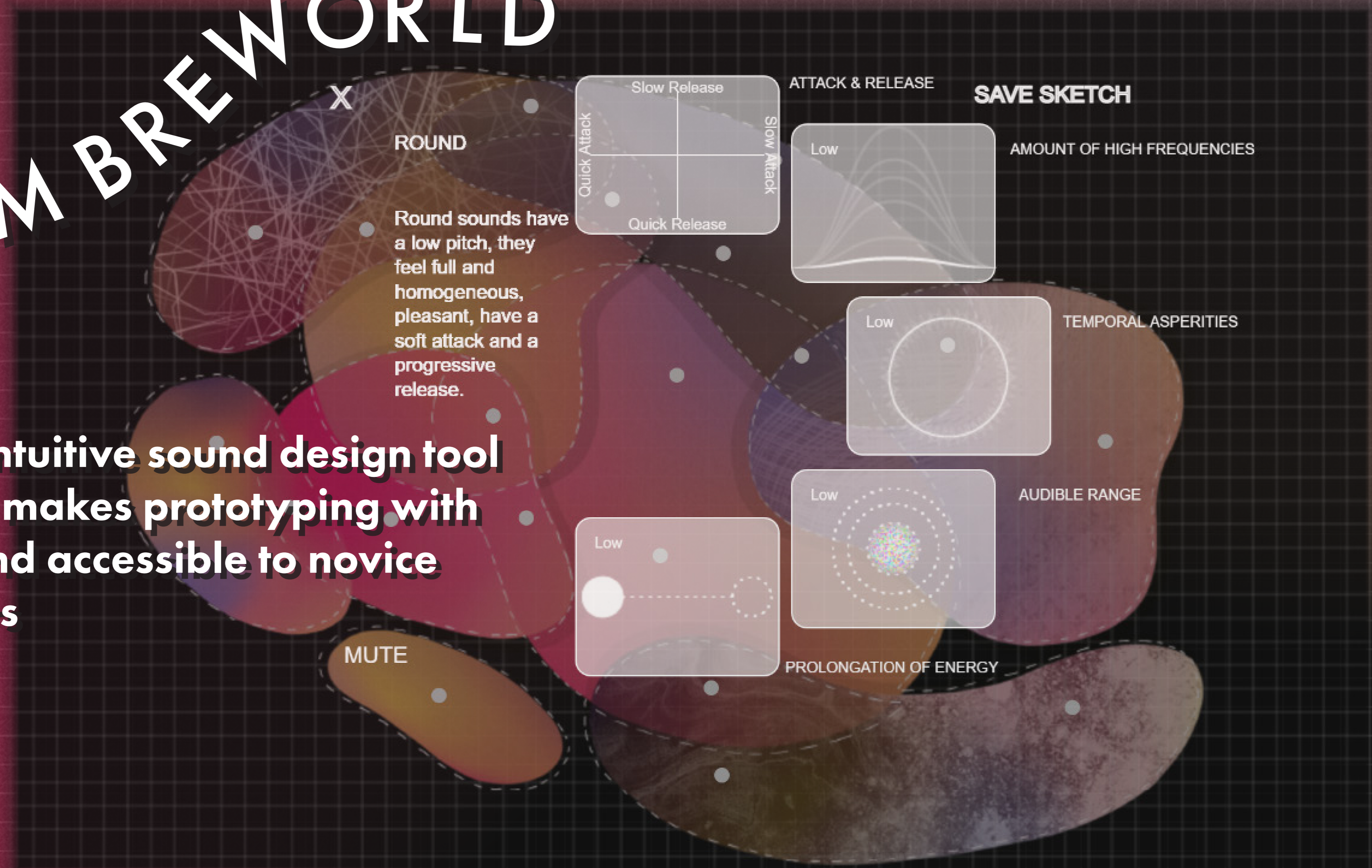


# TIM BREWORLD

an intuitive sound design tool that makes prototyping with sound accessible to novice users



## WHAT

Timbreworld is an interactive, tangible tool, created specifically to facilitate sound prototyping activities of UX designers. The goal of the Timbreworld is to provide its users with an environment where they can explore sound design functions in an accessible way as well as create their own sound prototypes (sonic sketches).

By integrating prototyping activities with sound in their process, designers can achieve a deeper understanding of the value of sound. Furthermore, creation of sonic sketches enables designers to create rapid sonic prototypes and integrate them with their other design activities, such as user tests.

