


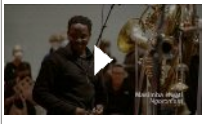



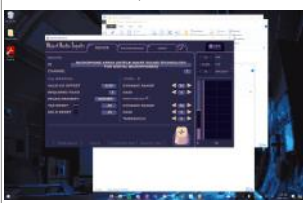
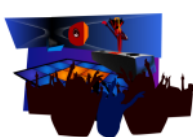


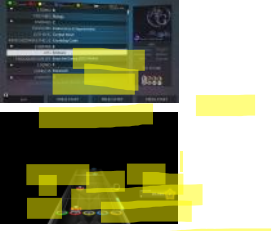












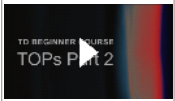


Fanology: from Usability to Enjoyment	Bythe, M. A., et al. <i>Fanology: From Usability to Enjoyment</i> . Springer Netherlands, 2003. ProQuest Ebook Central.	M. A. Bythe, J. K. Overbeek, A. F. Monk, and P. C. Wright	journal book about how human computer interaction is headed from simplicity and useability to something that centers user fun and enjoyment	https://ebookcentral.proquest.com/lib/leuven-ebooks/tracer-accou-36600-131607
Paichy (Christopher Hall) - Guitar Hero, Synth, OSC, AudDraw - Championship TouchDesigner Project	Hall, Christopher. "Paichy (Christopher Hall) - Guitar Hero, Synth, OSC, AudDraw - Championship TouchDesigner Project." <i>YouTuber</i> , uploaded by The Interactive & Immersive HQ, 22 July 2020. www.youtube.com/watch?v=5IAA1v6d8Hc . Accessed 23 Oct. 2024.	Christopher Hall	interactive touchdesigner work	Paichy (Christopher Hall) - Guitar Hero, Synth, OSC, AudDraw - Championship TouchDesigner Project 
Hi-Fi Rush: The Kotaku Retrospective Review	Shepard, Kenneth. "Hi-Fi Rush: The Kotaku Retrospective Review." <i>Kotaku</i> , 13 May 2024. kotaku.com/hi-fi-rush-review-jango-gameworks-shutdown-show-1811473875 . Accessed 09 Oct. 2024.	Kenneth Shepard	kotaku article on hi fi rush, review and themes how music is used to challenge cultural norms or corps	https://kotaku.com/hi-fi-rush-review-jango-gameworks-shutdown-show-1811473875
Guitar Hero & Rock Band Retrospective	Triforce, Liam. "Guitar Hero & Rock Band Retrospective." <i>YouTuber</i> , 30 Apr. 2024. www.youtube.com/watch?v=250724kafu0 . Accessed 7 Oct. 2024.	Liam Triforce	-culture of rhythm games and rock music -harmonic, guitar hero, rock band, karaoke, drums translation	Guitar Hero & Rock Band Retrospective 
Kurt Cobain Hero - Kung Fu Fighting	Joe01. "Kurt Cobain Hero - Kung Fu Fighting." <i>YouTuber</i> , 1 Apr. 2022. www.youtube.com/watch?v=xvM3GouHxR8 . Accessed 8 Oct. 2024.	Joe01	-4 kurt cobain's performing kung fu fighting, guitar hero 5 -stan on the legacy? Nirvana was anti-capitalist and kurt's image is being kind of stained	Kurt Cobain Hero - Kung Fu Fighting 
Harmonix's website		Harmonix	Harmonix, a company that does interactive music game research and design, they made guitar hero	https://www.harmonixmusic.com/
Ngoromera		Masimba Hwati	leeds artist festival thing, found form the Instagram profile below	https://feed2023.co.uk/
Ngoromera: Centering Queerlines in Everyday Forms of Resistance	Dewan, Akash, and Karis Clark. "Ngoromera: Centering Queerlines in Everyday Forms of Resistance." <i>The Michigan Daily</i> , 15 Apr. 2022. www.michigan-daily.com/news/2022/04/15/ngoromera-centering-queerlines-in-everyday-forms-of-resistance/ . Accessed 6 Oct. 2024.	Masimba Hwati Dewan, Akash, and Karis Clark	Artist Masimba Hwati makes these cool sonic sculptures using found objects that tell cultural histories Hes in an exhibition called states of being hers a quote: "For instance, Nontskalelo Mutiti looks to hair braiding salons of the African Diaspora, and Amare Sellu moves from figuraton to abstraction to express transformation as a result of relocation. These distinct experiences produce a sense of hybrid culture emerging out of real and imagined genealogies of cultural, racial, national, and geographic belonging." Masimba Hwati Performs Ngoromera at UAM Museum of Art	https://www.instagram.com/masimbahwati/ https://www.hbw.de/en/programme/02-audio/0204/ngoromera-hwati https://engjournalist.eu/about/collaborator/7981-masimba-hwati https://www.michigan-daily.com/michigan-daily/exploring-masimba/
				
