Storyboard the visit

Fill this page in on site,
after two minutes of listening.

EXHIBIT OR SPACE _____ YOUR NAME _____ DAY AND TIME _____

1 · THE CONCEPT What is this space about, in one line?

_____

THE ARC What is the beginning, middle, and end?

BEGINNING _____ MIDDLE _____ END _____

2 · ZONES AND 3 · SOUNDS Circle each zone. Number each sound and list it on page 2. Star the key sounds. Add speakers in colored pen.

Sketch your space: walls, doors, windows. Mark the way in. Then draw a circle for each zone.

ZONE	NAME: HOW IT CONNECTS TO THE CONCEPT	PATTERN: LINEAR · SELF-DIRECTED · STAY	LEVEL: IMMERSIVE · AMBIENT · QUIET	SPEAKERS ▮

PENCIL

◯ Zone ○ In situ sound ● Designed sound •● Bigger = louder → Moves

★ Key sound --- Anticipated visitor path 1 Walk stop Write *above* or *below* beside a sound for height.

COLORED PEN · SYSTEM

▮ Speaker # Fixed media ∞ Generative ↻ Responsive

Sounds, the walk and the system

Fill this page in afterward, at a table. Single-sided is fine.

3 · SOUNDS One row per numbered sound on your map. Star the ones that carry the concept.

#	SOUND	IN SITU OR DESIGNED	WHERE: ZONE, ABOVE OR BELOW	LOUD 1–3	MOVES →	PLAYS AS # ∞ ↻	IN SITU: IGNORE · MITIGATE · MASK · ACKNOWLEDGE · INCORPORATE	★
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								

4 · THE WALK One visitor, stop by stop. Read the tags in a row: that is your arc.

STOP	ZONE	ATTRACT · HOLD · RELEASE	TIME	WHAT THEY HEAR, AND WHAT THEY DO
1				
2				
3				
4				
5				

5 · THE SYSTEM Speakers go on the map; # fixed · ∞ generative · ↻ responsive go in the table above.

INTERACTIVE ELEMENTS (SENSOR, TABLET, BUTTON) AND WHAT THEY CHANGE

ONE LIMITATION: THE ROOM, THE BUDGET, THE NOISE NEXT DOOR, WHERE SPEAKERS CAN GO

Then: keep both pages, add one line on what surprised you, and bring them to Module 2. **No printer?** Copy this onto any paper, or fill it in on a tablet.