Sonicules - Designing drugs with sound: approaches to sound design for film, audiovisual performance and interactive sonification

Radoslaw Rudnicki and Jude Brereton

This work was part-funded by the Wellcome Trust through the Centre for Chronic Diseases and Disorders at the University of York. Grateful thanks to: Paul Walton for advice with scientific aspects of the project; Calum Armstrong for help with data collection; Andrew Chadwick who implemented the audio programming and Jakub Hader for generative visual system and visual design; Alastair Munday who helped to design the game and organise public engagement events; Darren Reed for advice on interaction design and analysis; Brian Katz for advice on audio interaction, spatial audio and general inspiration; Chris Power for help with gameplay data analysis and statistics.

To access sound files discussed in this chapter, please visit http://eprints.hud.ac.uk/id/eprint/34505/