				
	Screen clipping taken: 2024-10-23 2:06 PM			
I Put a Wii in a Wii Fit Board	Ginger0f0z. "I Put a Wii in a Wii Fit Board." <i>YouTuber</i> , 19 Dec. 2022. www.youtube.com/watch?v=FPV6d83sAAU . Accessed 23 Sept. 2024.	Ginger0f0z	-physical computing mixed with gaming peripherals -meaning of controllers, they are like custom pieces of equipment. -Connects us to games and systems	I Put a Wii in a Wii Fit Board 
I Made GameCube Joy-Con	Shank Mods. "I Made GameCube Joy-Con." <i>YouTuber</i> , 10 Jan. 2020. www.youtube.com/watch?v=8F4E1WU . Accessed 23 Sept. 2024.	Shank Mods	Whole genre of physical computing modders	I Made GameCube Joy-Con 
			-this guy makes modded controllers that light up with cool pop culture icons	https://www.instagram.com/baseline25/
Elden Ring Streamer Strums Margit to Death with an Actual Acoustic Guitar	Chalk, Andy. "Elden Ring Streamer Strums Margit to Death with an Actual Acoustic Guitar." <i>PC Gamer</i> , 3 Feb. 2023. www.pcgamer.com/elden-ring-streamer-strums-margit-to-death-with-an-actual-acoustic-guitar/ . Accessed 13 Oct. 2024.	MisMikkaa	he said in another video , in a program called Abstract Audio Inputs , which binds audio frequencies to keyboard inputs. Basically, you can use any sound to control your keyboard, recorded or live, "as long as you are able to keep a certain consistency in your tone." "My guitar is connected via an XLR cable to my gaming PC," MisMikkaa explained while demonstrating the setup during a recent livestream. "Basically how the software works is that it has these frequencies that it looks for, for this specific [in-game] action, which is W. So when it hits that frequency, for example when I do a G [chord]—you saw that it hit it—that means it does a W [keypress] for four seconds. Now if I want to attack, I have it assigned to the second frequency, which is A minor, and that's just a tap. And now we can heal, which is K, which is the third line [in the software], which is a chord on the guitar. You see?"	https://www.youtube.com/watch?v=3838383838 https://www.pcgamer.com/elden-ring-streamer-strums-margit-to-death-with-an-actual-acoustic-guitar/
Highlight: Elden Ring [Guitar Run] [Part 1]	MisMikkaa. "Highlight: Elden Ring [Guitar Run] [Part 1]." <i>Twitter</i> , 2022. www.twitter.com/video/1776198719?filter=all&sort=latest	MisMikkaa	link to full video of guitar stream to like 6 hours though so yikes speak around 25ish minutes for a live look at the input collection process	https://www.twitter.com/video/1776198719?filter=all&sort=latest
Abstract Audio Inputs	Abjct. <i>Abstract Audio Inputs</i> . 2021. abjct.net/ajp	Abjct	This software can translate frequencies made by outside audio sources like singing, instruments, and noise and translate that into keyboard inputs, it is the software used by streamer MisMikkaa to play elden ring on her guitar -I downloaded the software tool its in my software shortcuts folder	https://abjct.net/ajp/abstract-audio-inputs 
See Me, Hear Me: A Video Game for the Blind	Ellin, Abby. "See Me, Hear Me: A Video Game for the Blind." <i>The New York Times</i> , 26 Dec. 2008. www.nytimes.com/2009/01/04/education/edlife/04see-me-hear-me.html?_r=2 . Accessed 13 Oct. 2024.	Ellen Glisnet (product owner)	-story from conception to today helped me find a lot of sources below NYT article about a rhythm game developed for both blind and seeing people to play equal. it's a research game called <i>AudiOdyssey</i> , it came out in 2007, during the beginning stages of western obsession with this fact. It had research goals listed on the website AudiOdyssey was developed with four research goals: • The visually impaired and the sighted can enjoy the same level and quality of gameplay • Navigate game's menus with ease and efficiency approaching that of conventional UIs • Create a fun and natural control scheme using the Wii mote • An engaging game that relies more on high quality audio than visuals -the bottom link is an installer for the game and the website with info about it, top link is the nty article 	https://en.wikipedia.org/wiki/Rhythm_game#See_Me,_Hear_Me https://www.nytimes.com/2009/01/04/education/edlife/04see-me-hear-me.html?_r=2 https://github.mit.edu/loadgame/audiodyesay.php
Healing with Guitar Hero	Boston, Gabriella. "Healing with Guitar Hero." <i>The Washington Times</i> , 24 Sept. 2008. www.washingtontimes.com/archive/local/2008/sep/24/news/dont-have-to-be-a-year-old-5/	Boston, Gabriella	The Guitar Hero game ML Penny uses for her patients has been tweaked so that a stroke patient, such as Mr. Creech, can play even if one side of the body is paralyzed. The tweaking was done by innovator Ben Heckendorn (www.bsncheck.com) to include a foot pedal to "strum" the guitar and control the whammy bar while the healthy hand does the chords. "I hack things up and see what comes up with," says Mr. Heckendorn from Verona, Wis. In the case of Guitar Hero, he decided not to include all the game's functions on one hand-held device. "Your one hand has enough to do anyway," he says. "It's more difficult for the brain if one limb has to do several functions... This way [with the foot handling the strumming and the hand doing the chords] you split	https://www.washingtontimes.com/archive/local/2008/sep/24/news/dont-have-to-be-a-year-old-5/

