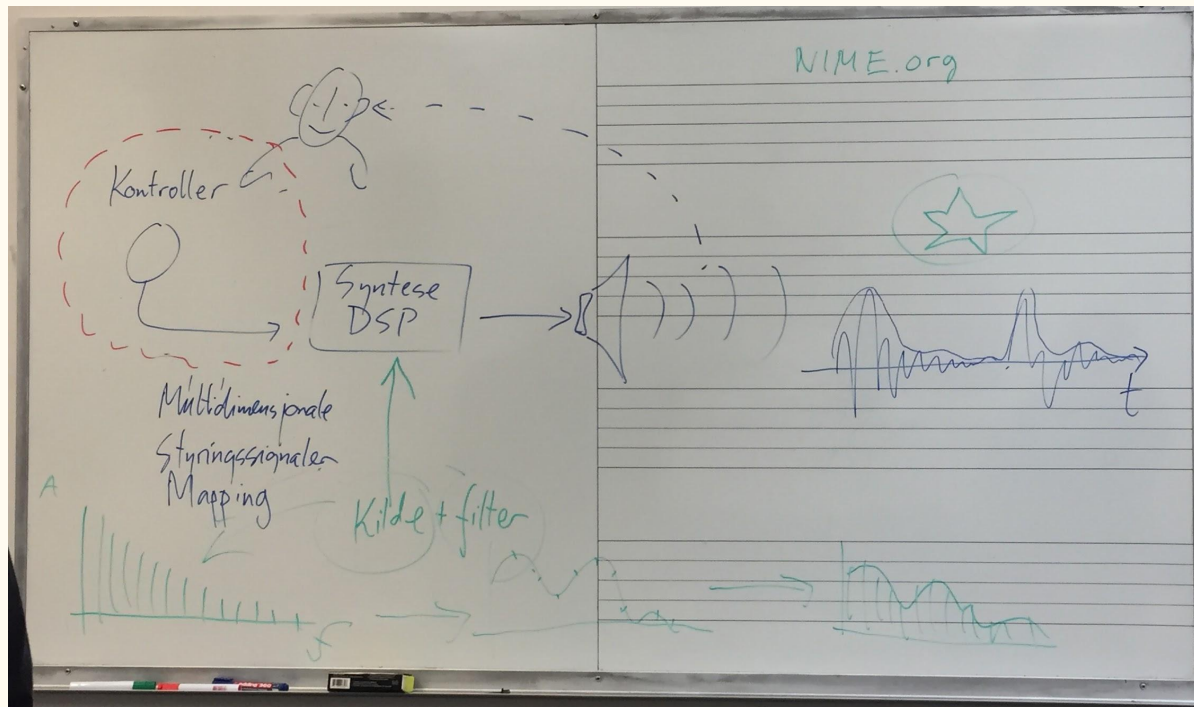
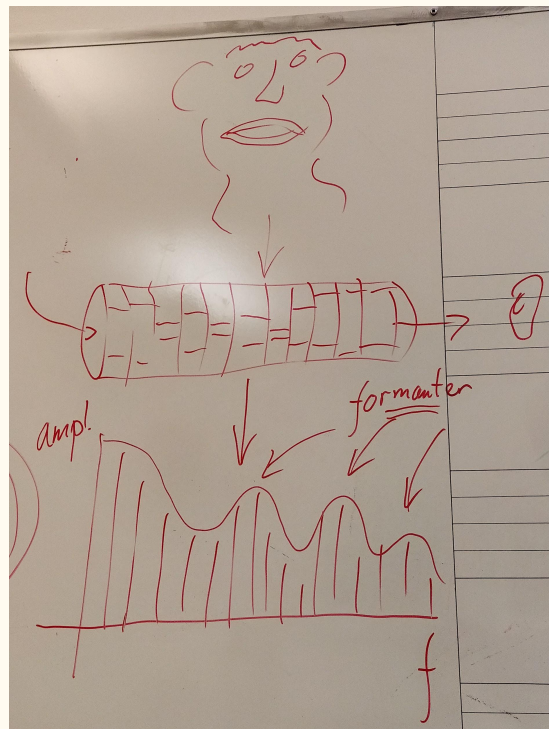


