# Data Sonification Canvas

## Use Case: Who are your users, what are the goals and the context of your sonification?

### Users
- Who are the users of your sonification?
- What role do they have in relation to the phenomenon?
- Do they have a specific opinion about it? Do they have any specific competence or knowledge of the phenomenon? How much are they affected by the phenomenon?

### Goals
- What are the specific goals you want to achieve with the sonification?
- What specific needs does it address?
- Is it for analysis, explanation, communication, advocacy...

### Context
- In which context will the sonification be experienced?
- Is it a web application?
- Is it used in a security operations center or in a public venue?
- Is it played through headphones or speakers?
- Is it a global or a local project?
- Does it have any specific cultural connotations?

## Mapping Choices: How do you map data parameters to sound parameters?

### Type of Sounds
- Synthetic: are the sounds generated with a synthesizer? Is it intended to mimics an existing sound?
- Concrete: is the sound from nature or from human activities? Is it sourced from analogue musical instruments?

### Behaviours
- What are the rules that link changes in the dataset to changes in the sounds?

### Functions
- Indexical: is sound directly produced by the phenomenon you want to represent?
- Iconic: is sound similar to the phenomenon you want to represent?
- Symbolic: is sound arbitrarily related to the phenomenon you want to represent?

### Multi-modality
- Are you using only sound or is sound coupled with other sensory modalities?

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