

The Grid Games

Imagine a three dimensional grid: the chains are the vertical axis, and there is an imaginary horizontal axis illustrated by the lines on the wall. Notice the axis labels at the corners of the grid, on the floor and wall. These labels indicate descriptive qualities.

Les jeux de grille

Imaginez une grille tridimensionnelle : l'axe vertical est constitué des chaînes elles-mêmes; les axes horizontaux sont indiqués par des lignes noires sur les murs. Remarquez également les trois étiquettes indiquant les axes (sur le plancher et sur le mur). Ces étiquettes indiquent des qualités descriptives.

Grid Games: Basic

Basic grid game.

1. Pick a sound object.
2. Scan the barcode.
3. Listen to the sound.
4. Walk over to the chains.
5. Read the axis labels located on the ground and the wall surrounding the “grid”.
6. Think about what the axis labels mean in relation to your sound.
7. Scan and listen to your chosen sound again.
8. Walk to the place where you think your sound belongs and place it there. (Note: the easiest way to place a sound is to walk around in the grid, thinking of each axis label one at a time.)

Variation one and two

Play game one with a moving image object or a still image object.

Variation three

Play game one with a friend, discussing where to place the object as you walk around the grid together. If you agree on a place for the object, hang it on the chain. If you can't agree throw it in the trash.

Variation four

Play game one with a group. Everyone must agree on the placement of the object. If you can't agree on a placement of the object, throw the object in the trash.

Variation five

Make up your own game!

Grid Games: Sound/ Image

All of the sound/image games can be played using either still images or videos. However, the two types of combinations will produce very different results. You will end up hearing different things in the music, and looking at different things in the images.

Sound/image couples

Variation one: sounding the video

- 1 Choose a sound/video combination.
- 2 Scan the sound object.
- 3 Listen to the sound.
- 4 Scan the video object.
- 5 Look at the projection of the video on the screen.
- 6 Think about what the combination does. Does it produce something new? How would you describe what it produces? Surprising? Disconcerting? Funny? What overall effect does the combination have?
- 7 Walk over to the “ grid” and place the sound/video combination on the grid according to the effect of the combination.

Variation two: imaging the video

This is the same basic game, except you watch the image first, and play the sound second.

Variation three and four: sounding the image, and imaging the sound

Play variations one and two, but use still images instead of video’ s. For step six you may want to ask yourself different questions. For example: Does the image have anything in common with the sound? Does the image illustrate patterns or gestures similar to the ones heard in the sound? Does the texture in the image reflect anything of the texture in the sound? Do the sound and the image produce something new when combined?

Variation five: multiple sounds on a video

- 1 Choose a video with multiple sounds attached to it.
- 2 Scan the video object.
- 3 Look at the projection of the video on the screen.
- 4 Scan one of the sound objects.
- 5 Think about how the sound affects the video. Does it compliment it? Distract from it? Does it seem to come from the video, or from somewhere else?
6. Try out all of the combinations. How does the meaning of the video change when the sound changes? Which video/sound combination makes the most sense? Why?

Variation six: multiple videos on a sound

- 1 Choose a sound with multiple videos attached to it.
- 2 Scan the sound object.
- 3 Listen to the sound.
- 4 Scan one of the video objects.
- 5 Think about how the image acts on the sound. Does it try to synchronize with it? Does it ignore it?
- 6 Try out all of the combinations. How does the meaning of the sound change when the video changes? Which sound/video combination makes the most sense? Why?

Variations seven / eight: Multiple sounds on a still image / multiple images on a sound

Play variations five and six, but using still images instead of videos. You might ask yourself different questions for steps five and six. For example: does the pattern in the sound relate to the pattern in the image? Does the gesture of the sound relate to gestures within the image? Would you describe the sound as having a “ texture” ? If so, does it relate to the texture of the image? Does the structure of the image relate to the structure of the sound? Do any of the sound/image combinations produce something new? Is there one sound/image combination that works better than the others? If so, why?

Variations nine to sixteen: Random grouping games: image/sound

Play any of the above games, but choose your own combinations of sounds and images.

