Hans Hadiardja, 307173666 – DECO1013 Assignment 2

Purpose

The purpose of my sonification system is to provide an auditory representation of the points earned by me in the video game StarCraft 2 combined with my worldwide rank based on the changes in my points earned relative to the rest of the world. The sonification of the data provides an interesting look at my playing intensity from August to October. For example, although my points could be increasing overall, my worldwide rank could be dropping as I do not play as much as most people. The sonification aims to convey this trend clearly as an auditory representation.

Data

The data used for the assignment is my accumulated points and worldwide ranking for the game video game StarCraft 2 as described above over the time period of 3 from August 2010 to October 2010. A player earns points by winning a game versus another player. However, losing a game will result in a loss of points. The amount of points won or lost is dependent on the ranking of the player.

Description

The patch used for this assignment was based on the Help documentation for the “col” function. I modified the patch to read my text data, adding in outputs for date, as well as introducing two variables for different inputs.

The patch starts by reading the data text file with four columns using the “col” function. A metronome is used to send “bang” pulses at specified intervals. A simple self incrementing counter system is used and can be changed so that the data read can be incremented by larger steps at a time. The first column is used for indexing as required. The second column is filled with the incremented dates to be shown as output. The third column is the points I’ve accumulated by that date. This data is normalised and used as input to be plotted in a graph as well as for producing the output sound. An increase in the points means an increase in the pitch as determined by the audio output. The fourth column is the worldwide rankings and is used for varying the gain of the output sound. This results in a change in volume, i.e. lower gain means lower volume. As mentioned above, the points are used as input to be graphed. The graph outputs any values of input between 0 and 200. The points are thus normalised to be within this bound before used as input. This is done by using the multiply function.

Results

The results showed a few things of interest. The graphical output shows an increasing trend in the accumulated points achieved that corresponds to an increasing pitch. However, due to the addition of a second variable, worldwide ranking, it can be heard that...
at certain points the volume increases indicating a drop in rank. This is especially evident when there are slow to no increases in pitch when I have not played for a period of time. This means that during this period, more players around the world are overtaking my rank as they play more, or better.