

CSC475_Assignment 04

Q1.

zoundz

I think this product is an interesting toy for children and adults. I really like the idea of using different light color to reflect the music type. Those light are attractive and make it easier to create the music that users want. Each zoundz pawns are designed especially. They have different color and shape, as well as, they are semi-translucent, so that the light of each hot spot can go through the zoundz pawns. Besides, the interface of the sound board is concise, and it has those fundamental functions that are needed for most users, which make it become a great product.

reactable

It is a cool product. It is really convenient for musicians that putting and rotating some small cuboid box on the screen to create electronic music. It also offers musicians many different combination to make different music. I like those patterns on each box, they are so cute. And it looks so cool and high-tech when operate it. I guess most electronic musicians definitely love this product.

block jam

I guess the main idea of this product is to create music easily. Those blocks are small, and convenient for carry. And it not like the reactable, it does not need to concern about environment limitation. And it is easy to operate. The clickable surface can be used for change music sound and style, which offer users a lot of option for creating different music.

Q2.

This idea is inspired by music notation. The operation interface are two boards for each hands that looks like staff. And there are two black sticks with a black ellipse on the end of each stick, which is as the same shape of a quarter note. Users can manipulate sticks to knock on staff to get a particular pitch on each lines. The duration of a pitch can be decided by how long users put the note on a line. There should also have several buttons on the staff boards for adjusting volume and changing music tone.

The contrast between this tangible interface and a traditional screen/keyboard/mouse is strong. Users can use physical action to manipulate this tangible interface to create the music they want, so that users can actually interact with tangible interface and feel the interaction, which cannot be achieved through a screen/keyboard/mouse.