	nick.fungued-15-year-old-4 Accessed 12 Oct. 2024.		<p>up your brain load." Mr. Heckendorn says.</p> <p>Chair Huang, co-founder and president for business development of RedOctane, which makes Guitar Hero, says he's thrilled with the idea of using Guitar Hero (even in this modified guise) for therapy.</p> <p>"It's not just any old making a commercial product," Mr. Huang says. "So, when people modify and use games for therapy, it helps expand our thoughts of what's possible."</p> <p>Mr. Huang says it brightens his day when he gets calls from gamers — and their parents — who are using Guitar Hero (whose sales by early 2008 had exceeded \$1 billion in North America alone) for therapeutic use.</p> <p>"The bottom line is — no matter how good the game is — it's got to make money," he says.</p>	
Guitar Heroes: APL Riff on Video Game Helps Prosthetic Patients	Campbell, Paulette. "Guitar Heroes: APL Riff on Video Game Helps Prosthetic Patients." <i>The Johns Hopkins Gazette</i> , John Hopkins University, 23 Feb. 2009. pages.jhu.edu/gazette/2009/23feb09/23guitar.html . Accessed 13 Oct. 2024.	Campbell, Paulette	<p>two engineers in APL's National Security Technology Department have cranked that concept up a notch. Bobby Armiger and Jacob Vogelstein have rewired Nintendo's Guitar Hero III: Legends of Rock game to allow amputees to rock out and get valuable training with prosthetic prototypes at the same time.</p> <p>The surgery has enabled patients to control the first prototype arm and will eventually be used to control individual fingers of the final prosthetic design. But for the arm to operate correctly using these rewired nerves, the system must learn to interpret the patient's muscle signals. The process is similar to training voice-recognition software where, for example, you are prompted to read the Gettysburg Address, except that instead of analyzing tones, the APL system records and classifies muscle twitches.</p> <p>This training takes place in a Virtual Interaction Environment, another RP 2009 innovation. "In the VIE, an animated on-screen arm mimics the patient's intended movements in real time, based on inputs from the electrodes attached to the user's residual muscles," Vogelstein explains. "For the training, a patient sits in front of a computer and an on-screen prompt tells them to 'flex your wrist,' 'extend your wrist,' 'close your fist,' etc."</p> <p>Calibrating the mechanical limits to recognize and respond properly to electrical signals in an amputee's residual muscles is an exhausting and draining process, says Armiger, who has been on the front lines of training the system to respond naturally to the patient. "There is no real interaction and no feedback," he says. "And there is no encouragement for the patient to do more or do it better."</p> <p>-this boring ass calibration system is like a good angle or problem to attack my art piece from. The fun was used to remedy it</p>  <p>This video shows Jonathan Hershman train with the modified Guitar Hero system.</p>	https://pages.jhu.edu/gazette/2009/23feb09/23guitar.html
Can Gaming Save the Record Industry?	Shreeve, Jimmy Lee. "Can Gaming Save the Record Industry?" <i>The Independent</i> , 17 Dec. 2008. www.independent.co.uk/arts-entertainment/music/industry/1192751.html . Accessed 17 Oct. 2024.	Jimmy Lee Shreeve	<p>But UK blues artist Chris Scott thinks all music-simulation games miss the point of what music making is about. "Yes, music games teach you timing and co-ordination — music at a basic level — but they don't teach you how to inject expression and feeling, which are the two ingredients that differentiate great music from the mediocre."</p> <p>Not everyone agrees — Hayley Williams, lead singer of the band Paramore, who provided motion-capture for her in-game avatar in <i>Guitar Hero World Tour</i>, thinks the game could be the making of shrinking violets everywhere. "It gives people the chance to try out, even if they're too scared to go on a real stage." Even if the stadium stars of the future fail to get their first breaks playing Rock Band, it's safe to say that anyone who is willing to give music games a go is guaranteed a rocking night in.</p> <p>-the two takes on this sort of imitation game using the controller, usually old schoolers think its removing the point.</p> <p>-this article came out during the big day of all these games coming out so its heavily biased yet to see the impact and decline of rhythm games</p>	https://www.independent.co.uk/arts-entertainment/music/industry/1192751.html
Guitar Hero Oat History Reveals Devs Thought the Guitar Controller Was Stupid	Galiz-Rowe, T. "Guitar Hero Oat History Reveals Devs Thought the Guitar Controller Was Stupid." <i>GameSpot</i> , 27 Jan. 2021. www.gamespot.com/articles/how-guitar-heroes-reveals-devs-thought-the-guitar-controller-was-stupid/1100486824/ . Accessed 13 Oct. 2024.	Galiz-Rowe, T	<p>By 2013 Rock Band was done, with <i>Guitar Hero</i> having already been dead for about seven years at that point. The dream was over, but the legacy lived on in all the people, including artists like Post Malone, who were expected to new music thanks to Guitar Hero</p> <p>-article on the history and a behind the scenes look at the guitar hero controller</p> <p>Most of the developers on the Harmonix team thought the idea of a guitar controller was stupid at first. "My initial thoughts around the controller were that it was goofy and it wouldn't work," said Harmonix artist and animator Jason Kendall. Many of his coworkers felt similarly, but at guitar hero that was already functional made many change their minds.</p>	https://www.gamespot.com/articles/how-guitar-heroes-reveals-devs-thought-the-guitar-controller-was-stupid/1100486824/
Dance Games and Other Exergames: What the Research Says	Lieberman, Debra A. "Dance Games and Other Exergames: What the Research Says." University of California, Santa Barbara, Apr. 2006. web.archive.org/web/2011/11/03/04538/www.com.ucsb.edu/faculty/liberman/exergames.htm . Accessed 23 Oct. 2024, via wayback machine.	Lieberman, Debra A.	<p>Some lively communities have formed around dance video games, supported by message boards and fan web sites (Vicchilli, 2009). For example, the DDR fan site DDR Feak offers online forums (http://www.ddrfeak.com/boards/) and chat. Konami's message boards (http://www.konami.com/main/gc-bin/aimstgbbq.cgi) and RedOctane's message boards (http://www.rhinoexone.com/page/1/#community) are also very active. High schools are forming DDR clubs and college students are holding DDR meet-ups and tournaments.</p> <p>Exergame formats that do not use a dance pad are gaining popularity, most notably the EyeToy. Kinetic EyeToy games use a camera pointed at the player, which inserts the player's image into the screen and into a virtual game environment. The interface is the player's physical movement, which is sensed by the game via the camera. A full-vision lens captures the player's image from head to toe, so that all body movements are detected. EyeToy: Kinetic offers a variety of workouts, ranging from combat, in which players kick and punch images of falling objects, to active cardio exercises, gym workouts, and karate moves; to toning exercises, yoga, and tai chi. A virtual trainer moves the player through a 12-week fitness program that becomes increasingly challenging over time, and the player's progress can be saved and reviewed.</p> <p>A study of young adults who play DDR, ages 18 to 27, found that they played for the following reasons, in descending order of importance to them, on average: to have fun, play with other people, work out, dance, meet other people who play DDR, enjoy the challenge of the game, and be admired by others for their skill (Lieberman, in preparation).</p> <p>The benefits of physical activity are well documented, and include cardio-vascular health, better weight management, reduction of anxiety and stress, improved sensory-motor learning, and improved cognitive alertness and performance (Shakac, 2005).</p>	https://web.archive.org/web/2011/11/03/04538/www.com.ucsb.edu/faculty/liberman/exergames.htm
