

Vocalizing Hermit Crab: Using "Viola Sound Safari" for Extended Technique in Sonic Experiments with Refugee Children

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Abstract:

"Vocalizing Hermit Crab" is a groundbreaking sonic experiment utilizing the interactive musical game "Viola Sound Safari" to explore extended viola techniques with refugee children. This project leverages the unique capabilities of the viola to produce diverse timbres and textures, engaging participants in an immersive auditory journey. "Viola Sound Safari" integrates advanced gamification principles, presenting interactive challenges that prompt children to experiment with harmonics, sul ponticello, col legno, and microtonal variations. Including live electronics and real-time sound processing expands the viola's sonic palette, allowing for intricate and innovative soundscapes. This experiment encourages refugee children to manipulate and discover new sounds, transforming their personal experiences into expressive auditory creations. The game's interactive nature facilitates spontaneous and intuitive exploration, fostering a deep connection between the player and the instrument. Preliminary findings suggest that this gamified approach enhances creative experimentation and emotional expression, providing valuable insights into the therapeutic potential of music technology. "Vocalizing Hermit Crab" showcases the intersection of technology, music, and social impact, offering a novel framework for sonic experiments that can be adapted to various contexts and populations.

Keywords:

Extended viola technique, Gamification, Microtonal variation, Refugee Children, Timbre.