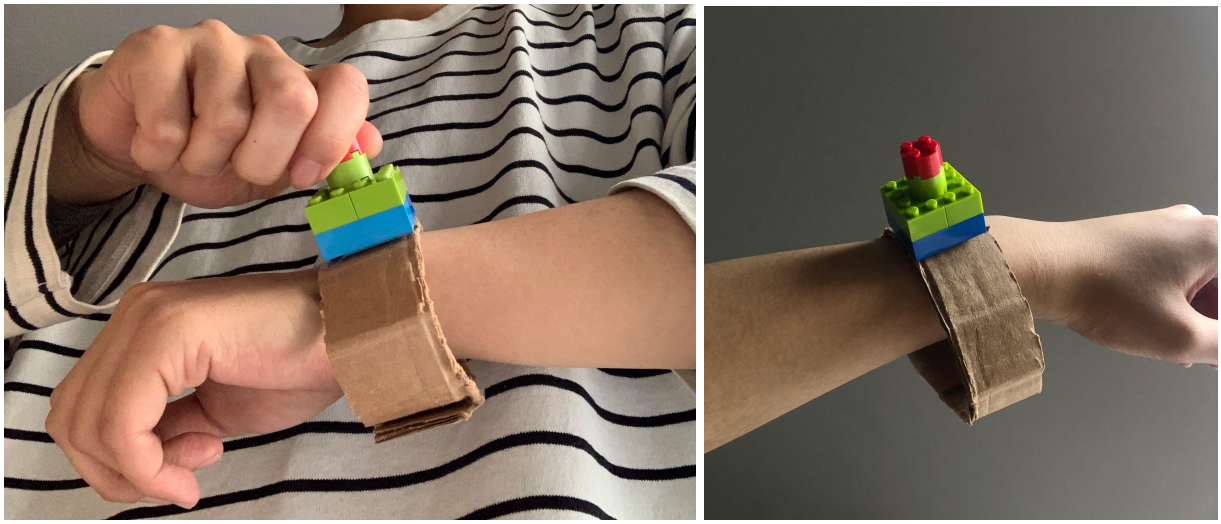


Fig. Second prototype of wristband with joystick

However, when our team tested out the wristband with a joystick, we found out that it's unintuitive to have two hands together to achieve a simple feature like walking. In real life, users may enjoy the concert while having one hand holding drinks or doing other things. Using two hands to control the avatar interrupted their experience and distracted too much attention. We also thought about having the joystick on the band on leg so that users could control it with one hand, but then the band needed to be placed on a very upper part of users' thighs, which would be uncomfortable.

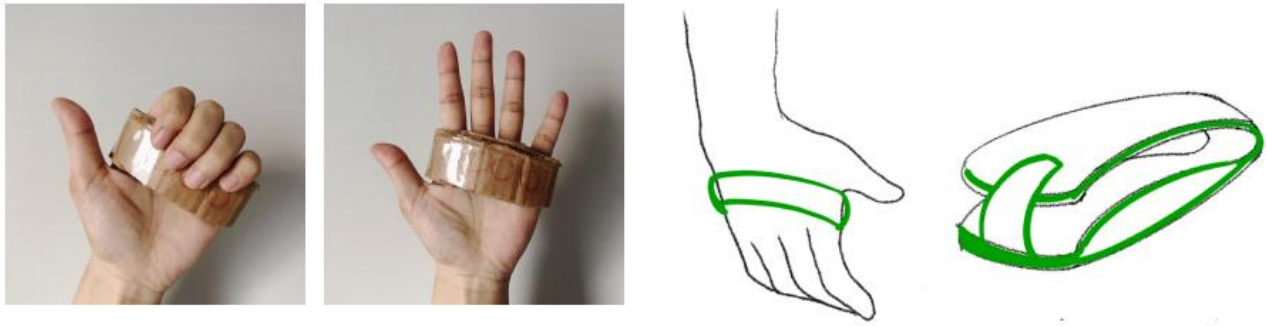


Fig. Third prototype of wristband

Focusing on the function of controlling everything by one hand, we changed the wristband into a band on hand to have buttons on the palm's side. But we realized that it might be possible for the band to fall out of hand in this way, so we experimented with more kinds of forms considering the stability of the band.