			<p>guitar freaks, a 1999 Japanese arcade game that guitar hero is based off</p> <p>GuitarFreaks (1999)</p> <p>First Released For: arcade</p> <p>If you thought <i>Guitar Hero</i> and its sequels (such as Guitar Hero: Aerosmith) were the first video games that let you rock out by hammering color-coded frets and hitting a strum bar on a guitar controller, you haven't heard of Konami's <i>GuitarFreaks</i>. A smash hit in Japanese arcades that was eventually ported to home consoles, <i>GuitarFreaks</i> let gamers jam to their favorite rock-and-roll and J-pop tunes in a very similar fashion as the music games that would come to take America by storm six years later. This is no coincidence: RedOctane, best known in the U.S. for publishing <i>Guitar Hero</i>, manufactured a number of music-game accessories (such as <i>Dance Revolution</i> dance mats) and wanted to create a profitable music title of its own.</p> <p>-notice the changes to the GUI, we better understand depth and a 3d "note-highway"</p> 	https://web.archive.org/web/2012/05/10/0303212/01p://www.pcmag.com/folder/view/0_3253/-251823ka-25161618.ppc5_00.asp?m
Clone Hero	Foster, Ryan "Srylan". Clone Hero, 2017. From: https://wiki.clonehero.net/books/general/info/page/history-of-clone-hero	Srylan (Ryan Foster)	<p>Clone hero, the software copy of guitar hero, highly customizable, i change change th monitor display and also the background video to whatever i want!</p>  <p>They even have a history page on their website</p> <p>history of clone hero</p> <p>Clone hero settings manual</p>	https://clonehero.net/releases/v1.0.0.4/800/
Basics of Charting Part I: Moonscraper	Hop2do. "Basics of Charting Part I: Moonscraper." <i>YouTuber</i> , 3 Aug. 2017. www.youtube.com/watch?v=6XN3Nk7E . Accessed 17 Oct. 2024.	Hop2do.	<p>-custom content and songs for clone hero?</p>	https://wiki.clonehero.net/books/general/info/page/history-of-clone-hero https://wiki.clonehero.net/books/clone-hero-manual/page/charting-songs
Moonscraper	Ong, Alexander "Firefox". Moonscraper, 2019. From: https://github.com/Firefox2000000/Moonscraper	Alexander "Firefox" Ong	<p>Moonscraper download, moonscraper is the charting program</p>	https://customgcentral.com/oc-charting-1/10161/ https://github.com/Firefox2000000/Moonscraper#chart-edges
Moonscraper Tutorial (Learn to Chart for Clone Hero)	Tolbert, Daniel. "Moonscraper Tutorial (Learn to Chart for Clone Hero)." <i>YouTuber</i> , 31 July 2020. www.youtube.com/watch?v=ZaJwCmE8RkY . Accessed 16 Oct. 2024.	Tolbert, Daniel	<p>Moonscraper Tutorial (Learn to Chart for Clone Hero)</p> <p>moonscraper charting tutorial</p>  <p>TolbertDanielTeaches Charting: Moonscraper</p>	https://www.youtube.com/watch?v=ZaJwCmE8RkY
Post Malone Claims Guitar Hero Helped Start His Music Career	Ivey, Justin. "Post Malone Claims Guitar Hero Helped Start His Music Career." <i>XXE Mag</i> , 9 Feb. 2016. www.xxemag.com/post-malone-claims-hero-helped-music-career/ . Accessed 24 Oct. 2024.	Ivey, Justin	<p>-post malones connection to guitar hero! its a musical tool</p> <p>"I started making music... I guess I was 12 and I started playing <i>Guitar Hero</i>," Post Malone said. "And you know, it got to a point where an expert, you can only access to a certain point. And so you know, I was like let's play real guitar. Let's not waste more time. So I got my mom, I told her to buy me a guitar for Christmas and I started making music then."</p> <p>Snoop followed up and asked Post Malone about how similar <i>Guitar Hero</i> was to playing the actual guitar. Post Malone told Snoop that it was completely different.</p> <p>"It was horrible," Post Malone said. "The transition was awful. Nothing is the same [laughs]. You feel cool as hell with the [<i>Guitar Hero</i>] guitar in your hand, but it is not the same at all."</p> <p>From: https://www.xxemag.com/post-malone-claims-hero-helped-music-career/</p> <p>When he was a teenager, Post Malone mastered the highest difficulties of <i>Rock Hero</i>. One Christmas, his mother bought him a real guitar — a Washburn Lyon. Like many other self-taught guitarists, Post used a combination of https://www.youtube.com/watch?v=3n3p3n3p3n3p and watching other artists on YouTube learn guitar. He started by teaching himself "Master of Puppets" and "Smokin' on the Water."</p> <p>From: _page-1">https://www.huffpost.com/entry/post-malone-teaching-himself-guitar-making-music-b-3844400e4b093e108e17?hpid=hp_hp-top-table-main-guitar-hero%3Apost-malone-guitar-hero-helped-music-career_>_page-1</p>	_page-1">https://www.huffpost.com/entry/post-malone-teaching-himself-guitar-making-music-b-3844400e4b093e108e17?hpid=hp_hp-top-table-main-guitar-hero%3Apost-malone-guitar-hero-helped-music-career_>_page-1
How Rhythm Games Blew up (and Then Burned Out)	Reilly, Luke. "How Rhythm Games Blew up (and Then Burned Out)." <i>IGN</i> , 8 Oct. 2020. www.ign.com/articles/how-rhythm-games-blew-up-and-then-burned-out .	Reilly, Luke	<p>-really great summary of the evolution of rhythm games in the west.</p> <p>great reference article to look for quotes, similar to the wiki it just tells the story of these games, mostly harmonix, red octane</p> <p>NanaOn-Sha's <i>PaRappa the Rapper</i> wasn't the first video game to demand players sync button presses to a basic beat via on-screen prompts. For instance, the early Bandai dance mat peripheral-based game <i>Aerobics Studio</i> — a primitive NES precursor to the likes of Konami's <i>Dance Dance Revolution</i> — was first released in Japan in 1987 and handily pre-dates <i>PaRappa</i>. It wasn't the first to intentionally weave music into the core of the game itself, either, as anyone who had the misfortune of, say, waking up during 1992 and unwrapping a copy of <i>Marky Mark</i> and the <i>Funky Bunch: Make My Video</i> can probably attest. But <i>Aerobics Studio</i> is overtly an exercise game set to some bleeps and boops, and the <i>Make My Video</i> trio of FMV games (<i>INX</i>, <i>Kris Kross</i>, and <i>Marky Mark</i> and the <i>Funky Bunch</i>, all released in 1992) are famously regarded as some of the worst ever inflicted upon humanity.</p> <p>From: https://www.ign.com/articles/how-rhythm-games-blew-up-and-then-burned-out</p> <p>NanaOn-Sha followed the success of <i>PaRappa the Rapper</i> with <i>Ulimammer Lammy</i> in 1999 (a spin-off that traded raps for rock riffs) and <i>Vib Ribbon</i> in 2000 (a rhythm-based musical platformer with simple vector graphics and the ability to generate levels from your own CD). However, it was time <i>PaRappa the Rapper 2</i> emerged in 2001, a rhythm revolution was well underway.</p> <p>From: https://www.ign.com/articles/how-rhythm-games-blew-up-and-then-burned-out</p> <p>Rhythm games focusing on dancing had begun to combine the concepts pioneered by <i>Aerobics Studio</i> with <i>PaRappa's</i> clear and elegant interface, and Sega's <i>Samba de Amigo</i> — which debuted in arcades in late 1999 and appeared on Dreamcast in 2000 — required players to shake a pair of maracas in time with the music. However, it was Konami — which sauntered to the stage in the late '90s with its 3D-themed rhythm game <i>Beatmania</i> — that would take things up a notch.</p> <p>Konami quickly shattered <i>Beatmania</i> with a pair of guitar and drum equivalents: <i>GuitarFreaks</i> and <i>DrumMania</i>. These peripheral-based Japanese arcade cabinets have been rocking Japanese arcades for the past two decades, and Konami has released new editions of the series every year since 1999. <i>GuitarFreaks</i> and <i>DrumMania</i> ultimately didn't make much of a global dent as home console ports, but their instrument-shaped controllers and vertically scrolling on-screen button commands would be the blueprint for the next big thing in music games, unequivocally paving the way for the plastic instrument tsunami soon to follow.</p> <p>From: https://www.ign.com/articles/how-rhythm-games-blew-up-and-then-burned-out</p>	https://www.ign.com/articles/how-rhythm-games-blew-up-and-then-burned-out

