

# **JAM SESSION**

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# JAM SESSION

## INTRO



JAM SESSION is an application for mobile devices that permits to start a music performance. With this application each user takes part actively in the performance, choosing some pre-registered sounds and rhythms, and changing it with movements of body and interactions with other users.

The result of this interactions produces an original and always various music track.

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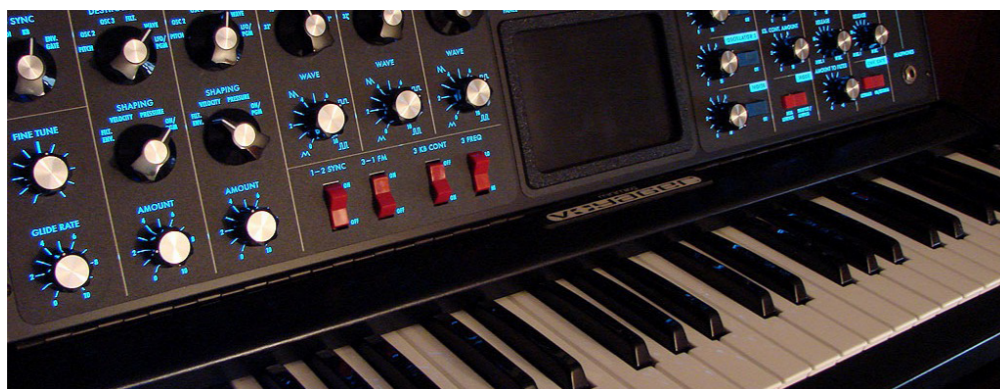
## REFERENCES



**Reactable**



**Steli**



**Synth**

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## CONTEXT



**CAMPI  
CAMPIELLI  
GIARDINETTI**

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## CONTEXT



CAMPI  
CAMPIELLI  
GIARDINETTI

Exchange and game place  
No acoustic pollution  
Good acoustic  
Wi-Fi connection

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## AIMS



**Jam Session is a  
music interactive system  
for mobile devices**

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## AIMS



Jam Session is a  
music interactive system  
for mobile devices  
**thought for**  
**musicians and**  
**common people**

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## AIMS



Jam Session is a music interactive system for mobile devices **thought for musicians and common people that allows to play together, enjoy, knowledge.**



# JAM SESSION

## USERS



MUSICIANS or NOT MUSICIANS  
(is not the question)

age  
12 to †

# JAM SESSION

## USERS



MUSICIANS or NOT MUSICIANS  
(is not the question)

age

12 to †

**peculiarities**

**medium interest**

**and familiarity**

**with technological devices**

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## OTHER STAKEHOLDERS



**Spectators**  
**Bystanders**  
**Neighborhood**  
**Shopkeepers**

# JAM SESSION

## OTHER STAKEHOLDERS



Spectators  
Bystanders  
Neighborhood  
Shopkeepers

**Keen on music**  
**Other musicians**

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## OTHER STAKEHOLDERS



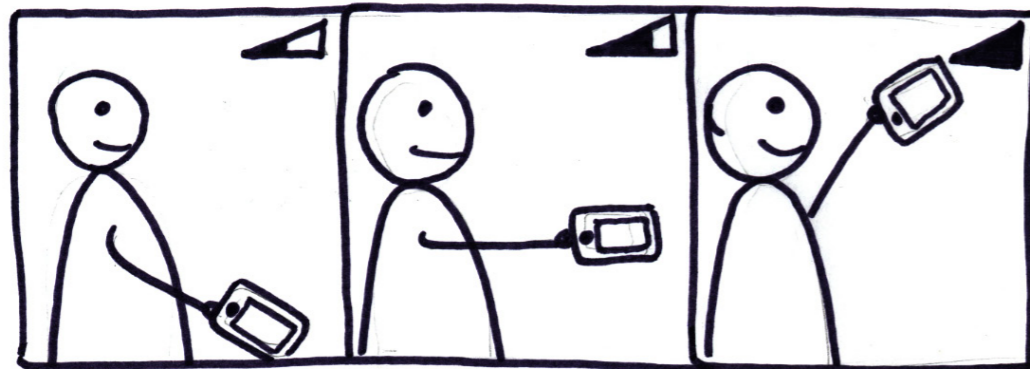
Spectators  
Bystanders  
Neighborhood  
Shopkeepers