Timbre Ball / SoundShaper

—

Erstatte taleorganet



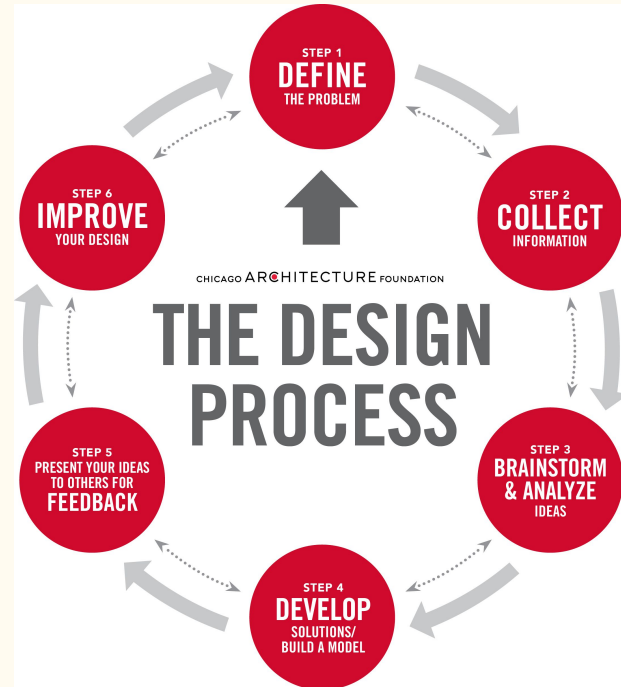
Mål

- Proof of Concept
- Grunnlag for videre forskning

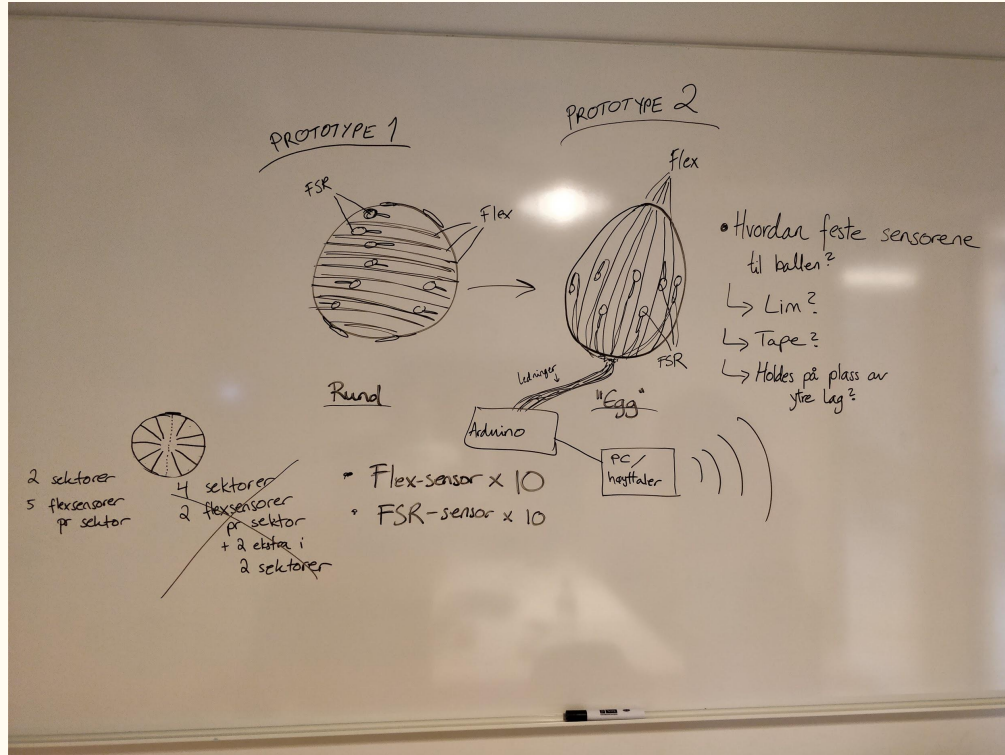


Prosjektets fremgangsmåte