Roots of Rhythm: A Brief History of the Music Game Genre	Webster, Andrew. "Roots of Rhythm: A Brief History of the Music Game Genre." <i>Ars Technica</i> , Condé Nast, 4 Mar. 2009. arstechnica.com/gaming/2009/03/the-music-game-feature/ . Accessed 14 Oct. 2024.	Webster, Andrew	-another great historical bibliography of rhythm games, lots of game name drops too	https://arstechnica.com/gaming/2009/03/the-music-game-feature/
Harmonix: How 'Horrendous Failure' Led to Rock Band.	Overfelt, Maggie. "Harmonix: How 'Horrendous Failure' Led to Rock Band." <i>Cnn.com</i> , 3 Sept. 2009. money.cnn.com/2009/09/03/smallbiz/music/harmonix_rock_band_startups_story/ . Accessed 7 Oct. 2024.	Overfelt, Maggie	<p>ERAN: We became interested in the idea of using technology to allow non-musicians to express themselves musically. The big aha! moment came with this computer music system --</p> <p>ALEX: That could compose music on the fly, algorithmically.</p> <p>ERAN: It would generate tunes, play music on its own, sort of composing it as it went along. At one point during this, Alex was playing flight simulators --</p> <p>ALEX: Gearing off</p> <p>ERAN: - with a joystick to control the airplane, and he said, "What if we use this joystick to control the music system?" After spending a couple of days hooking up the two things, we were able to configure it so people could physically express whatever emotion or idea of music they had in their heads by moving the joystick around. It made you feel like you were playing music, even if you didn't know how to play an instrument.</p> <p>From https://money.cnn.com/2009/09/03/smallbiz/music/harmonix_rock_band_startups_story/</p> <p>-interview between the two coos of harmonix talking about the beginnings of their idea</p> <p>However, right around that time we were contacted by RedOctane, a small company that had some experience with peripherals. They said, "hey, we love your games. If we make a guitar controller, will you make the guitar game?"</p> <p>ERAN: And we said, "You betcha!" Although back then, peripherals and music games were both niche markets.</p> <p>From https://money.cnn.com/2009/09/03/smallbiz/music/harmonix_rock_band_startups_story/</p>	https://money.cnn.com/2009/09/03/smallbiz/music/harmonix_rock_band_startups_story/
			<p>-very cool program, we can use this to create music, the visuals are also quite striking</p> <p>lost media.</p> <p>I think the reupload has a link for me to download and play the exe? Could be an avenue for integration?</p> <p>I can create record and save music I create as sound files, this could be awesome for integration</p> <p>seems like a really awesome music tool</p>	<p>The Ave: Harmonix Games' Lost PC Exclusive</p>  <p>The Lost Origins Of Harmonix Games</p>  <p>-plus a reupload</p> <p>Game Item (Guitar Hero) by FrostedG in S.1.32. 6G0D0202</p> 
Using Peer Tutoring in Evaluating the Usability of a Physically Interactive Computer Game with Children.	Höyssiemi, Johanna, et al. "Using Peer Tutoring in Evaluating the Usability of a Physically Interactive Computer Game with Children." <i>Interacting with Computers</i> , vol. 15, no. 2, Apr. 2003, pp. 203-25. https://doi.org/10.1016/S0953-5438(03)00064-0 . Accessed 17 Oct. 2023.	Höyssiemi, Johanna	<p>Abstract</p> <p>This paper presents a novel approach to usability evaluation with children called peer tutoring. Peer tutoring means that children teach other children to use the software that is evaluated. The basic philosophy behind this is to view software as a part of a child's play, so that the teaching process is analogous to explaining the rules of a game such as hide and seek. If the software is easy to teach and learn, it is more likely that the amount of users increases in a social setting such as a school. The peer tutoring approach provides information about teachability and learnability of software and it also promotes communication in the test situation, compared to a test person communicating with an adult instructor. The approach has been applied to the development of a perceptually interactive user interface in QuikZ's Giant Bounce, a physically and vocally interactive computer game for 4-8-year-old children. The results and experiences of using peer tutoring are promising and it has proved to be effective in detecting usability flaws and in improving the design of the game.</p> <p>Simply put, the peer tutoring approach for usability evaluation means that children teach other children how to use the software that is being evaluated. Our method is based on a well known approach in children's education, and further developed in the process of designing QuikZ's Giant Bounce.</p> <p>-hilarious image of a child playing this game</p>  <p>Fig. 1. An example of peer tutoring - QuikZ children explain when Ernest shows.</p> <p>We think that one definition of the usability of a children's software application is that a child is able and willing to teach other children how to use it. This enables the expertise in using the software to propagate among children. In other words teachability is an important part of learnability. The more teachable and learnable the software is, the more potential users there will be. Using peer tutoring in usability evaluation allows us to evaluate teachability. In addition, it also provides us with crucial knowledge on how children use the system and how they communicate about the software: what kind of instructions and terms they use and where their language differs from that used by the designers of the software and other adults.</p>	https://users.sabo.fi/~hannala/p/publication/hoyssiemi_peer_tutoring.html
Step Maniax	Step Revolution. <i>Step Maniax</i> . 2017	Step Revolution		Josh's visit to the arcade to play rhythm games
The Ascent of Music Gaming Video Games Prove Positive For Rock Acts	Kusck, Dave. "The Ascent of Music Gaming Video Games Prove Positive For Rock Acts." <i>New Artist Model</i> , 23 Jan. 2009. www.newartistmodel.com/tag/guitar-hero/ . Accessed 23 Oct. 2024.	Dave Kusck	<p>Hit games like Guitar Hero and Rock Band are creating a subtle but profound shift in the way music is experienced, heard, interacted with and purchased. In these environments music is not listened to passively, it becomes an immersive and engaging experience that is changing the nature of the relationship between the hard-core fan and the artist, pulling them closer together in ways that have never been done before.</p> <p>From https://www.newartistmodel.com/tag/guitar-hero/</p> <p>music is finding new ways to reach an audience - with or without record labels - rising to fill the opportunity. Keep your eyes on the video game space to see how it evolves further as a catalyst for music exploration, discovery and distribution.</p> <p>From https://www.newartistmodel.com/tag/guitar-hero/</p>	https://www.newartistmodel.com/tag/guitar-hero/
Ableton 12 Patching Tips Game Controller Ableton	User Friendly Sounds. "Ableton 12 Patching Tips Game Controller Ableton User Friendly." <i>YouTube</i> , 20 Oct. 2024. www.youtube.com/watch?v=kvefnXb_eoQ . Accessed 4 Nov. 2024.	User Friendly Sounds	<p>-PS5 Ableton live / max msp patcher to get live audio visuals from ps5 controller input</p>  <p>User:friendly y:sounds</p>	<p>XBOX One Controller in TouchDesigner</p> 
Ableton 12 Patching Tips Game Controller Ableton			<p>-wiki article on ableton live</p> <p>-I also learned that I can do audio clips to midi in ableton, a cool feature if I want to create custom midi charts for things like clone hero</p> <p>From http://www.ultimate-music.com/</p>	<p>ig: @user.friendly.sounds</p> <p>https://en.wikipedia.org/wiki/Ableton_Live</p>
			<p>The ULTIMATE DIY Clone Hero Controller</p> 	

