

SONIC MEMORY GAME

felixblume.com/memorygame
saralana.xyz/memory-game

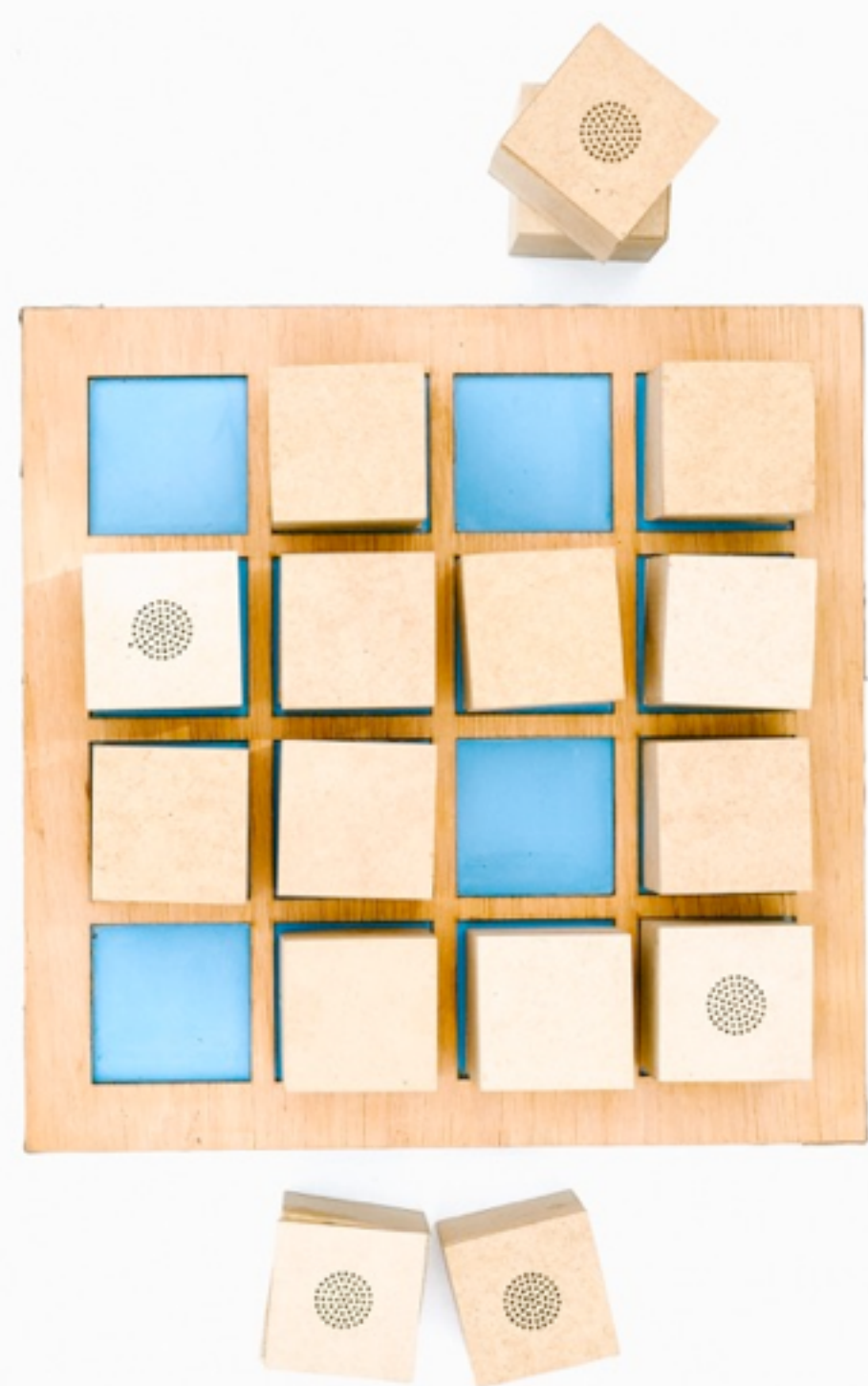
This game is a sonic adaptation of the famous memory game, which is usually known with images.

We're using cube which are playing a sound when they're upside-down, hidden in itself. One sound is inside 2 different cubes, and the aim of the game is to find identical pairs.

The sounds used in the cube are recorded during a sound recording workshop with children. In the same way, the game is built collectively, during an electronico workshop.

The quantity and dimension of the cube is defined during the process.

The cubes are placed on a wireless power base.



STEP 1 | Recording

Participants learn the basic use of hand recorders, microphones and headphones. A few exercises familiarize them with the equipment and the listening of the sounds from their environment. We select together the sounds that will be part of the game, a sketch of their daily soundscape.

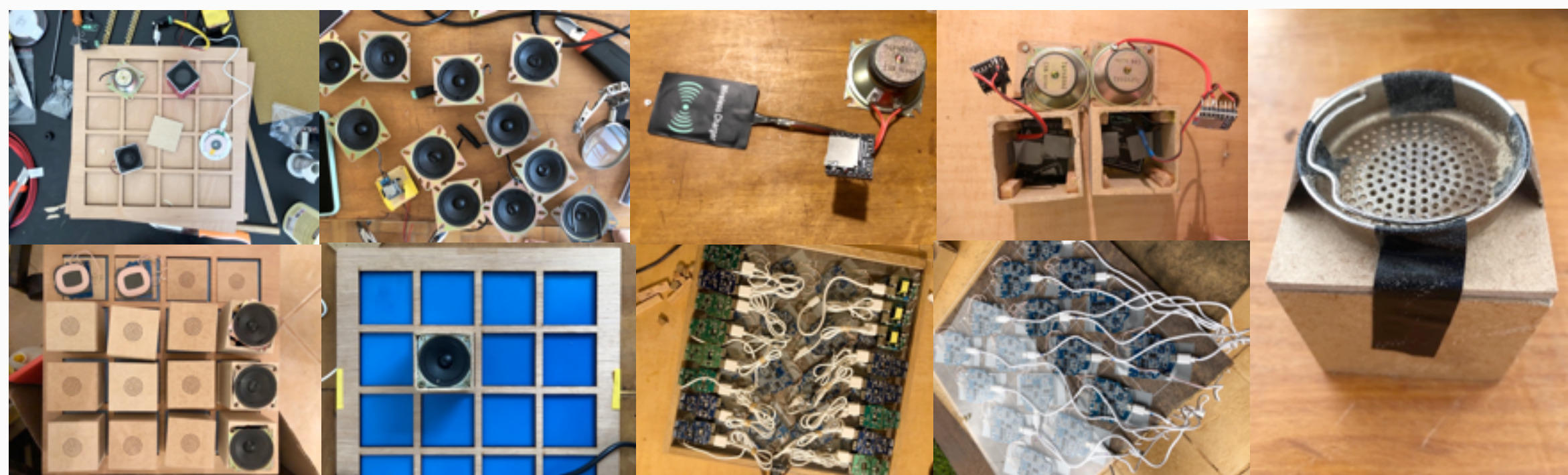
STEP 2 | Construction

During an electronic worksop, each participant will build 2 cubes for the game, done of: 1 mp3 player circuit, 1 wireless power charger (QI) and 1 loudspeaker. The device is mounted inside a wooden cube.

The pieces are pre-manufactured facilitating their handling by children.

STEP 3 | Finalization

Various combinations and volumes of sounds are tested to define the final sound configuration of the game.



A few pictures of the building of the first prototype of the game.