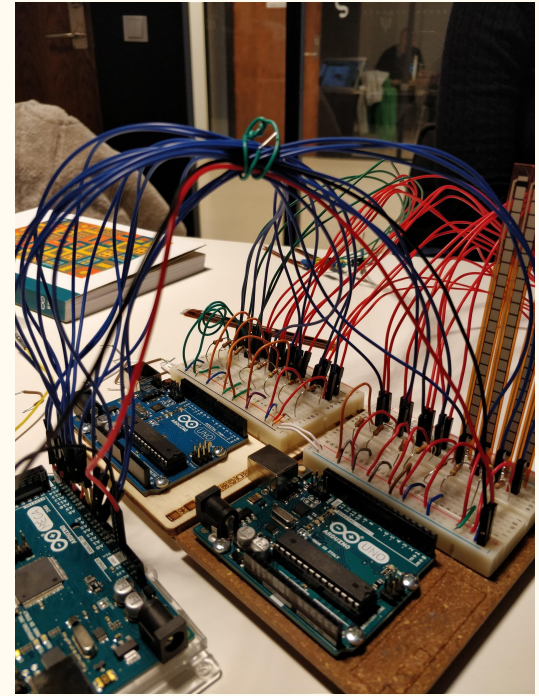
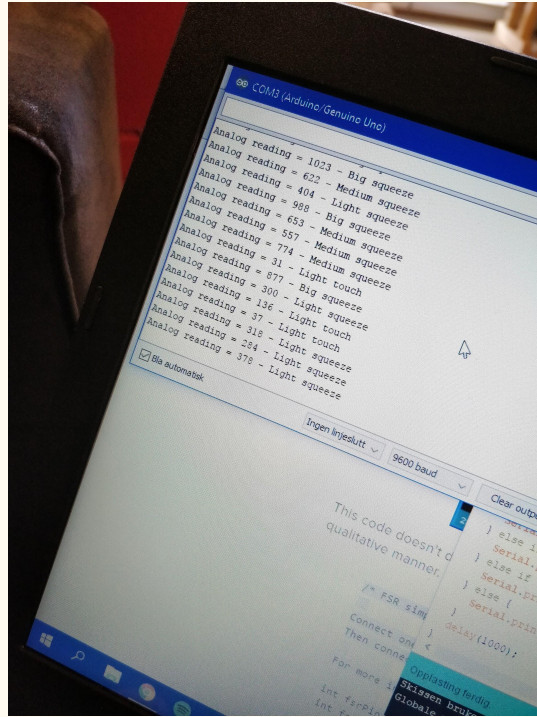
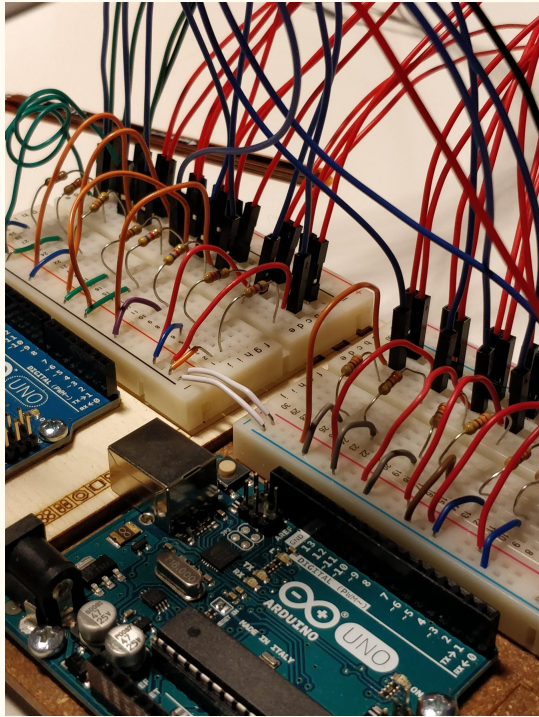
- Datainnsamling og analyse
- Idémyldring
- Utvikling
- Testing
- Evaluering



