



SOUND CONTROL

**'A desktop app for rapidly making
bespoke digital instruments' – Dr *Rebecca
Fiebrink***



OUR JOURNEY SO FAR





The more ways, that can be developed, to make and control sound, the more inclusive music-making will become.



SOUND CONTROL

empowering

enabling

for everyone

musical skills

assessment

creativity

equity

expression

communication

engagement

control

collaboration

performance

design

flexibility

choice

BUT FIRST

Let's see it in action!



OUR MISSION when commencing this journey

To allow ANYONE, who finds using traditional instruments difficult or impossible, to use possible and preferred movement (however small) to control sound (including dynamics, pitch, timbre etc.)

OUR MISSION when commencing this journey

To try to:

- develop a very low cost (or free) program that busy professionals
- /parents/ carers can use with minimum training or setting-up.

OUR MISSION when commencing this journey

To try to:

- develop a program that can be used with a growing number of 'controllers', enabling music-making to be customised to the individual.

OUR MISSION when commencing this journey

To try to:

- allow the user (with little or, ideally, no support) to have the power to control the quality of sound created AND to be aware of this.

CONTRIBUTORS TO THE PROJECT

PROGRAM DEVELOPED BY:

Dr Rebecca Fiebrink - Professor of Creative Computing at UAL's Creative Computing Institute

Hugo Scurto - EUR ArTeC, Paris 8, EnsadLab

Sam Parke-Wolfe - Dreamweaver (Lisbon)

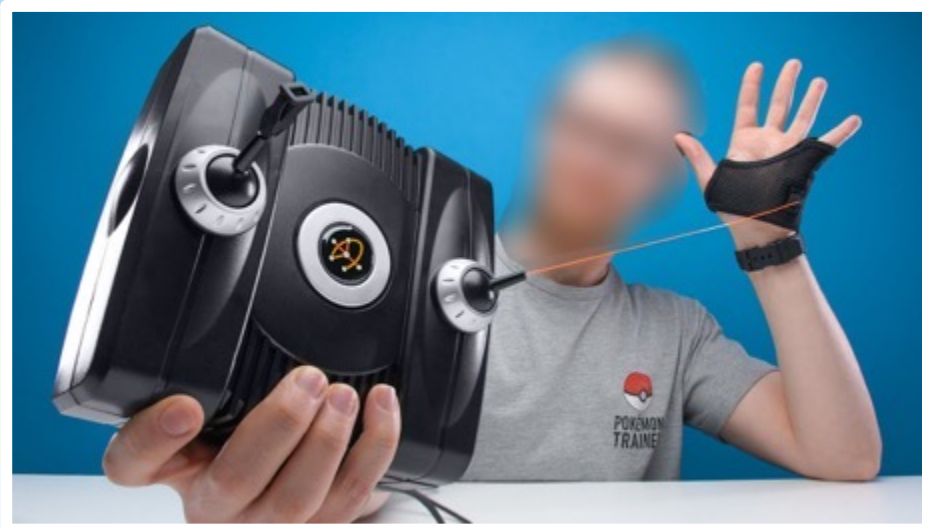
Martin Townley - Solid State Logic

TRIALING AND FEEDBACK BY:

