SYNC

OR

SWIM

SCOTT SMALLWOOD

Scott Smallwood, in his artistic investigation of game soundscapes and sonic interfaces, has created an audio piece called Sync or Swim. This piece, ultimately intended as an interactive sound installation, attempts to address the intersections between sound design aesthetics, interactivity in art installations, and sound-only gaming environments. Its rules are simple: using a single control knob, the user attempts to synchronize several layers of audio using only sound cues. It is a deceptively difficult task, however, and requires a kind of careful listening and searching. It also creates the possibility of simply "being in" the soundscape that is generated by the game play as an aesthetic experience in itself. For this talk, Smallwood will demonstrate and discuss the piece, and will discuss the underlying artistic ideas behind the work.

In addition to Scott Smallwood's presentation we hope to continue a discussion raised in Concordia's presentation of the Victorinator game around assessment of games. The University of Alberta PlayPR group has worked for the past two years creating serious games and geo-locative games with various research goals including games for learning and community participation. One of our current research concerns is developing assessment tools that can be used to discuss the successes and weakness of past projects, compare across game design styles, and to inform the development of future games. The UofA PlayPR group will briefly introduce the methods we have been using in our projects and hope to generate a discussion about methods and resources used by other groups, new ideas or opportunities for collaborative approaches, and the value of attempting to assess these types of multimedia projects.

UofA PLAYPR TALK
THU 3:00PM MARCH 8TH
TAG LAB, EV 10-730