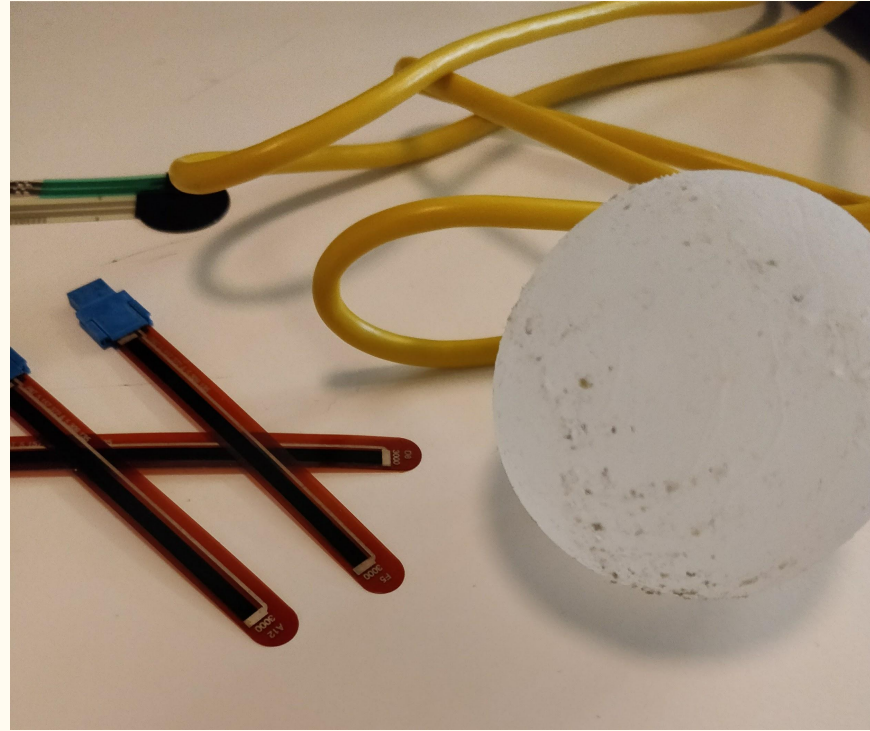
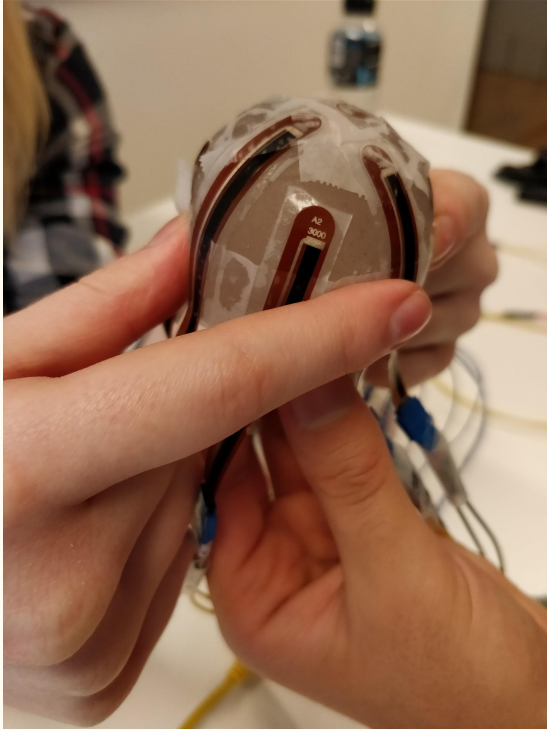
Utvikling og bruk



Utvikling og bruk



Utvikling og bruk



Utvikling og bruk



ArduinoMega2560-SoundMaker

Start

Choose the correct USB port here!

Set base frequency of sound (Hz)