## HOW

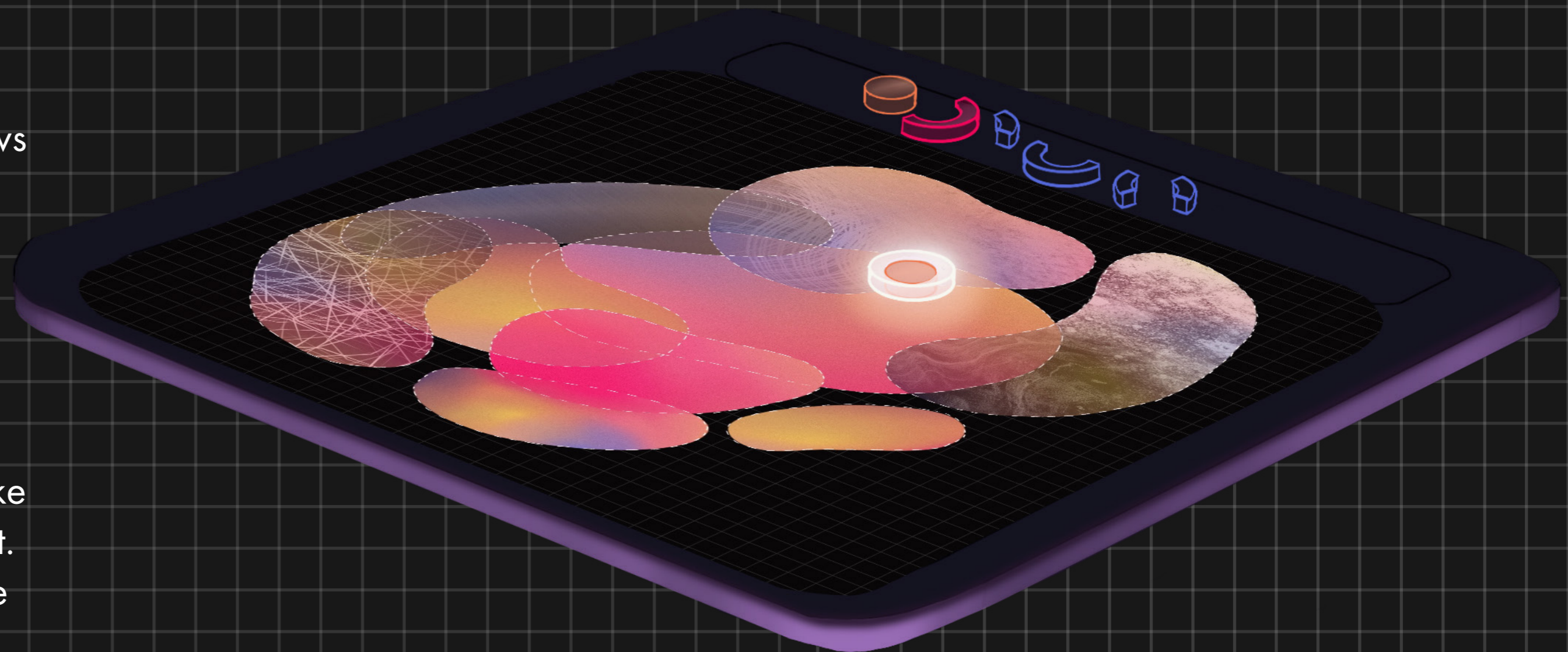
The Timbreworld consists of a projection in combination with a set of tangible objects and a webcam (sensor). Through the webcam, a machine learning algorithm recognizes the objects and allows for the user to manipulate the projected information by moving objects on top of the projection.

The information that gets displayed when using the Timbreworld is a clear overview of all the functions that can be accessed. This overview makes it possible for the user to explore while also feeling like they are able to access the functions at any moment. The amount of editing possibilities is limited, to fit the context of UX design, resulting in a straightforward and intuitive user flow.

## WHY

Even though sound is invisible to the human eye, its value in product design should not be overlooked. When done right, sound design can greatly enhance a product, however, designers often lack the needed tools and skills to integrate sound design in their process; specifically in collaborative design activities such as prototyping.

The lack of tools is just one side of the problem, on the other hand UX designers lack the vocabulary needed to communicate about sounds. Resulting in miscommunications when collaborating with professional sound designers. Timbreworld aims at bridging this semantic gap and providing the UX designers with appropriate tools for prototyping with sounds.



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