

**FIRST PROTOTYPE**  
**Change another persons perception**  
**Paper / concept prototype on shifting perception**  
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**Keywords:** Phonetics, ShiftingPerception, SocioPhonetics,  
ImmersiveExperience,PointofView

**Goal:** What I was intending with this first prototype was to do a sociophonetic examination. My goal being to find to find out how social meaning is co-constructed by the speaker and the listener and, by doing this, to try to make them change their perception. My premise for this was that listeners have important roles in sound change.

**Mechanic** Selecting a random group of words and have people define them in their means. Definitions of concepts and physical objects are never clear enough. For example I could define a book as a set of pages put together. A magazine could easily fit in this description. It is interesting then to me, how every person has it's own definition of a certain word. Probably none of them are wrong but also none of them are the same. I think this is a way in which we could see different perceptions of the same thing.

**Rule set:**

Give users 2 different sounds to listen to and see what social characteristics are attributed to it based on how they talk  
Keep score of how different cultures perceive things.

**Basic tech outline:**

- Earphones
- List of phrases/questions

**User Scenario:**

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