

Eito Murakami

Music 256A

November 13, 2022

Reading Response to *Chapter 7*

From this week's reading, I would like to respond to Artful Design Principle 7.4 and 7.6:

Principle 7.4: Values of a social tool

Principle 7.6: Value participation (and design for it)

Principle 7.4 introduces four categories of social values of a design: usefulness, fullness of expression, authenticity, and transparency of use. Principle 7.6 encourages a design to promote participation, and states that success is measured by the quality of human interaction.

This chapter of Artful Design was important to me because social values of designed products is a concept that I began to consider rather recently. While instrument design in both digital and hardware realms has been my hobby for a long time, I eventually became interested in looking for an audience group for my own projects. This is partially because of my desire to showcase my works, but also to define purposes in my projects beyond personal satisfaction. I learned the value of distributing software as open-source for people to study while being transparent by acknowledging any involvement of other individuals. Treating my projects as potential educational tools have motivated me to write code more clearly and to document my work. I also became less reliant on existing materials on the Internet, such as using audio loops as samples or using content from asset stores. Such a process has allowed me to present my work with authenticity and also be proud of it.

Promoting participation through a design is another significant concept that I value. Like many other individuals in the computer music community, the lack of opportunity to musically interact with friends and collaborators during the pandemic has encouraged me to design software that make it easier to do so over the network. My attempt was to create a virtual reality interface for Pure Data that would allow participants at two different locations to dynamically patch objects and perform together in a shared digital environment. The idea was for the participants to have the ability to interact with each other both sonically and visually by incorporating spatial audio through binaural output. The audio objects in the space would also be spatialized, allowing the two participants to experience the music from different locations and perspectives. While I finished building the infrastructure to dynamically spawn and patch Pd objects using the VR interface, I was not able to implement the network component by the project deadline. Reading about the values of participation in this chapter of Artful Design is encouraging me to revisit the project and potentially make modifications.