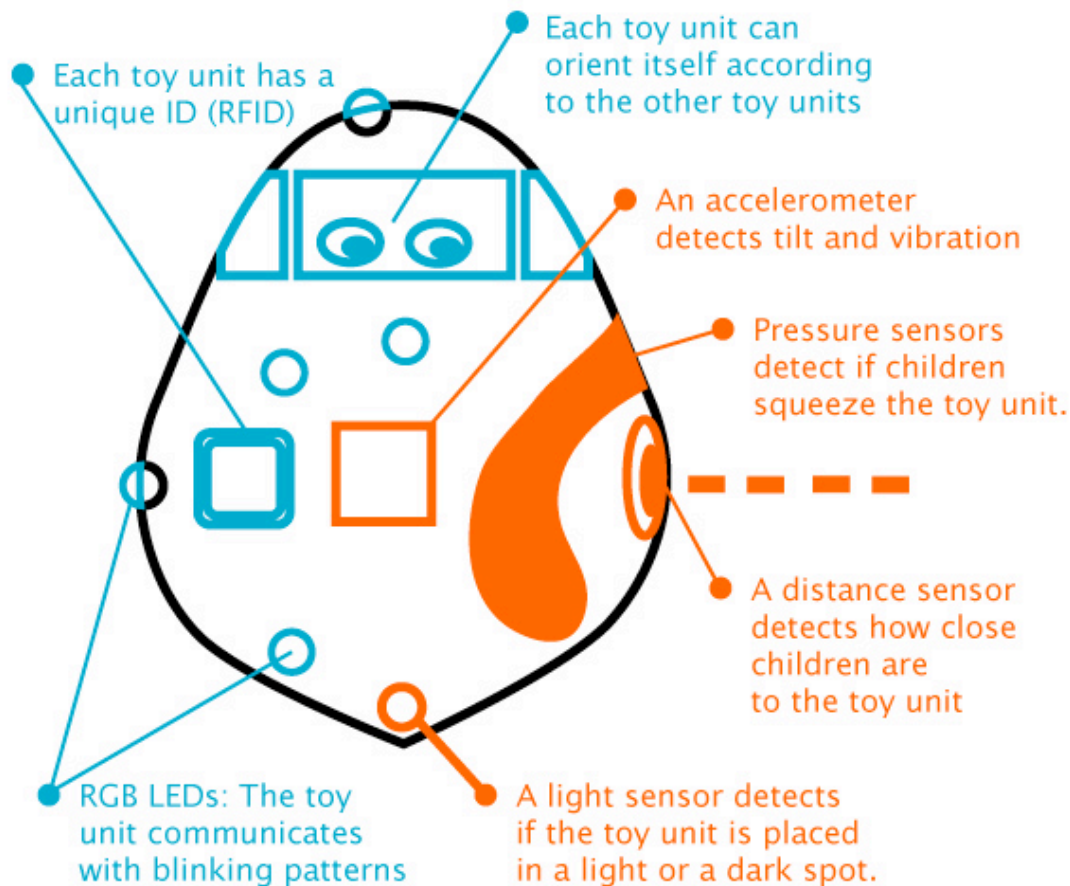


The “Moodmodules”

- Interconnected Toy Modules for Spontaneous Creation of Play and Learning Environments

Playware:

each toy module is a “tool” to create a playful environment or facilitate games



Possibly also wireless audio transmission:

a) microphone, where sound signal can be analyzed or recorded

b) speaker, so that each toy module has its own “local” sounds



Sound feedback:

Primarily sound feedback – how can sound alone indicate elements of a play environment and progress in a game?

Sound does not fix people in a ‘viewer’ position – it encourages people to move

Sound feedback makes it possible to focus on each other’s actions rather than representations of actions (avatars).

Perceivable feedback?

How can children jointly manipulate a sound-scape or individual sounds:

a) in a game, b) a play scenario?

Sound parameters, amount of sounds, complexity, types of sounds, evolvment over time etc.

Learning to improvise together: starting with the 'untrained ear' – building up attention to the sound medium and each other's actions.