Grid Games: The Blindfold Game (2 persons)

1. person 1 puts on a blindfold.
2. person 2 plays game 1.
3. person 2 plays the sound one last time for person 1.
4. person 1 takes off the blindfold and tries to find the sound object person 1 has already placed in the "grid".

Variation 1

Same game, but person 2 scans a sound object that has been placed by a previous playroom guest.

Jeux de grille : Les yeux bandés (2 personnes)

1. La personne 1 se fait bander les yeux.
2. La personne 2 fait le jeu 1.
3. La personne 2 joue le son une dernière fois pour la personne 1.
4. La personne 1 enlève le bandeau et essaie de trouver l'objet sonore que la personne 1 a déjà placé dans la « grille ».

Variation 1

Même jeu, sauf que la personne 2 scanne un objet sonore déjà laissé par un ancien invité de la salle de jeux.

Expressive games: Gesture

Illustrations of musical gestures: variation 1

1. Pick a sound object.
2. Scan the sound object.
3. Listen to the sound.
4. Decide whether there is a gesture in the sound.
5. If there isn't pick another sound object and repeat steps 1 – 4 until you find a sound that illustrates gesture.
6. Go over to the "smart board" and draw the gesture.
7. Save your drawing under the objects identification number.

Illustration of musical gestures: Variation 2

1. Pick a sound object.
2. Scan the sound object.
3. Listen to the sound.
4. Decide whether there is a gesture in the sound.
5. If there isn't pick another sound object and repeat steps 1 – 4 until you find a sound which illustrates gesture.
6. Go over to the "art" station and draw the gesture on paper.
7. Write the objects identification number on the back of the paper, and file it under the day you drew it.

Variation 3:

Try playing games one and two with the same sound object. Does the large scale of the smartboard make the gesture easier to express? What about the tangability of the markers and the paper?

Movement and musical gesture:

1. Pick a sound object.
2. Scan the sound object.
3. Listen to the sound.
4. Decide whether there is a gesture in the sound.
5. If there isn't pick another sound object and repeat steps 1 – 4 until you find a sound which illustrates gesture.
6. Is this a gesture that you could illustrate with a physical movement?
7. If it is try making that movement with your own body.
8. If you feel comfortable ask one of the exhibition hosts to film your movement.

Associative games: Texture, Structure and colour:

Free associations

1. Pick up a sound object.
2. Go over to the “art” station and pick up a card and a pen.
3. Scan the sound object.
4. Listen to the sound.
5. Write the first words that come into your head on to the card.
6. When you are finished write the objects identification number on the card next to your word/words.
7. File the card.

Tactile associations: variation 1

1. Pick a sound object.
2. Scan the sound object.
3. Listen to the sound.
4. Go over to the “art” station, and see if you can find any textures you associate with the sound.
5. If you are successful write the sound object’s identification number, and the texture you associate with it on a card.
6. File the card.

Tactile associations: variation 2

1. Pick up a sound object
2. Go over to the “art” station and pick up a card and a pen
3. Scan the sound object
4. Do any textures come to mind.
5. If so, go over to the “art” station, pick up a pen, and a card, and describe the texture you are thinking of in words.
6. Write the objects ID# on the card next to your words, and file the card.

Structural Associations:

1. Pick up a sound object.
2. Go over to the “art” station and pick up a card and a pen.
3. Scan the sound object.
4. Do you associate this sound with any physical structures.
5. If you do, go over to the “art” station and write down the structure you are reminded of on a card.
6. Write the sound objects ID# next to your description, and file the card.

Colour associations: variation 1

1. Pick up a sound object.
2. Go over the “art” station, and look at the colour cards.
3. Scan the sound object.
4. Listen to the sound.
5. Does the sound evoke any of the colours you see in front of you?
6. If it does write the name of the colour on a card with the objects ID
7. File the card.

Colour associations: variation 2

1. Pick up a sound object.
2. Go over to the “art” station and pick up a card and a pen.
3. Scan the sound object.
4. Upon listening to the sound do any colours come to mind?
8. If so, go to the “art” station, and write the colour you are thinking of on a card along with the objects ID.
9. File the card.