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Tangible and visual interfaces for audio compositions

Interview

"Creating both a tangible and a visual language"

Block Jam project by:
Henry Newton-Dunn (Great Britain)
Hiroaki Nakano (Japan)
James Gibson (Great Britain)
Ryota Kuwakubo (Japan)
Kenjiro Mastuo (Japan)

Tools

Video Transcription

This is a project called Block Jam about interactive music. We have series of tangible blocks and just by arranging the blocks we can simply rearrange musical sequences. Each block contains a sound group, and we can simply choose them in each block by dialling on its surface.

The idea is that it is meant to be really easy to make different polyrhythmic loops.

I would not say that it is an art tool.

Stop, play, rewind, you must be able to do more than that.

Full video

Henry Newton-Dunn is associate design researcher for Sony Computer Science Laboratories Interaction Lab (Great Britain). Hiroaki Nakano works in interface design and development for Sony Corporation (Japan). James Gibson is a senior designer at the Sony Design Centre Europe Human Interface Group. Ryota Kuwakubo (Japan) (<http://www.vector-scan.com/>). Kenjiro Mastuo (Japan).

Interviewed by Pau Waelder (co-director of Artactiva), at Ars Electronica 2003.

Keywords

interaction, sound, block, tangible, visual language, sound composition

Related links

[Block Jam project site](#)

[Play with Block Jam](#)

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