Audio Visualization: Mood Wall

Introduction
After the tension of the last Big 10 basketball game my friend Jackie said to me “Wow, I wish I could have seen the rollercoaster ride of the mood that night.” That got me thinking, since cheering and affirmation is a big part of watching sports together with a group, wouldn’t it be interesting if you could see what the group atmosphere is like based on those audio cues?

Past Work
The idea is very similar to RE:MARK or Messa di Voce done by Levin and Lieberman.

RE:MARK uses a phoneme recognition system to recognize and display phonemes such as “oh!” This means that recognizing simple speech patterns is possible.

Messa di Voce as an extension of the software used for RE:MARK. The authors found a great application in performance art and used the software to add visual cues and effects in the background of live concert performance full of song and speech. They put a big screen in the back of the performers that changed and reacted depending on what the performers said or sung.
Visualization

Essentially, the visualization itself will use shapes and colors to paint a picture of the mood over time. The image itself is similar to a lava lamp, where new words will appear and soar upwards to collect at the top of the screen. The color of the words also have to do with the “strength” of the word, meaning how strongly negative or strongly positive the word is. The darker the word, the more strongly negative the word is. The size of the word depends on how loudly the word is captured. After time, the words will compress into simply lines of color so that a person can see the overall “mood” and leave room for more words.