

## **Design of the soundscape of everyday activities and social media data**

### **Background:**

- Sonification is defined as the use of non-speech audio to convey information. More specifically, sonification is the transformation of data relations into perceived relations in an acoustic signal for the purposes of facilitating communication or interpretation.” (Kramer et al., in NSF Sonification report, 1999)
- Humans are very skilled in discriminating differences between sounds, and in recognize information embedded in sounds
- The underlying question is if it is possible to use these human skills for communicating information embedded in a text message only with non-speech sounds

### **Part1**

Record and list all sounds arriving to our ears during the day in the period of 1 weeks.

From the recorded sounds, extract:

- Characteristics
- Functions
- Locations
- Time of the day

### **Part 2**

Propose design guidelines and implement some example applications for the sonification of everyday activities, including social media data, using results from Part 2.