

Supernerd

Supernerd is a hybrid between a game and an interactive composition, because the actions of the player alter the development of the piece. The goal is to hear rhythms and decode them as binary digits of eight bits each.

Instruction:

First press the play button. You will hear a sequence of eight steps and a metronome that defines the first eighth note of a 4/4 bar. Each of these eight steps can be either set or not set. If it is set you hear a tone and therefore would notate a 1. If it is not set the step is a pause and would be notated as 0. One important thing is that the notation of the sequence as a binary digit starts from right to left! Once you've written down or remembered a sequence the next task is to convert it to the corresponding decimal number and type in that number at the interface.

For example:

x = eighth note

o = eighth pause

the beat you hear would be:	x-o-o-o-o-o-o-o
you would get the binary digit:	0-0-0-0-0-0-0-1
the corresponding decimal number would be:	001

or

the beat you hear would be:	x-x-o-x-o-o-x-o
you would get the binary digit:	0-1-0-0-1-0-1-1
the corresponding decimal number would be:	075

As a reminder, the values of the individual bits are 128 – 64 – 32 – 16 – 8 – 4 – 2 – 1

The range of possible results is 0 – 255. Please note, that numbers always have to be entered with 3 digits. For example for '1', you would have to enter '001'; for '67' you would have to enter '067', etc..

If you enter the correct number the beat will increase in time and pitch. Also other instruments will start to play and modulate, the further you get. When you enter a wrong number it will bring you one step back. Once you have 20 correct answers you've reached the end of the game.

Here you can notate the rhythm. But remember: from right to left!

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