Fig. Fourth prototype of the band

Fig. Fifth prototype of the band

We finally settled with the fifth prototype of the band with one part on hand with buttons to walk avatars, one part on the wrist, and a connection part between the two to keep the band's position.

After finishing the hardware design, our team began to consider more interaction to bond the band, the users' avatars, and the concert to increase engagement. Since the smart band can glow like a glow stick and has a sound sensor, we experimented with Arduino using LED lights and sound sensors.

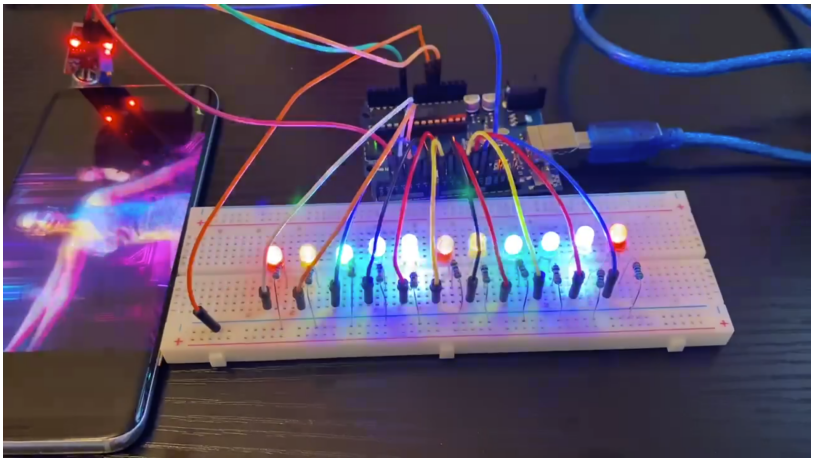


Fig. All LEDs light up when the music is playing

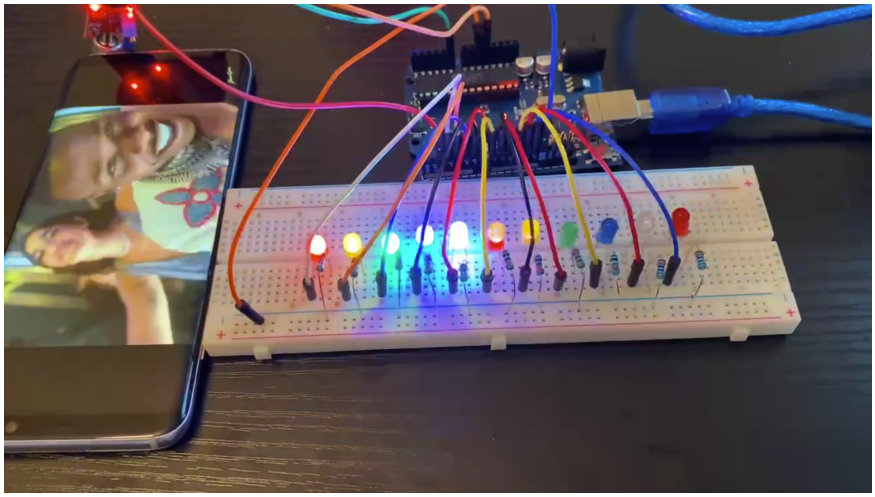


Fig. Different colors of the LEDs light up according to the music

From prototyping, our team found out colors could change based on the loudness or rhythm of the music bringing simultaneity between visual and auditory. Adding this feature to our previous idea of having the bands change into the same color as the avatars' glow stick, we could bridge some gaps between the real world and the virtual concert.

