What can I do at this booth?

1 | Play the rhythm telephone game!

Where: at the pop-up lab

Communicate a rhythm you hear or see to the next person in the chain by tapping.

Change in the pattern across individuals sheds light on how people process rhythms.

2 | Take one of our data challenges!

Where: on your mobile device around town or one of ours

Help us test a prototype of our data-mapping app.

Upload photos of target locations around A2 or tap out a beat.

3 | Learn how we study rhythm!

Where: on one of our devices using our custom tapping pad

Tap a beat or synchronize with a rhythm.

How people tap a beat reflects individual differences in rhythm processing.

Rhythm telephone game

Where: at the pop-up lab

How long: under 10 minutes

Instructions: At the kiosk, follow the instructions provided by the app. You'll practice tapping, and then play the rhythm telephone game, in which you try to **reproduce a rhythm you hear or see for the next person in the chain.**

What we learn: Change in the pattern across individuals sheds light on people's preferences for tempo & rhythm.
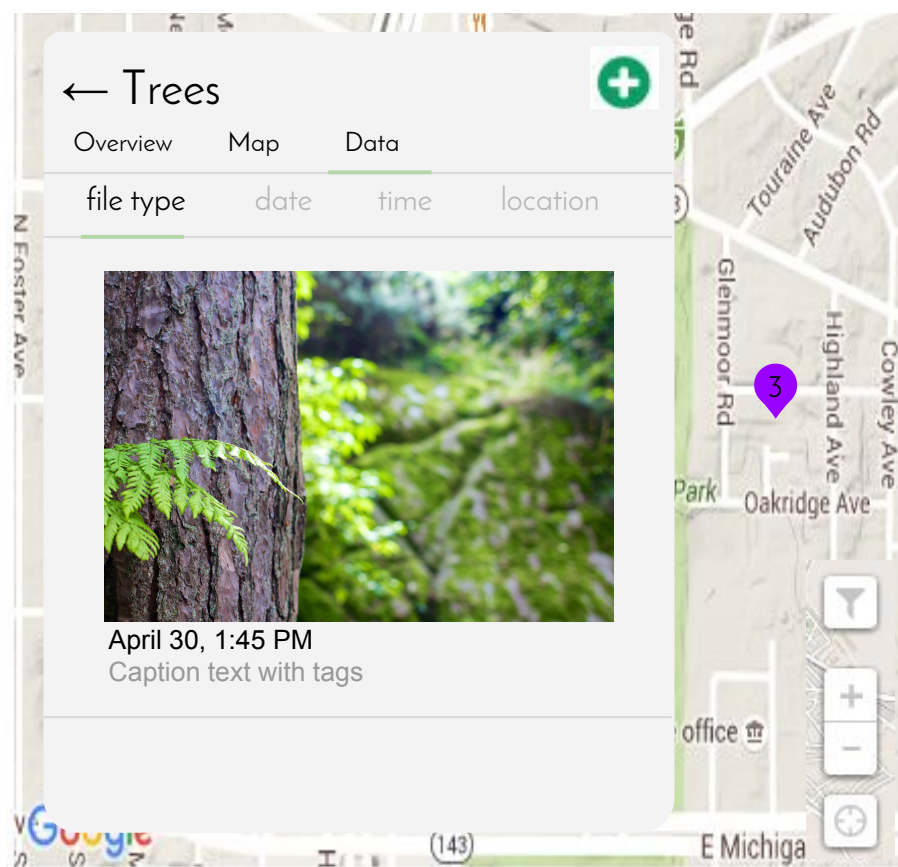
Visit kimboluti.com/artprize for data from a previous installation.
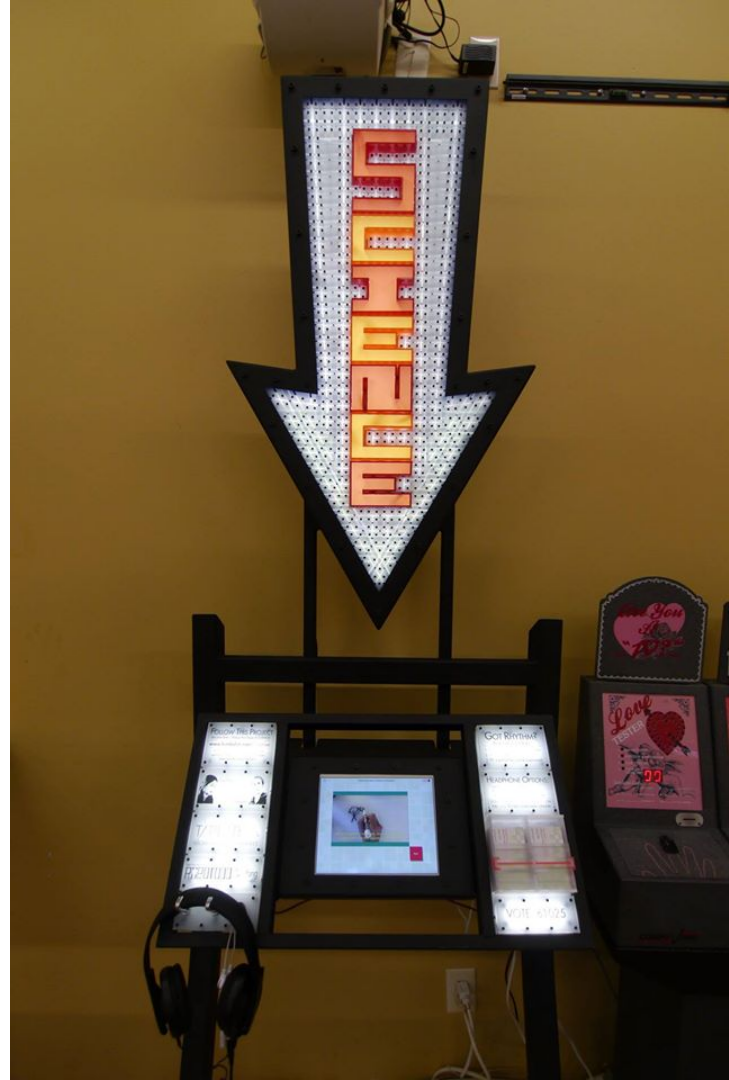
─
Data Challenge

Where: on the web (*adagia.org*) using your mobile device around town, or at our booth on one of our devices.