				
			 <p>The Santrroller platform provides the ability to program micro controllers that emulate various rhythm game controllers for computers and various consoles. This is done using the Santrroller Configurator, which can program various microcontrollers to emulate different controllers.</p> <p>From https://santrroller.com/en/</p>	https://santrroller.com/en/
How to Paint Your Guitar Hero Guitars/Faceplates	NinjaPwnsALife. "How to Paint Your Guitar Hero Guitars/Faceplates." YouTube, 11 Sept. 2020. www.youtube.com/watch?v=VZ7Hm52DA . Accessed 2 Nov. 2024.	NinjaPwnsALife		How To Paint Your Guitar Hero Guitars/Faceplates 
Wavy Guitar	Plante, Josh. Wavy Guitar. 2024	Josh Plante	   	
Can Guitar Hero Make Me Better at Guitar?	Gooden, Drew. "Can Guitar Hero Make Me Better at Guitar?" YouTube, 31 July 2023. www.youtube.com/watch?v=NdV18m-90 . Accessed 21 Oct. 2024.	Drew Gooden		Can Guitar Hero make me better at guitar? 
Caze Mod 3	Schimmel, Janne. Caze Mod 3. 2023	Janne Schimmel	 <p>Modded gameboy controller with custom games</p>	https://janneschimmel.com/Caze-Mod-3
Cheat Engine	Heijnen, Eric "Dark Byte". Cheat Engine. 2021.	Eric Heijnen ("Byte, Dark")	<h3>About Cheat Engine</h3> <p>Cheat Engine is a tool designed to help you with modifying single player games without internet connection so you can make them harder or easier depending on your preference (e.g. Find that 100hp is too easy, try playing a game with a max of 1 HP), but also contains other useful tools to help debugging games and even normal applications, and helps you protect your system by letting you inspect memory modifications by backdoors and even contains some ways to unhide them from conventional means.</p> <p>It comes with a memory scanner to quickly scan for variables used within a game and allow you to change them, but it also comes with a debugger, disassembler, assembler, speedhack, trainer maker, direct 3D manipulation tools, system inspection tools and more which are also useful for normal programmers and software analysts.</p> <p>Besides these tools it also comes with extensive scripting support which will allow experienced developers to create their own applications with ease and share them with other people</p> <p>For new users it is recommended to go through the tutorial (The one that comes with Cheat Engine, you can find it in your programs list after installing) and at least reach step 5 for basic understanding of the usage of Cheat Engine</p>	https://www.cheatengine.org/#about-uhp

