

## UNOBTRUSIVE AUDITORY DISPLAY FOR WEATHER REPORTING

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### ABSTRACT

The definition of contemporary sonification is essential in building relevance of the current societal norms, environmental phenomenon and political insight to listeners; while historical creative projects could arouse the collective remembrance and “capture”, interpret and elaborate the uniqueness of auditory display of data-driven sonification. The project aims to take reference to the features and undergo sonification of weather records by data retrieving in Open Weather API and Design an unobtrusive auditory display for weather reporting. The data retrieval process is especially important for reducing listener’s fatigue and the project is going to elaborate the strategies of creating a relatively aesthetically-pleasing sonic experience to reduce annoyance. Through writing a python script to retrieve and sort the data, it generates the unpacked data to different parameters of synthesizers. The python script uses the base URL from Open Weather API with an API key to search for the existing information of the database, including the temperature, humidity, pressure, wind speed and wind angle. This information is input to Max for generating sounds. Developers of the project could further enrich the archival systems with computing and operate in different devices. Besides, relationships between psychoacoustics to annoyance could also be explored in a physio-psychological perspective.

