Scenario/Simulation Concept:

The scenario I have chosen for the simulation is a car. In this scenario a driver opens the door and enters the car. Not closing the door correctly the driver sets off an alarm and has to re-close the door. On entering the car the driver also forgets to put on his/her seatbelt triggering another alarm. Once addressed, the driver then proceeds to drive off and then be warned that the car is running out of fuel. The driver then pulls over and reverse parks into an empty parking space. Then the driver gets out of the car and slams the door shut triggering the cars security alarm to activate.

Alarm 1: Car door not closed properly

This alarm is designed to make the driver of the car aware that the door is not closed properly. It is a repetitive, sharp and dry sound with a high pitch and does not repeat to often. This makes the driver aware of a safety issue without the alarm being too distressing. This was made primarily with playing around with pitch settings.

Alarm 2: Seatbelt not secured

Also designed not to be overly distressing, this alarm is made to inform the driver of the car that his/her seatbelt is not properly, or not at all, secured. It is a high and dry pitched sound with a moderate tempo or level of repetition. To construct this sound, I meddled with its ‘dryness’ and ‘wetness’. Also, in order to differentiate the alarm from others that could be heard in the car, I used consecutive ‘double’ beeps rather than evenly spaced beeps.

Alarm 3: Low fuel warning

Because cars do not keep driving (which of course is their main purpose) without fuel, this alarm was designed to be easily noticed and inform the driver that it is necessary to fill the petrol tank. For this reason, the alarm was designed to be high pitched and thus very hard to miss. The sound itself is sharp and clear and also uses consecutive double ‘beeps’ to distinguish it from other in-car alarms.

Alarm 4: Reversing alarm

This is an alarm that is not so much there to alert the driver of the car of an impending incident, but to warn the pedestrians who are within a close proximity of the reversing car. This alarm is standard on many large cars and is required by law in N.S.W. for trucks and lager vehicles that are used on worksites. The sound itself has a wetter and grittier sound than the other alarms featured in this particular car and has a rhythmic and predictable frequency of beeps that is recognised by most people in Australia.
Alarm 5: Car security alarm

This alarm’s purpose has been designed to startle would be thieves trying to break into the car, however it is renowned for being triggered by events that are not related to ‘break and enters’. The sound itself is a loud, high pitched oscillating noise that is meant to be noticed and alarming, bringing attention to the car. It is also a gritty, wet sound that is not particularly pleasant to listen to.