The potential of sound

Relief of the visual channel
- support during focused sight of the user
- elimination of information intake (e.g. car navigation system)

Narrative potential
- mnemonic charging
- transmitting emotions (e.g. moody mood)

Natural expectations
- modulated by cultural tools
- avoidance of irritation resulting from silent HMIs (e.g. digital camera)

Feedback
- for transmitting information
- for describing conditions
- mirroring operation processes

Rhythm
- patterns and developments are sometimes better recognized audibly than visually
  (e.g. earthquake sonification

The solution

Adequately, individually, sensibly and complexly designed functional sounds

The Types of use and terminology

Sound plays a major role in many kinds of media and must be specifically designed to fulfill different functions:
- in the commercial sector:
  - corporate sounds, audio branding, audio log,...
- in architecture: Plunk™, fountains, ...
- in the cinematic field, radio drama and performances of all kinds:
  - sound affects, original soundtracks, automated dialog recordings, atmospheres, ...
- additionally, the sound design for industrial products is also described in the book in terms of packaging,
  - footballs, household appliances, or automotive construction.

The chapters focussed on here place emphasis on interaction design where sound is critically important,
- appearing as auditory displays, sonification or game interaction design where sound is critically important,