<p>TOPs Part 2 – TouchDesigner Beginner Course</p>	<p>bileam tschepe (elektronaut). "08.02 – TOPs Part 2 – TouchDesigner Beginner Course." YouTube, 4 June 2020. www.youtube.com/watch?v=1TgD2HtLQ5Q. Accessed 17 Nov. 2024.</p>	<p>bileam tschepe (elektronaut)</p>	 <p>Touch designer visual tutorial guides plus my own mods</p>	<p>Touch Designer basic video player</p>  <p>08.02 – TOPs Part 2 – TouchDesigner Beginner Course</p>  <p>08.02 – TOPs Part 2 – TouchDesigner Beginner Course</p>
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Annotated Bibliography - Josh Plante

**Anzola, Laura, et al. *Impossible Geometries*, 2023. THEMUSEUM, Kitchener.
themuseum.ca/exhibitions/eyepool-presents-impossible-geometries/.**

In 2023, THEMUSEUM, located in Kitchener, Ontario, collaborated with the company Axis-Z Media Arts to create "Impossible Geometries" an "immersive digital gallery". The actual artists who created the work are Laura Anzola, Matthew Waddell, and Darren Young.

The piece is highly technical in nature, using dozens of computers and projectors to animate and immerse visitors in curated spaces. It also operates on TouchDesigner. Twelve ceiling-mounted computer tracking devices are used to track guests throughout the space, allowing animations to respond to human movement. My favourite segment of the work was the 'floor-is-lava' style game, where tiles needed to be activated by stepping on them to save yourself from the animated lava.

This was my initial inspiration for the final project. I wanted to animate an audiovisual interactive experience. "Impossible Geometries" creates a "play zone" for viewers, transforming and blurring the lines between game, artwork, and interaction. Personally, I have spent a lot of time watching people interact with the space and noticed that nearly everyone who tries it is impressed by its scale and immersion. The work is successful in that way, and I wanted to create a piece that evokes similar feelings.

**Lieberman, Debra A. "Dance Games and Other Exergames: What the Research Says."
University of California, Santa Barbra, Apr. 2006,
web.archive.org/web/20111103034538/http://www.comm.ucsb.edu/faculty/lieberman/exergames.htm. Accessed 23 Oct. 2024, via wayback machine.**

Seeing as how arcade and rhythm games became so popular in the late 90's and 2000's, Debra Lieberman's 2006 research paper about dance and rhythm games comes at a crucial time. It explores the history, and helps us define the core principles and benefits of what she defines as "Exergames" (games that provide exercise for the player). Lieberman notes the rise of both in-person and at home aerobic exercises set to music. She also explores the benefits of "Exergames" noting improved cardio-vascular health, weight management, reduction of anxiety and stress, improved sensory and motor learning, and improved cognitive alertness and performance.

This research was really important for my work, I was really curious to see how closely my own work would mimic Lieberman's "Exergame's". I would like for the final work to act like an "Exergame" and provide visitors with the associated benefit's, but I believe this could be pushed further. I think Laura Anzola's "Impossible Geometries" is a great example of an artwork that is an "Exergame", and interestingly, many other rhythm games fall under this category like Beat Saber (2018), Samba de Amigo(1999), and Step Maniax(2017). I find the connection between music and movement a really compelling artistic thread to pull.

Foster, Ryan "Srylain". *Clone Hero*. 2017.

Clone Hero is a software clone of the 2005 cult classic "Guitar Hero" developed by Harmonix. Other sources in the bibliography tell the story of Harmonix's masterpiece that was "Guitar Hero", it was a fad in the early 2000's that saw Harmonix' vision of musical amateurs using video gaming to engage with their favourite songs and music. While the "Guitar Hero" series has since become effectively canceled, Ryan Foster's 2017 software clone "Clone Hero" has risen up to become the new heart of the so-called "plastic instrument" community. I discovered it while researching expert "Guitar Hero" creators on YouTube, such as creator "Acai"

Exploring the game itself I found that it supported a large amount of customization and personalization including, background images and videos, power gems, colour packs, highway images and videos, custom songs, and more. In fact, in the effort to find my favourite songs I discovered a whole community of so-called "Charters", creators that use digital software to create and release custom songs for free for players to download.

