Interactive Sound

Goal
To educate on the nature of sound as a vibration and frequency as a property of sound

Description
Interactive Sound is an interactive, virtual-reality exhibit. It aims at conveying the nature of sound in addition to frequency as one of its properties using a tangible interface. The user has the ability to control a sound wave, changing the visual wave display and accompanying sound in variation according to frequency.

The Interactive Sound experience has two parts. The first is a short animation with voice over that introduces the scientific concepts of sound. For the second part, the visitor controls the frequency of the sound wave generating graphics and producing sound.

Opening Animation
Lance Long
Electronic Visualization Laboratory
University of Illinois at Chicago

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Brett Nicholas
Brian Wunar
Museum of Science and Industry
Chicago, Illinois

Carina Eizmendi
Ronen Mir
SciTech Hands-On Museum
Aurora, Illinois

Robert Kooima
Laura Wolf
Electronic Visualization Laboratory
University of Illinois at Chicago