Balanced an exploration of affordances and constraints

Vincent Cusson
(Dis)integration of tangibility and audibility in multimodal performance





Overview

- Description of the piece
- Technical overview
- Designing a public interaction
- Future works

Balanced

Sonic installation

Around the T-Stick

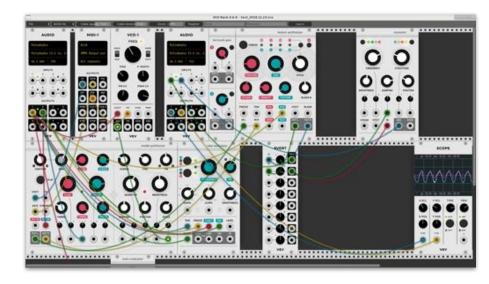
Using haptic feedback



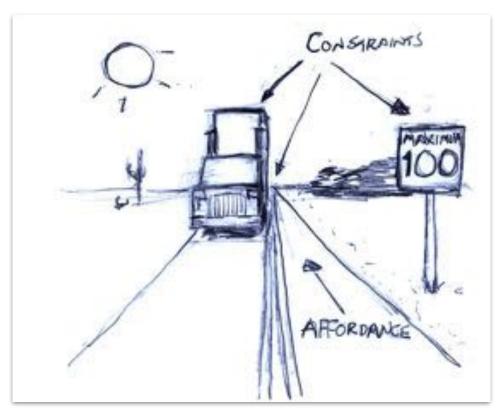
Software used



VEV



Meaningful first-time interaction



Too much liberty can be intimidating

No clear feedback is discouraging

Favor exploration

Affordances and Design, Interaction Design Foundation. 2016. https://www.interaction-design.org/literature/article/affordances-and-design.

Conclusion

(And thank you)