Keen on music  
Other musicians

**Public institutions**  
**Club/pub manager**

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## FUNCTION



**Have an account**

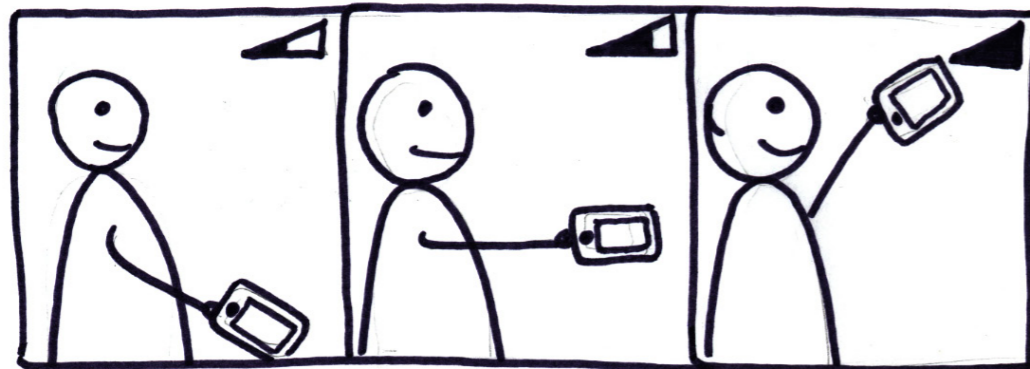
**Accord with other musicians  
to play together**



**Interaction between  
different mobile devices**

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## FUNCTION



**Create several kinds of sounds**

**Change the instruments**

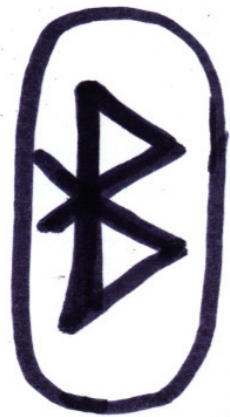
**Change volume, rhythms, velocity, delay...**

**Change the sound with interaction with other users**

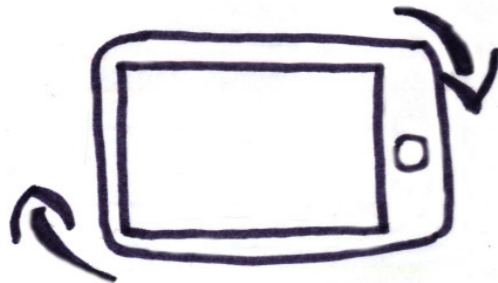
**Save tracks and play it alone**

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## CONTEXTS OF USE



GPS



## Hardware

Accelerometer

Gps / Wi-Fi

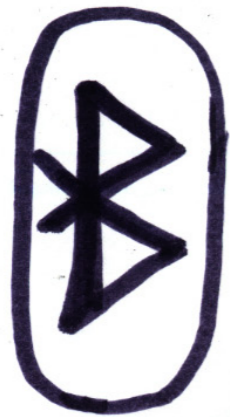
Bluetooth

Touchscreen

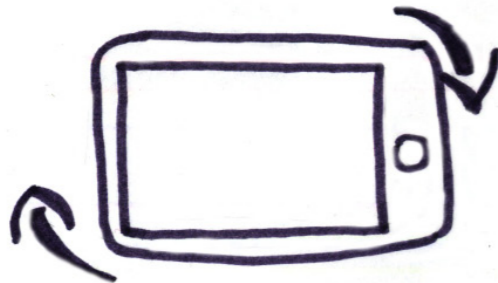


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## CONTEXTS OF USE



GPS



Hardware

Accelerometer

Gps / Wi-Fi

Bluetooth

Touchscreen

Use Context

**Performances**

**Concerts**

**Celebrations**

**Parties**

**Spritz time**

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## MOOD

imaginary users

before the experience

**Curiosity**

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## MOOD

imaginary users

before the experience

Curiosity

during the experience

**Stupor**

**Surprise**

**Amusement**

**Satisfaction**

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## MOOD

imaginary users

before the experience

Curiosity

during the experience

Stupor

Surprise

Amusement

Satisfaction

after the experience

**Gratification**

**Wish to deepen**

**Wish to plan structured performances**

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## MOOD

outside observers

during the experience

**Curiosity**

**Stupor**

**Wish to dance**

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## MOOD

outside observers

during the experience

Curiosity

Stupor

Wish to dance

after the experience

**Wish to deepen**

**Wish to take part in**

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## IMPLEMENTATION

design challenge

**Simple and clear interface**

**Facility of control  
and use of sound**

**Simple interaction  
between users**

**Effects of movements  
on the interface**

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## IMPLEMENTATION

technical challenge

**Notice and translate  
devices movements**

**Notice and translate  
users movements**

**Management of sounds  
and rythms**



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## AREAS OF IGNORANCE

**Control sounds**

**Control movements**

**Control interactions  
between devices**

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## CRITERIA OF SUCCESS

**Involve all users  
(especially not musicians)**

**Give a physical perception  
of sound variations**

**Create scenography  
with movements**

**Increases of music knowledge**

**Play  
(music / game)**

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**Thank you.**