50

Calculate-frequencies

Calculate-amplitudes

Frequency

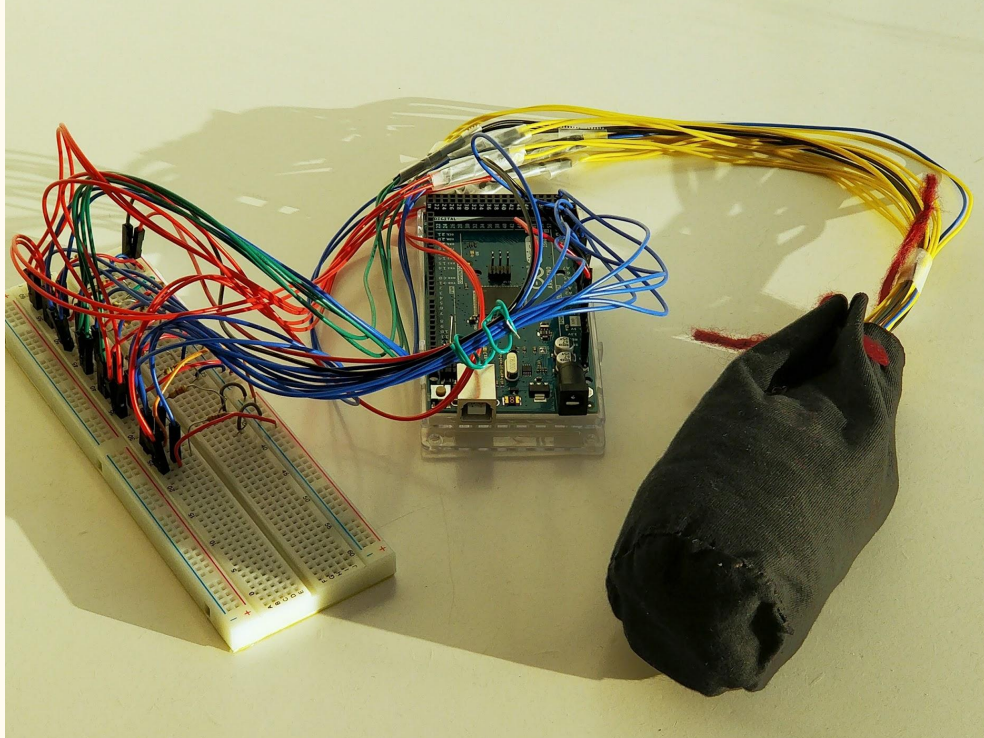
7.4 dB

Turn on audio

Credits:
This version by Alexander Reibum, American University of Oslo, 2017.
Based on Arduino2Max by Daniel Jouffe which was based on the Thomas Couillet, Frédéric Simple Message System, Steeply James made the USB pulldown menu.

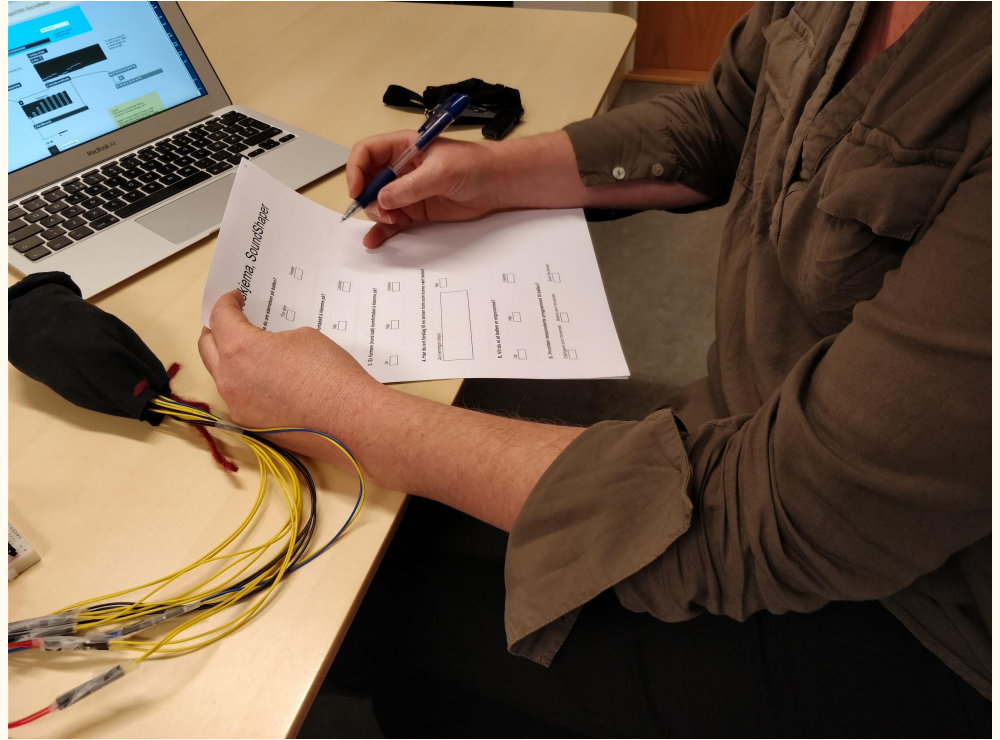
File Name	Size	Modified
ArduinoMega2560-SoundMaker.ino	274 KB	25. okt. 2017, 19:36
ArduinoMega2560-SoundMaker.pde	274 KB	25. okt. 2017, 19:36
ArduinoMega2560-SoundMaker.h	274 KB	25. okt. 2017, 19:36
ArduinoMega2560-SoundMaker.cpp	274 KB	25. okt. 2017, 19:36

Utvikling og bruk



Evaluering

- Testing
- Observasjon
- Spørreundersøkelse
- Validitet



Resultat

- 2. iterasjon av et større forskningsprosjekt
- Grunnlag for videre forskning
- Fornøyd oppdragsgiver

"[...] fått til et multidimensjonalt system, vellykket artefakt!"

- *Oppdragsgiver*

