

For our sound project, we created a sound map representing the sounds you hear in an ASU basketball game. The sound map would be played to the audience, and they will also be able to play with a basketball and door hoop for an interactive experience. We achieved this by getting audio recordings of different basketball games at ASU that have many different types of recorded sounds. These sounds range from the sounds of the crowds cheering, sounds from the game like footsteps and dribbling, and the sounds of music playing in the background. Getting accurate sounds that you would hear at a live basketball game is a crucial part of our project since it is important in maintaining an immersive experience for the audience. We then decided to organize the sounds into a sound map modeled after a basketball court. This allowed us to place each sound in a specific location on the map, corresponding to where the sound would occur during an actual game. This was very useful to our project's main goal since it helped create an immersive experience for the audience to make them feel like they are at a live basketball game. The audience will hear these sounds on a sound map via a headset, these sounds will be from our sound map controlled by a MIDI controller. We decided to incorporate a MIDI controller into the project so we can control the sounds on the sound map. More importantly, the MIDI controller also allows us to have a more dynamic and interactive audio experience for the audience, where they will be able to hear sounds from different locations in a basketball court. The audience will also have an opportunity to take some shots on the over-the-door basketball hoop to make the project interactive and interesting for the audience, and it helps us take the audience to the basketball court where these sounds are from. Sound effects will be used to enhance the experience of the game, for example, we can have sounds play when a player makes a shot and a buzzer sound when the time player has run out. These kinds of sound effects will make the interactive portion more immersive, and give the audience a more active way to listen to the sounds instead of a passive way of listening. The reason we chose this project is we wanted to incorporate something we learned in our classes and labs with something fun and exciting. Soundmaps is a topic we explored previously in our classes, and we had already done a project on creating a sound map via MaxMSP, a platform that allows you to compile audio files into a sound map. Initially, a lot of us did not understand some of the complexities of MaxMSP, and this project allowed us to gain a deeper understanding of what it is like to create and organize sound maps. The purpose of this project was to provide the audience with a unique and exciting way to experience a basketball game. By exposing them to the sounds of the game, we hoped to transport them to a real-life basketball game and allow them to experience what it can feel like to be a player. We were very happy with the results of our project. We felt that we were able to create an immersive and interactive experience for the audience, and that we were able to transport them to a live basketball game through the sounds that we captured. We were also pleased to see that the audience was engaged and interested in the project, and that they enjoyed taking shots on the over-the-door basketball hoop. I still feel like our project can have a lot of improvements that can further enhance the experience of the project. Some improvements we thought of include a virtual reality environment, which adds an additional layer of interactivity and immersiveness and goes above and beyond in achieving one of the key goals in this project

which is taking the customer to the basketball court. Another idea would be to have motion sensors in place to trigger sounds as the audience moves through different areas of the space, to make them feel like the sounds are coming from different directions. This would help make the court come alive to the audience and help transform the space into a court through sound. This project could also have a more educational-focused theme, like a historical landmark, and the sounds on the sound map can help teach an audience about the historical landmark. This adds more depth to the project since it also gives it an educational objective. There are many avenues to improve this project, either through different technologies or through incorporating new ideas and themes into the project, which can help us create a more informative, interactive, and immersive experience for the audience.