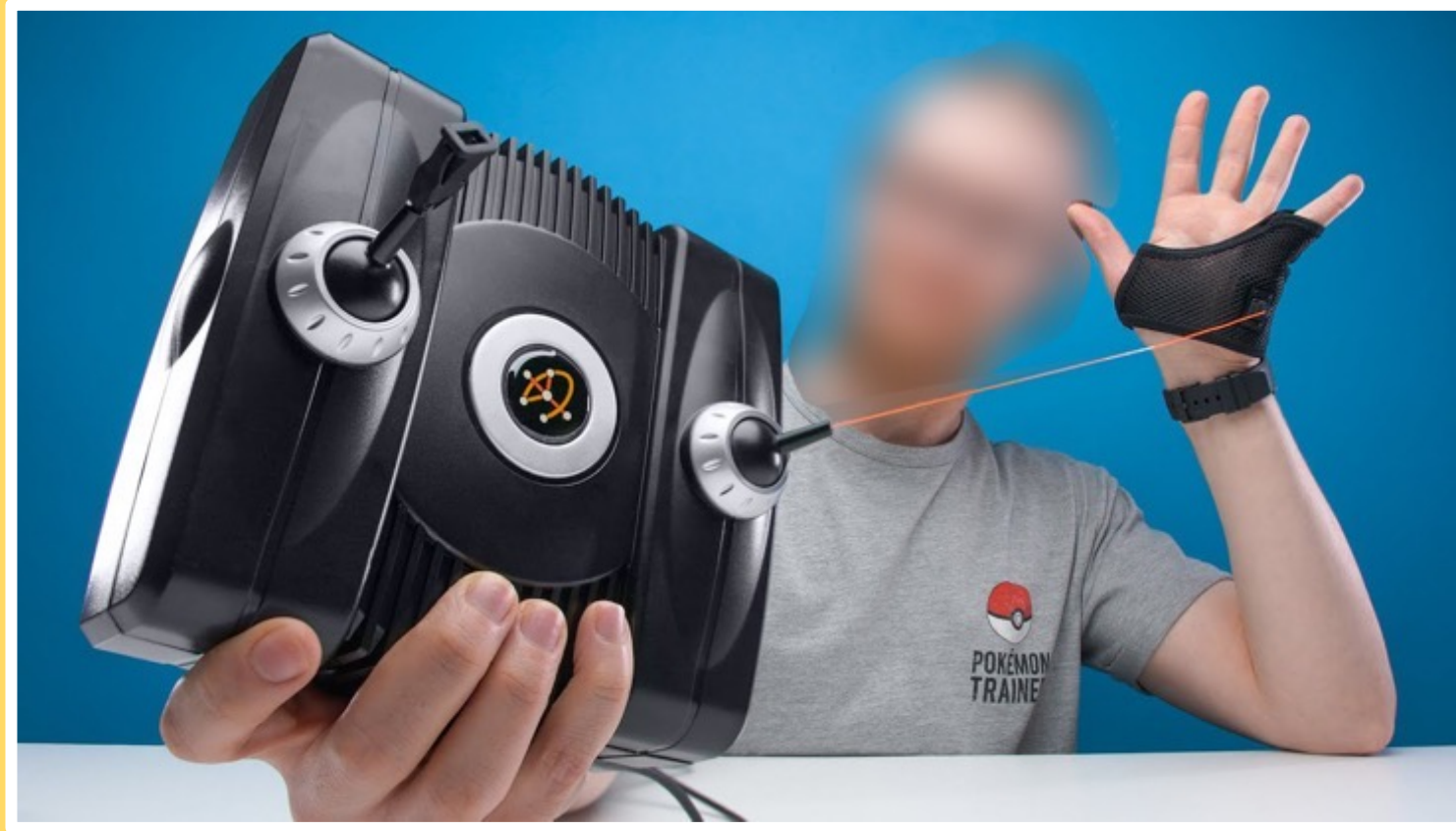
Simon Steptoe - NMPAT inclusion Programme and Partnership Manager

