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

- Each toy unit has a unique ID (RFID)
- An accelerometer detects tilt and vibration
- Pressure sensors detect if children squeeze the toy unit.
- A distance sensor detects how close children are to the toy unit.
- A light sensor detects if the toy unit is placed in a light or a dark spot.
- RGB LEDs: The toy unit communicates with blinking patterns.

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 soundscape or individual sounds:
a) in a game, b) a play scenario?

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

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