Evaluation

After prototyping our ideas, we began to evaluate our design, In order to get the feedback to improve our design or come up with a potential direction in the future steps. For this project, we tested 3 participants by using the above storyboards to do the conceptual walkthrough. Through the test we want to know that:

- How will users react and feel about the interactions with the singer in the concert?
- How will users feel about the interactions with other audiences in the concert?
- How will users respond to the smart wristband?

First we described the following scenario to the participants: User is going to attend a virtual concert in the metaverse. He or she received the interactive glow wristband a few days ago after purchasing the ticket. Now he or she turns it on, connects it with the computer, and puts it on the wrist and leg. It lights up and the concert is ready to begin. Then we described the three kinds of experiences of the wristbands, dancing and singing during the concert. After the test, we ask the participants follow-up questions:

- How do you feel about the concert experience?
- How do you feel about the interactions in the concert? Any point of confusion? Anything lacking?
- If there was one feature that you could add, what would it be?

Testing Result

We got some really useful feedback from our participants. Two participants mentioned that more interaction is needed, not only interaction with the singer when the user gets closer to her on the stage but also for the wrist band because only singing and dancing may be too monotonous. Some participants are confused about the specific ways to trigger a specific action or effect, which we didn't consider too much about. We should also consider more about the personal preference of the audience during a concert because a good concert experience doesn't equal a lot of movements. Besides, control keys on the wrist band should be ergonomically rearranged to comfort using during singing and dancing. So we should consider the layout and form of the keys. Apart from these, gesture control or voice control can be more involved to control different modes or screens. About the accessibility option, the person on the wheel chair can have the choice of joining with avatar dancing or sitting on the wheelchair and moving their hands.

Takeaways from test

Using a conceptual walkthrough to demonstrate a complicated virtual concert scene to participants helped us take into account a wider range of considerations of the interaction between users. Basically, we have taken the following directions to improve our design from the feedback:

- Further refine the shape and details of the wristband. We should give more consideration about the position of all the control buttons but also to prevent

falling. At the same time, we should think more about the control relationship of wristbands.

- As for the interaction, we should build more connections between audience and singer, and also give the audience an option to join in the interaction or not because we don't want to force the audience.
- Think about different ways of controlling to switch different modes in the interaction, like voice control and gesture control.
- Some users may get uncomfortable when they are asked to show their faces on the screen. To achieve the effect of a live concert singing together, a device can collect the singing of users who want to join the singing group and then synthesize them into a live chorus and play them back to the singer, so that the singer can also get positive feedback from the audience.

Summary

In this project we started from how to engage the audience into the concert and how to improve the interactions between singer and audience. We came out with different ways to achieve that and ranked the ideas by difficulty and user value. Then we picked the most important and high-valued ones to form the whole idea and integrated the functionalities into a physical item, that is, the wristband and legband. We also use arduino to prototype the light effect changed with the music beat. To evaluate the solution, we used storyboard and the prototypes to do a conceptual walkthrough for users, and got some really useful feedback to develop and refine our design. During this process, we did find some limitations and also have some plans for future steps.

Limitation

About our design solution,we find some limitations since this project has a much bigger scope and also so many touch points. The most important one is we are not sure whether the audience can fully engage in the interaction even after we finish the evaluation. Besides, after attending this kind of concert several times, the audience may find it lacks a sense of surprise because all the interactions remain the same. For the dance emoji part, users use a controller to choose the emoji to dance, which does not equal the physical body moving like they do in a live concert and obviously not that exciting.

In addition to the above, we are not sure when the live concerts will start again so we don't know the future of online concerts. According to preliminary research, it really costs a lot to prepare a virtual concert, not to mention a virtual concert like our solution.

Next Step

The next steps for our solution would be：

1. Usability test of the wrist and leg bands. Reshape them according to ergonomic principles to make users more comfortable.
2. Try to build more interactions between users, both singer and audience. The most exciting part is to interact with surroundings in live concerts, but we also should consider that the audience's reaction is also an incentive and positive feedback for the singer. We have not done enough of this.
3. Apart from singing and dancing, think about more touchpoints to be switched during the concert. Remember that to satisfy the users is what we need to do, not just to force the users to interact.

