

Group:

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Topic: Petrarch's sonnet form and its influence across Europe

Venue: Casa del Petrarca, Arquà Petrarca

<https://padovamusei.it/it/sedi-monumentali/casa-petrarca/casa-petrarca>

Casa del Petrarca is located approximately 45 minutes south of Padua. Padua is located approximately halfway between Venice and Verona, a common route for international tourists, specifically those on Shakespeare-specific tours. Arquà Petrarca was ranked the "2nd most beautiful village in Italy" by [Borghi Più Belli di Italia](#) in 2017 which also makes it an attractive location for tourists.

Institutional goals:

Educate the public on the cultural importance and influence of Petrarch

Attract international tourists already in Padua

Have a new exhibit in the museum post-COVID

Target audience:

International adult tourists

Subgroups: tourists interested in literature; tourists already in Padua

Background:

Petrarch is the father of the sonnet form. This form was adopted and adapted throughout Europe in numerous vernacular languages. This project seeks to educate visitors about the lasting influence of the Petrarchan sonnet on poetic forms across Europe.

Interaction Media Concept: Participative kinesthetic, visual, and auditory experience of the Petrarchan, Shakespearean, Spanish, and French sonnets' forms, rhythms, and rhymes.

- Museum installation in which users use their arms to mark the rhythm of different historical sonnets in different European languages.
- Sonnet is available as words in the original language and visual cues that mark the rhythm and rhyme of the poem.
- Users may toggle the written lyrics on and off but the symbolic representation will also remain.
- Users mark the rhythm with movement which is registered by motion sensor technology (eg. Wii, Xbox Kinect) and receive immediate feedback on the accuracy of their rhythm in the form of visual markers.
- Player receives a numeric score at the end of the sonnet.
- Cognitive focus: Attention/Distraction

Needs:

Audio: recordings of the sonnets

Animation:

- Displays toggleable lyrics of sonnet, rhythm markers, rhyme markers, and form divisions.
- Rhythm will be represented by symbols. Rhyme will be marked by color. Form will be marked by spacing.
- Animation must align exactly with audio recording.
- Line groups will be displayed together (length depending on language) and then will scroll to the next group; written lyrics displayed one line at a time
- End of game gives point value and zooms out to display entire poem so that form is more easily recognized.

Hardware:

- Motion sensing and gesture recognition technology (pointing device (like Wii remote) or Xbox Kinect type, body only)
- Projection area
- Speakers

Roles:

Vanessa: Audio engineering, animation, sketches

Denise: Visit museum, speak to staff and determine institutional goals and potential physical set-up + poem markup and audio (Petrarch, French)

Sarah: Writing design brief + poem markup and audio (Shakespeare, Spanish)

Shakespeare's Sonnet 18

[Audio](#)

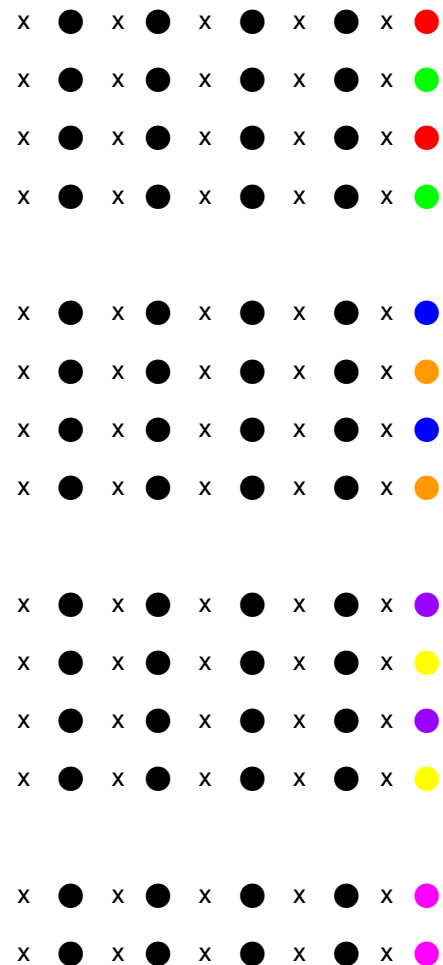
Shall I compare thee to a summer's **day**?
Thou **art** more lovely and more temperate:
Rough **winds** do **shake** the **darling buds** of **May**,
And **summer's lease** hath all too **short** a **date**:

