Student Name: Zhenzhen Li  
SID: 200101555

Shop Checkout Scenario:  
Place: 7-11 Convenience store at checkout counter  
Ambient sound level is low or medium low; there might be radio or soft music at background.

**Scene 1:** If customer needs to checkout items but no staff is at the counter, customer will press a button to call the staff. The sound will alert stuff that customer is waiting for the service, the alert is slightly musical-like sound which is from deeper to brighter then to an even sharper and faster sound gradually indicating how long customer has been waiting, also expressing emotionally how much patience customer is losing. The continuous quicker sounds comes in after 20 seconds after customer presses the button in order to hurry the staff come to the counter as quickly as possible. Vacuum: Mega Smack, ARP on, 1/32 rate, mode as up, after 20 seconds, sound’s getting higher and quickly. Too sharp or loud sound doesn’t apply, as there might be other customers in the shop. Vacuum plug-in used

**Scene 2:** An invalid item scanned during checkout, the computer register will alert staff to ring the manager to check the correct price or tag. The deeper but louder sound beep alert that there is something wrong, if stuff ignores it, a ‘Small UFO crash’ sound will come to annoy staff that he/she has to check it quickly. Vacuum plug-in used

**Scene 3:** Insufficient amount when customer pays money by using card.  
It’s depressing sound like ‘Oh, sorry, you have insufficient amount in your card, please change another card or pay cash’ and a dark beep comes with it to make people feel system has went wrong somewhere and catch their attention to check what’s happening. Vacuum plug-in used
Scene 4: When discounted items scanned during checkout, a sound will let customer know they have picked some discounted items so the total amount is cheaper than normal prices. The sound is designed to be a happy and surprising sound that alerts customer that they have saved some money on the items they bought, a high pitch cheering sound which would allow customer counting down from 1 to 4 then bingo, they have got discount, on the other hand, it also sounds like clock ticking (fluffy bass) and computer game sound comes to the end as the special items are on sale for a limited time and they got it within that time. Vacuum plug-in used

Scene 5: Stolen item sound alarm when someone stole any product from the shop, the sound alerts staff the theft. A spitting Steel sound is used at the beginning, then comes with People scarer sound, the main function is raise the alarm to shop staff and security also other customers. Vacuum plug-in used