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Appendix

A. Secondary research

The activities at the concert, such as sing-a-long or dance-a-long keep the audiences communicative and engaging. [2]

- "The emergent behaviour of the crowd as seen at concerts, where activities as sing-a-longs or gestures, emerge in the crowd through imitation. The crowd is often highly communicative when they sing along with the artist, dance and make gestures and this is a way of showing the artist that the crowd appreciate the concert. The observation of the impulsive behaviour exists because of the emergent dynamic of the crowd. Hence, this may provide crowd participants with a feeling of a being spontaneous and aware". [2]
- "In this thesis, two main qualities of crowd experience are presented: imitation and emergence.Imitation is to follow as a pattern, model, or example. Emergence is when something is arising as a natural or logical consequence. These qualities are to be kept in mind by the designer when developing the prototypes for the interactions. Imitation and emergence are significant when discussing crowd experience because they induce certain unique experiential qualities. The qualities

can emphasize the collective and the feeling of becoming a part of a we-phenomenon. The we-phenomenon was introduced by Sloteredijk and encompasses the feeling of being a united part of a crowd. Once immersed and engaged in the imitative behaviour the crowd members might be caught by the feeling of becoming a part of something larger than themselves".[2]

Artists can be energized by the audiences.

- "Some talked about the home setting being perhaps too relaxing for the musician, others surmised live audience was the key factor in energizing the artists.Some noted that the viewers themselves were lacking the normal adrenaline-inducing setting of a new place, new people, the mere fact of getting out of the house."[9]
- "'The thing I enjoy about the live streaming is the interactive aspect with the crowd, [musician] commenting on people['s] comments as they come into the chat feed,' shares Tony. 'It really helps with the sense of community and helps to make the "live" aspect feel live!'"[9]

B. Evaluation Protocol

Research questions:
How will users react and feel about the interactions with the singer in the concert?
How will users feel about the interactions with other audiences in the concert?
How will users respond to the smart wristband?

Scenario: You are going to attend a virtual concert in the metaverse. You received this interactive glow wristband a few days ago after you purchased the ticket. Now you turn it on, connect it with your computer, and put it on your wrist. It lights up and the concert is ready to begin.

Wristband Experience:

- Follow two instructions on screen to move your arm and leg. See how the light on the glow stick on the avatar changes colors according to the music, and your smart wristband also changes in the same color as the glow stick. Understand that your avatar is moving based on your movement in real life.

Dancing Experience:

- The visual effect will be triggered when you enjoy dancing with the music.
- You will get surprising props if you are very engaged in dancing. Understand what the prop is and use it to interact in the concert.
- You will see some dancing emoji options on the screen and you can choose to move your avatar with the chosen dancing gestures.

Singing Experience:

- You can hear voices from your friends who choose to join together in the concert.
- You can choose to join the singing group and get featured on the screen on the stage.

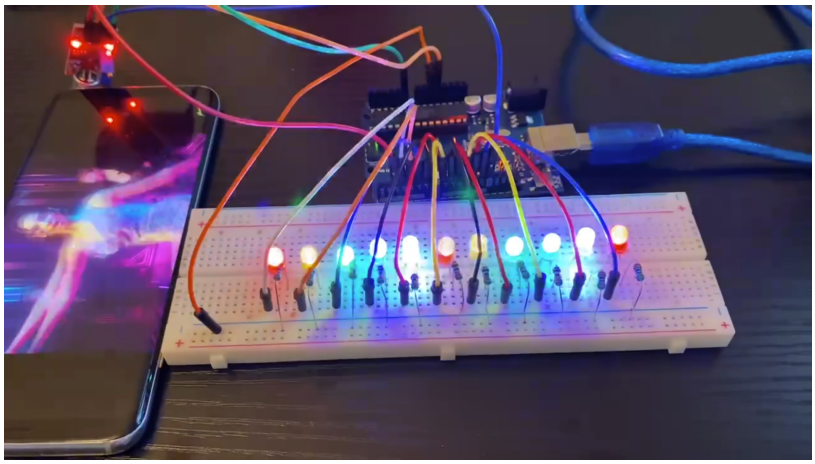
Follow-up questions:
How do you feel about the concert experience?
How do you feel about the interactions in the concert?

