

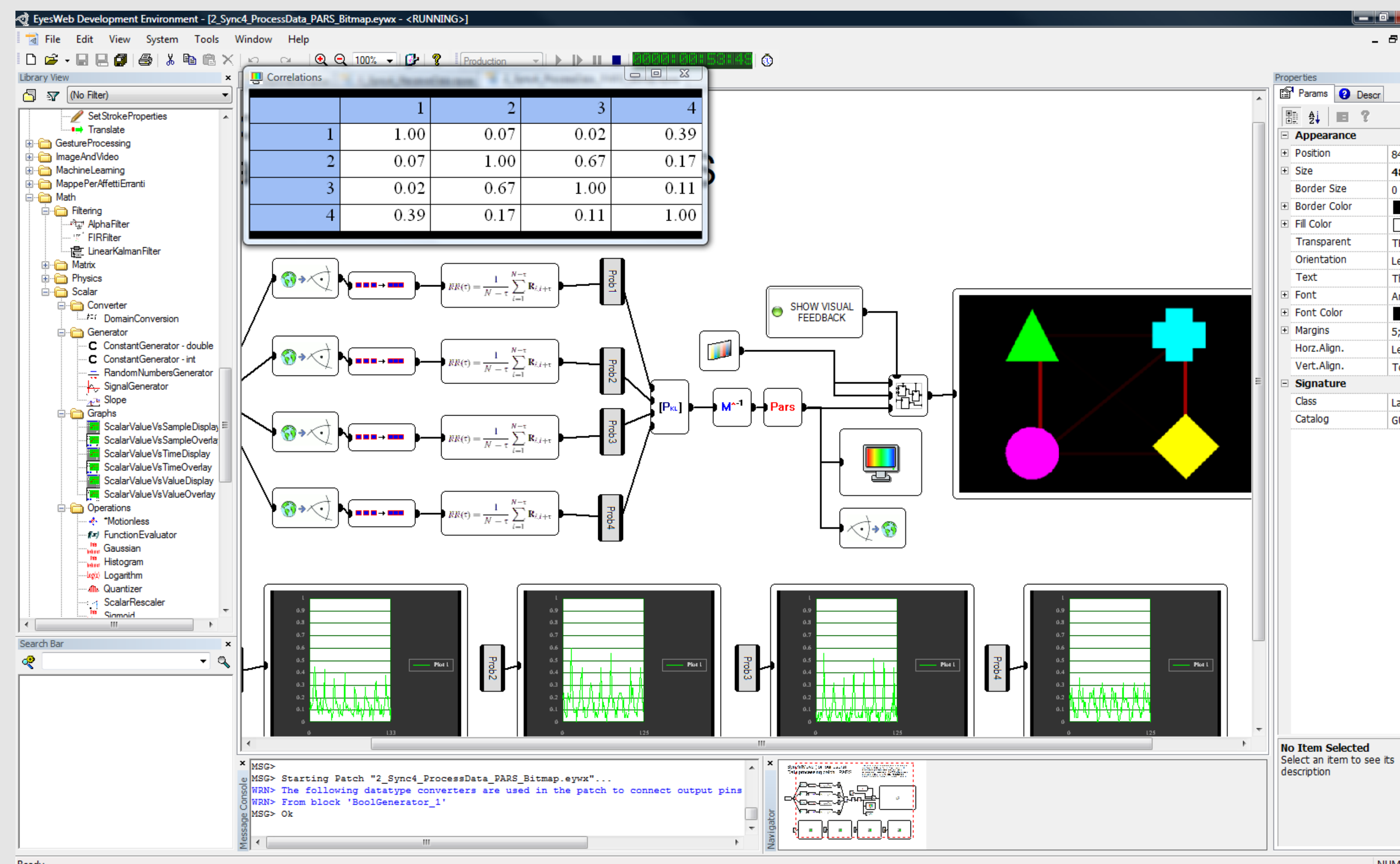
Sync'n'Move 4All allows a group of people, each one owning a smartphone, to explore and mould in real-time a pre-recorded music piece.

The experience is based on nonverbal social interaction: for example, on gesture synchronisation, i.e., whether, how, and how much the gestures performed by one participant are synchronised with the gestures performed by the other members of the group.

Gestures are not "right" or "wrong": people in the group can also perform different gestures. The key point is that people move together.

You can choose, for example, to mimic the gesture of an orchestra director, or to drum by handling the smartphone, or to "wear" it (e.g., putting it in your pocket) and freely dance.

Sync'n'Move uses the information detected by the accelerometers embedded in the smartphone, and communicates with a remote computer. Such a remote computer computes whether and how the participants in the group are synchronised between them.



Depending on the number of synchronised pairs, the music piece, that starts as a simple hat sound, gets richer of the sound of the other instruments.

Each pair of users reaching synchronisation triggers the emergence of a new instrument or section of the piece. The volume of each instrument depends on the strength of the synchronisation of the pair the instrument is associated with. The higher is the synchronization, the higher is the volume.

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