Jan Hall - Music Therapist; then at Rowan Gate Primary

Rebecca Price - NMPAT Musical Inclusion team member and Creative Practitioner



**SOME CONTROLLERS
USED SO FAR**

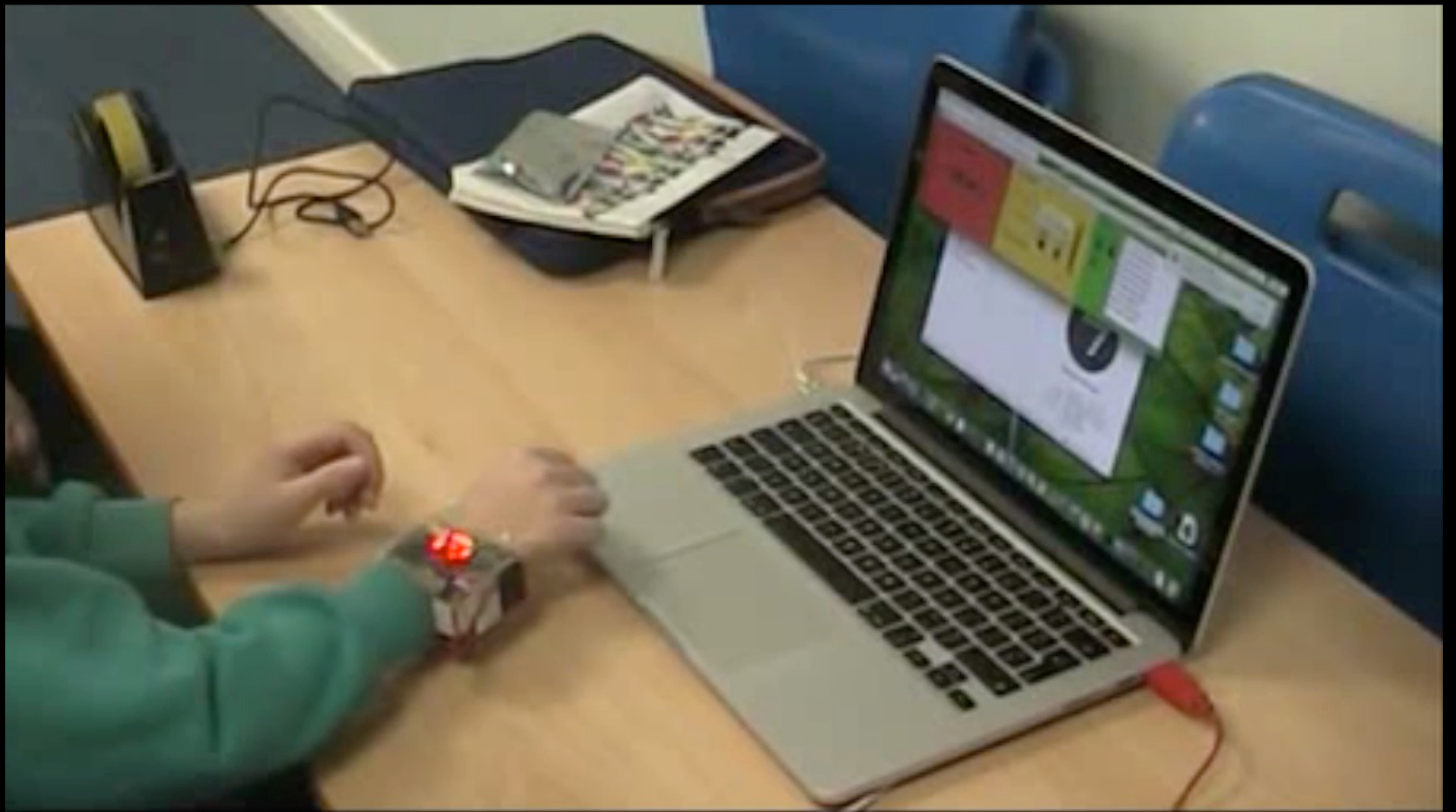


Using a **Gametrak** controller with **Sound Control**





Using a **Microbit** with **Sound Control**





Using a **Coloured objects** with **Sound Control**



SOME KEY BENEFITS WITNESSED

- So far, we have managed to adapt the interface to respond to very small movements.

SOME KEY BENEFITS WITNESSED

- We have enjoyed the ability to customise interfaces 'on-the-fly' and our hope is that parents/carers/musicians and creative practitioners will find this too.

SOME KEY BENEFITS WITNESSED

- We have been impressed with how the child/young person can collaborate, with the person (whilst setting up the interface), giving both a feeling of empowerment and being involved.

The whole purpose of this project is to enable all children and young people to have the same musical experiences; be able to play independently and show their creativity, making their own decisions in the same way as any musician can. It is our responsibility to make this work, not their's.

Links to where you can pick up the files.....

<http://soundcontrolsoftware.com/download/>

https://github.com/fiebrink1/Sound_Control

https://github.com/simonsteptoe/Sound_Control

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