- Any point of confusion?
- Anything lacking?

If there was one feature that you could add, what would it be?

C. Arduino Prototype Process

Arduino Prototype 1: Sound-based LEDs dance (all light up at the same time with the music)



Sound_Sensor | Arduino 1.8.19

File Edit Sketch Tools Help

Sound_Sensor

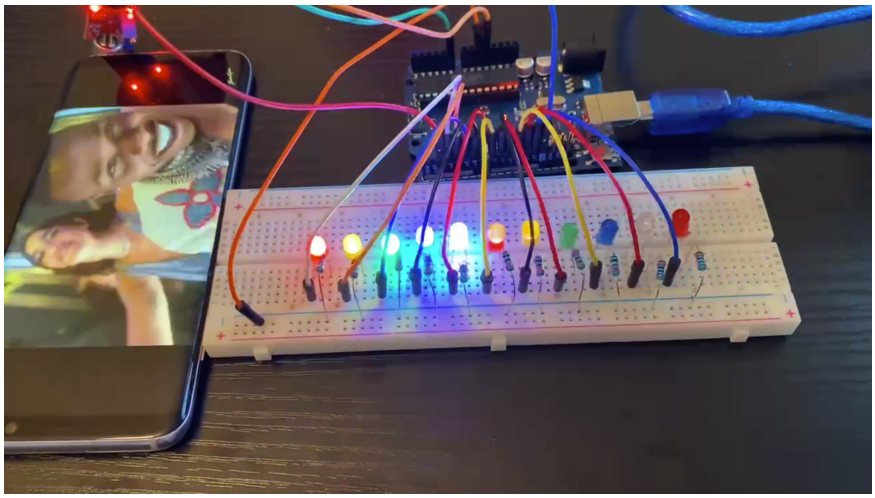
```
int DO = 2; //Pin for Digital Output - DO
int DA = A0; // Pin for Analog Output - AO
int threshold = 77; //Set minimum threshold for LED lit
int sensorvalue = 0;

void setup() {
  Serial.begin(9600);
  pinMode(3, OUTPUT);
  pinMode(4, OUTPUT);
  pinMode(5, OUTPUT);
  pinMode(6, OUTPUT);
  pinMode(7, OUTPUT);
  pinMode(8, OUTPUT);
  pinMode(9, OUTPUT);
  pinMode(10,OUTPUT);
  pinMode(11,OUTPUT);
  pinMode(12,OUTPUT);
  pinMode(13,OUTPUT);
}

void loop() {
  sensorvalue = analogRead(DA);  //Read the analog value
  Serial.print("Analog: ");
  Serial.print(sensorvalue);  //Print the analog value
  Serial.print("  ");
  Serial.print("Digital: ");
  Serial.println(digitalRead(DO));  //Print the digital value


  if (sensorvalue >= threshold) { //Compare analog value with threshold
    digitalWrite(3, HIGH);
    digitalWrite(4, HIGH);
    digitalWrite(5, HIGH);
    digitalWrite(6, HIGH);
    digitalWrite(7, HIGH);
    digitalWrite(8, HIGH);
    digitalWrite(9, HIGH);
    digitalWrite(10,HIGH);
    digitalWrite(11,HIGH);
    digitalWrite(12,HIGH);
    digitalWrite(13,HIGH);
  }
  else {
    digitalWrite(3, LOW);
    digitalWrite(4, LOW);
    digitalWrite(5, LOW);
    digitalWrite(6, LOW);
    digitalWrite(7, LOW);
    digitalWrite(8, LOW);
    digitalWrite(9, LOW);
    digitalWrite(10,LOW);
    digitalWrite(11,LOW);
    digitalWrite(12,LOW);
    digitalWrite(13,LOW);
  }
}
```