How long: under 5 minutes

Instructions: We've got two challenges to choose from. For detailed instructions, see the **Landmark** and **Tapping** challenge pages.

What we learn: We're developing a data collection and collation web app so that anyone can contribute and interact with data related to science research, mapped to real-world coordinates.

← Trees

Overview   Map   Data

file type   date   time   location

April 30, 1:45 PM
Caption text with tags

Data Challenge

Landmark challenge how-to

1. **Get yourself to your favorite A2 landmark**

2. **On a mobile device, navigate to *adagia.org*.**

3. **Select the "Maker Faire" tile**

4. **Click the + sign (you may have to do this twice). Next click on the ⊡. Snap a photo of the landmark to upload.**
   Future versions of the site will allow users to explore data by filtering and summarizing. One project will ask MSU students to snap photos of trees around campus.

5. **Explore the map to see what landmarks other A2 Makers have snapped!**

Tapping challenge how-to

1. **On a mobile device, navigate to** *adagia.org*.

2. **Select the "Beats" tile.**

3. **Click the + sign, (you may have to do this twice). Next click the ♥. Tap on the colored square to upload tapping data.**
    Future versions of the site will allow users to explore data by filtering and summarizing. One project will create a heat map of preferred tempo based on people's taps.

4. **Explore the map to see where other Makers hail from, and how they like to tap!**

Preferred tempo and motor synchronization

Where: our booth on one of our devices.

How long: 5-10 minutes

Instructions: You'll tap at various rates on the custom response pad. Detailed instructions will be provided by the computer.

What we learn: How people tap a beat reflects individual differences in rhythm processing. Some researchers have hypothesized that motor tempo preferences reflect the pace of mental activity (Stern, 1900).
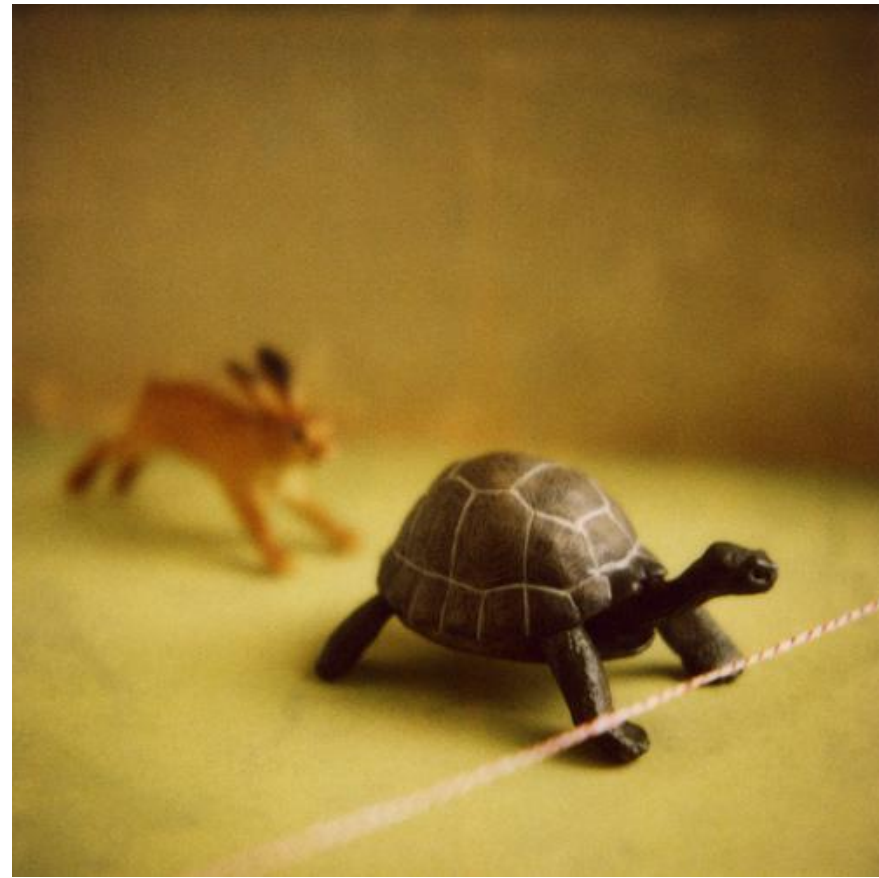
About us ────────────────────────────────

The projects at this booth represent several of the topics studied by the Timing, Attention, and Perception (TAP) and Long labs at Michigan State University, and some novel methods we're testing.

Although our two labs study very different fields, jointly we're interested in using tech and crowd-sourced data to engage the public in science and inform them about the scientific process.

For more info about the TAP lab: taplab.psy.msu.edu
Follow us on Twitter (@MSUTAPLAB) or Facebook!
Email us at msu.tap.lab@gmail.com to get paid to participate in research.

For more info about the Long lab:longlab.plantbiology.msu.edu

For more about the pop-up lab: kimboluti.com/artprize or frombo.com