

SOCIAL / MUSICAL GAMING WITH COUNT-ME-IN

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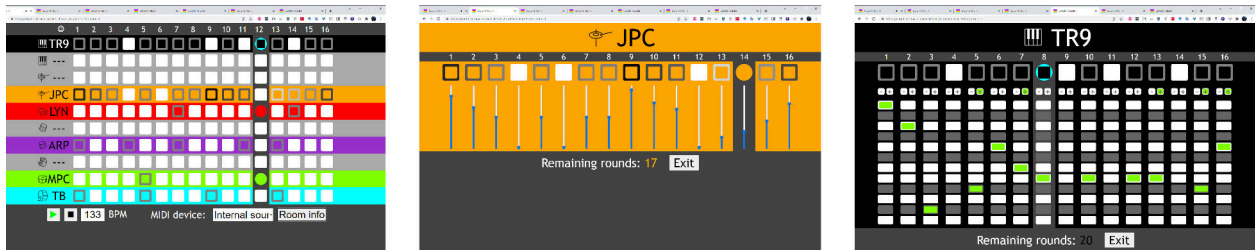


Figure 1. Count-Me-In Web apps. Left to right: the Sequencer, the Drum Track and the Synth Track.

ABSTRACT

Count-Me-In is a collaborative music sequencer allows a group of people to create music together in a playful manner. By using a Web application architecture that allows access from any Internet-connected device (including mobiles), it is very easy to take part in a Count-Me-In session. While this demo focuses on the playful use of Count-Me-In in a social context, it can also promote active audience participation in music performances, installations, and other related contexts.

1. APPLICATION DESIGN AND DEMO DESCRIPTION

Count-Me-In [1] is a collaborative networked music sequencer meant to be used in a shared space using a public display and participants’ personal devices. It consists of 3 different app types: the Sequencer, the Drum Track and the Synth Track. A 10-track step Sequencer web app is displayed publicly, while participants join the session using their devices by scanning a QR code or entering a session URL. Once they join, participants are randomly assigned a Track app (either a Drum or a Synth instrument) as they enter a session. The Track apps allow participants to control the steps of a single track at a time. This way, participants can collaboratively build a music loop and hear the result in real time. In order to accommodate for a number of people larger than the number of tracks, the time that each participant can work on a track is limited. Once that time is over, the track is released and made available for other participant to use.

The Sequencer, depicted in Figure 1 (left), features ten tracks and 16 steps, and it is meant to be shown in the

public display. The Drum and Synth Track applications are shown in Figure 1 (middle and right, respectively). The current prototype features eight Drum Tracks and two Synth Tracks, but this can be configured by software.

2. DEMO REQUIREMENTS

A few elements are required for presenting the demo during the conference: 1) A computer (provided by the presenter), 2) a large display (or a video projector with a projection screen) with HDMI input; 3) a stable Internet connection; 4) a sound amplification system.

Attendees will use their own devices to participate in the demo, so a stable WiFi network is also recommended.

3. REFERENCES

- [1] J. P. Carrascal, “Count-me-in: A collaborative step sequencer for audience participation,” in *19th Sound and Music Computing Conference, SMC 2022*. Sound and Music Computing Network, 2022.



Figure 2. Playful Count-Me-In session in an informal gathering.

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