Sometimes too **hot** the **eye** of **heaven shines**,
And **often is** his **gold complexion dimm'd**:
And **every fair** from **fair** sometime **declines**,
By **chance** or **nature's changing course** un**trimm'd**;

By **thy** eternal **summer shall** not **fade**,
Nor **lose** possession of that **fair** thou **owest**;
Nor **shall** Death **brag** thou **wander'st** in his **shade**,
When **in** eternal **lines** to **time** thou **greatest**:

So **long** as **men** can **breathe** or **eyes** can **see**,
So **long** lives **this** and **this** gives **life** to **thee**.

Sonnet 18 Visualization



Key Features:

Form: 3 quatrains followed by rhyming couplet

Rhyme Scheme: ABAB CDCD EFEF GG

Meter: iambic pentameter

x unstressed syllable

● stressed syllable

● stressed terminal rhyme

x ● x ● x ● x ● x ●

Shall I compare thee to a summer's **day**?

x ● x ● x ● x ● x ●

Thou **art** more lovely **and** more temperate:

x ● x ● x ● x ● x ●

Rough **winds** do **shake** the darling buds of **May**,

x ● x ● x ● x ● x ●

And summer's **lease** hath all too short a **date**:

x ● x ● x ● x ● x ●

Sometimes too **hot** the **eye** of heaven **shines**,

x ● x ● x ● x ● x ●

And **often** is his **gold** complexion **dim**'d:

x ● x ● x ● x ● x ●

And **every** **fair** from **fair** sometime **declines**,

x ● x ● x ● x ● x ●

By **chance** or nature's **changing** **course** un**trim**'d;

x ● x ● x ● x ● x ●

By **thy** eternal **summer** shall not **fade**,

x ● x ● x ● x ● x ●

Nor **lose** possession of that **fair** thou **owest**;

x ● x ● x ● x ● x ●

Nor shall Death **brag** thou wander'st in his **shade**,

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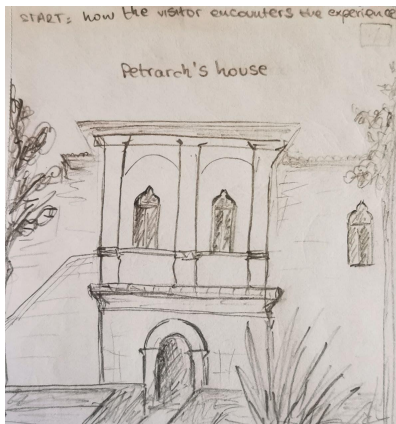
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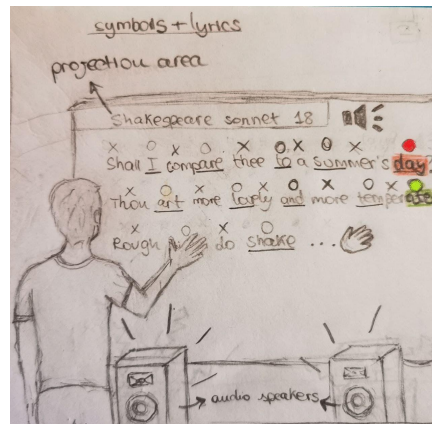
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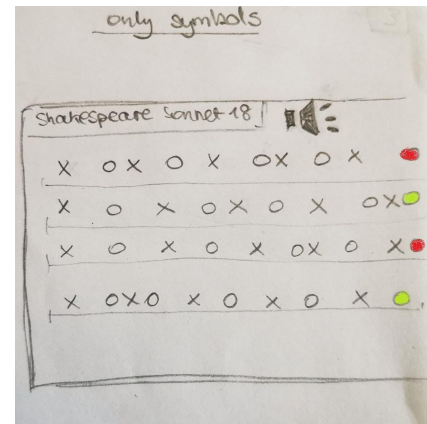
So long lives **this** and **this** gives life to **thee**.



Petrarch's House Museum



User playing game with lyrics



No lyrics version