Script Finding Saliens on Sonoplanet

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**Game 1**: shapes just like here, but they are sonified.

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**Game 2: Explore with the scooper.**

* Special vehicle parked at Base Station. From there it follows a fixed route in the shape of a rectangle.
* Discover clues about Sonoplanet
* More difficult?   
  Analyse sounds of objects as well as shape.   
  Trace a sonified line
* To find base station, Drag your finger over the touch screen, use the sonification as a guide. Off-track ‘space’ or ‘gravel’ sound, bell=corner, rectangle
* You need to keep the Scooper on track and scoop up anything that you come across.

The scooper takes it back, so you hear the rectangle multiple times, which helps identifying it later on.

At the end is a mini story, when CB tells you what you scooped up. The ministories form a longer story together after each item that is brought back to Base station is identified. Fun stories. She says she thinks it is a ball. But what is it really?!

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**Game 3**

Sonified drawing

CosmoBally has discovered a cave with very special sound sand.

How better to learn sonification than to actively produce it by making a drawing in sound?  
You can draw by dragging your finger over the screen, and then you can set it to Tracing mode to trace and sonify the shape you made. There is a toolbox with multiple options to choose from.

If you select Start a drawing with a circle or with a rectangle, then the shape is already on your screen and you can add things to it. You can try to make dots, or make a face inside the circle.

You can save one picture for later.

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**Game 4.**

Find the Saliens.

Aha, so that’s where this presentation’s title comes from!

Saliens are the resident aliens on Sonoplanet. They live in area 4 and are hiding. The way to find them is to use the sonification of sets of so-called sound indicators.

This is a new sonification concept, invented by Sonokids, and we’re keen to get your feedback in the User survey.

The game is set in a grid. Starting with a grid of 2x2.

If you go to the Mission Briefing, you will be totally prepared.

For now:

For each Salien, two sound indicators will play one after the other. The first one gives you the horizontal position of the Salien, and the second one the vertical position. The Mission Briefing is a great way to learn how that works, with practical examples of long and short sound indicators in different directions.  
The Game gets increasingly more difficult, with a larger grid in which the Saliens can hide. If you make it to the 4th round, you play against time to try and find as many Saliens as you can to improve your Hiscore.

The following video is kindly recorded by the mother of Morgan Tyrrell, who has been involved with the development and testing of this app right from the start. Morgan is 10.  
On the video, she is playing Game 4 on her iPad, in the highest level. The game grid is 3 rows by 3 columns.

You hear the first sound indicator. The tempo starts slow, and speeds up, which means that it moves from the lefthand side of the screen towards the right. The horn sound indicates the middle. Then the sonification stops. This indicates column 2. Now the second sound indicator plays. It starts with a high pitch, and the pitch goes down, you hear the horn, and the sonification continues on. This indicates the bottom, or row 3.

Morgan listens to the set of two sound indicators, then moving in from the top left corner of the screen, she drags her index finger first to the right, stops in the middle, then moves down to the bottom. Then she lifts up her finger in the middle at the bottom, in row 3 column 2. You hear the Salien’s voice. She’s got it!

In the Settings you can change the response from the Salien sound to a more educational feedback:

spatial terms

grid terms

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Now for a very special sneak preview: ready made 3D printed learning tool of CosmoBally to support learning with the digital app. Thanks to a Mable Community Grant, we can give away 40 copies. More announcements will be made soon!