I ended up utilizing this program in my final piece, in an homage to the original "Guitar Hero" I used "Clone Hero" to display a custom song, background video and chart for viewers to engage with in the final piece. In fact, The TouchDesigner output would be unique depending on what song I chose, but I ended up deciding that it would be too much to expect viewers to navigate in-game menus rather than have a curated experience, but It is something to consider for a next iteration.

Tolbert, Daniel. "Moonscraper Tutorial (Learn to Chart for Clone Hero)." *YouTube*, 31 July 2020, www.youtube.com/watch?v=Zg3jwGmERpY. Accessed 16 Oct. 2024.

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Hoph2o. "Basics of Charting Part 1: Moonscraper." *YouTube*, 3 Aug. 2017, www.youtube.com/watch?v=Qk3NCxXte7E. Accessed 17 Oct. 2024.

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Ong, Alexander "FireFox". *Moonscraper*, 2019.

This entry includes Alexander "FireFox" Ong's program "MoonScrapper" as well as two tutorial videos by Danial Tolbert and Hoph2o. By investigating into the "Clone Hero" and plastic instrument community I quickly came upon a practice called "Charting", which is the art of creating digital charts (files) for songs to be played on various rhythm games, including "Clone Hero". "Moonscraper" had good online reviews, lots of online tutorials, and an approachable interface, making it the optimal program for "Clone Hero's" community of charters.

This program ended up becoming a really cool part of my final project, as by learning the program, the possibilities for exploring the charts of "Clone Hero" really opened up. I settled on creating a chart to Bo Burnham's "The Inside Waltz" as it's a simple song with only 3 instruments, clear parts, and I already had an interesting and musically-synched 3d animation that could go with it as a background. For the final piece I charted out the opening waltz timing, the melody, and the bass all on one track, breaking the traditional charting rules taught by the tutorial sources, but allowing viewers to really focus on the power of the individual instruments of the song.

Höysniemi, Johanna, et al. “Using Peer Tutoring in Evaluating the Usability of a Physically Interactive Computer Game with Children.” *Interacting with Computers*, vol. 15, no. 2, Apr. 2003, pp. 203–25, [https://doi.org/10.1016/s0953-5438\(03\)00008-0](https://doi.org/10.1016/s0953-5438(03)00008-0). Accessed 17 Oct. 2023.

This peer-reviewed journal focuses on how children teach other children to interact with computer games. I found the article interesting for many reasons, but mainly how to create software and systems that are usable by the general public and children. The article uses a test game and asks children to play it, and then teach it to each other. Hoysniemi and their research team are recording how easy and fast it is for children to explain these interactive systems, noting what parts of their game are effective and which are not.

I was eager to apply this knowledge to my final piece, which I think I was able to pretty successfully achieve. It's often said that good design is invisible, and in my final work I wanted the audience to be able to effortlessly intuit what interactions were possible in my installation space, hence the rug, directing people to sit and spend time with the Guitar and screens. As well as dim lighting, drawing focus to the visuals. The teaching aspect of the journal also plays a part here, my final work benefits from audiences being able to teach the basics to others, the same way as described by Hoysniemi and their team.

Schimmel, Janne. *Case Mod 3*. 2023.

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NinjaPwnsAtLife. “How to Paint Your Guitar Hero Guitars/Faceplates.” *YouTube*, 11 Sept. 2020, www.youtube.com/watch?v=VtZIJytp2QA. Accessed 2 Nov. 2024.

This entry includes Janne Schimmel's 2023, "Case Mod 3" and NinjaPwnsAtLife's guide that I used as inspiration to customize my input device. The primary inspiration is Schimmel's "Case Mod 3"; the work is remarkable to me in its concept. Schimmel pays such close attention to the detail and presentation on the case of a video game controller that it creates a new perspective on gaming as a whole. It is a critique in a way, on our unappreciative views towards the material that houses our game equipment. By giving a game console an organic case, and custom games, Schimmel was able to create an art piece that gets audiences to question why our consoles and controllers are made the way they are, and if it's really the best way.

The Wii Guitar was an essential component of my project on day one. It was my entry point into the research, so it was only natural to explore the possibilities of the physical material as well as its technological capabilities. It was Abby from class that directed me towards a few videos on console and controller modding, which is a whole giant industry and community that I then discovered. I felt compelled to transform my own controller into something less traditional, which led to me repainting the controller to something colorful and better suited to my dynamic final piece.

Heijnen, Eric "Darke Byte". *Cheat Engine*. 2021.

Eric Heijen's "Cheat Engine" was a software recommended to me by a coworker. Dylan, our tech-guy, who has his Master's degree in sound design, suggested that this program could possibly do what I needed, which was to retrieve the in-game memory file (a number) that I could use to affect my animations. The program can be used to alter the memory files of offline video games. Users have to find file addresses by searching for and altering address lists to identify the file location, and can then change values.

Originally, I was attached to the idea of using "Clone Hero's" in-game note tracker to affect my touch designer visuals. The idea was that the better the player was doing, the cooler and more vibrant the visuals would become. I did end up gaining some proficiency with this program and was able to use it to locate and altar the memory files of "Clone Hero", but unfortunately the score integer still needed to come out of "Cheat Engine" and be transferred into TouchDesigner which would've taken time and coding skills that I do not possess. This meant that for my final piece I was restricted to only using the Guitar as input into TouchDesigner, but it was still a really valuable program to learn, and I'd be excited to work with it for a future project.