Code Source:

https://www.princetronics.com/sound-sensitive-lights-w-sound-sensor-arduino/

Video Link:
https://drive.google.com/file/d/1y3FIOjVAGD1teKXwMvIhfNl7mLxZpIZZ/view?usp=sharing

Arduino Prototype 2: Sound-based LEDs dance (according to the loudness of the music- each LED lights up at a different value)



Sounds_Sensor_2

```
/*
 * Mantas Utka
*/

int ledPin1= 3; //Adding the LED's and sensor.
int ledPin2= 4;
int ledPin3= 5;
int ledPin4= 6;
int ledPin5= 7;
int ledPin6= 8;
int ledPin7= 9;
int ledPin8= 10;
int ledPin9= 11;
int ledPin10= 12;
int ledPin11= 13;

int sensorPin= A0; //The sensor selecting as Analog pin. The Analog Pin is better for projects as this one.
int val = 0;

void setup(){
  pinMode(ledPin1, OUTPUT); //Selecting LEDs as outputs to push the results in LEDs of sound detector
  pinMode(ledPin2, OUTPUT);
  pinMode(ledPin3, OUTPUT);
  pinMode(ledPin4, OUTPUT);
  pinMode(ledPin5, OUTPUT);
  pinMode(ledPin6, OUTPUT);
  pinMode(ledPin7, OUTPUT);
  pinMode(ledPin8, OUTPUT);
  pinMode(ledPin9, OUTPUT);
  pinMode(ledPin10, OUTPUT);
  pinMode(ledPin11, OUTPUT);
  pinMode(sensorPin, INPUT); //Selecting the sensor as input to send results into Arduino
  Serial.begin (9600);
}

void loop (){
  val =analogRead(sensorPin);
  Serial.println (val);
  // when the sensor detects a signal, LED flashes

  //1
  if (val >= 77) {
    digitalWrite(ledPin1, HIGH); //selecting the values of LEDs to flash by detecting values of sound sensor.
  }
  else {
    digitalWrite(ledPin1, LOW);
  }
```

```
//2
 if (val >= 78) {
  digitalWrite(ledPin2, HIGH);
}
else {
  digitalWrite(ledPin2, LOW);
}

 //3
 if (val >= 79) {
  digitalWrite(ledPin3, HIGH);
}
else {
  digitalWrite(ledPin3, LOW);
}

//4
if (val >= 80) {
  digitalWrite(ledPin4, HIGH);
}
else {
  digitalWrite(ledPin4, LOW);
}

//5
if (val >= 81) {
  digitalWrite(ledPin5, HIGH);
}
else {
  digitalWrite(ledPin5, LOW);
}

//6
if (val >= 82) {
  digitalWrite(ledPin6, HIGH);
}
else {
  digitalWrite(ledPin6, LOW);
}

//7
if (val >= 83) {
  digitalWrite(ledPin7, HIGH);
}
else {
  digitalWrite(ledPin7, LOW);
}
```

```
  //8
  if (val >= 84) {
    digitalWrite(ledPin8, HIGH);
  }
  else {
    digitalWrite(ledPin8, LOW);
  }

  //9
  if (val >= 85) {
    digitalWrite(ledPin9, HIGH);
  }
  else {
    digitalWrite(ledPin9, LOW);
  }

  //10
  if (val >= 86) {
    digitalWrite(ledPin10, HIGH);
  }
  else {
    digitalWrite(ledPin10, LOW);
  }

  //11
  if (val >= 87) {
    digitalWrite(ledPin11, HIGH);
  }
  else {
    digitalWrite(ledPin11, LOW);
  }
}
```

Code Source:
https://create.arduino.cc/projecthub/mantastka/8x-led-lighting-by-sound-16b21c?ref=search&ref_id=sound&offset=18

Video Link:
https://drive.google.com/file/d/1dC_lQmhn4xbyH7c-HmTn4XWkMkghZMsU/view?usp=sharing