

UNIVERSITY AT BIFRÖST

# Multimodality an gestures in music

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Multimodality

6/1/2010

## Assignment

After have seen the Second life game that Cynthia was playing in class last week many questions came in to my head. Is this so called virtual reality an thing that we can learn from and study human behavior? I have always thought that computer games were a waste of time but after have seen this in a different perspective I can see that not all games are a waste of time. In this Second life game that we saw there were many interesting things that we can learn from. The game is made by humans to create a world with similar to the reality that we live in. You can create your own avatar and decide how he will look and act. You can chose his own hair, make him wear clothes that you like and make him move. There are some presets you have to follow. For example you have to behave in a civilized way; you can't just pick up a gun and shot other players or do any other unethical things because that's not the object of the game. The gestures that the avatars have are similar to real persons, how they walk, run, sit down and move in general. The thing that is missing is facial expressions and the face can tell us so many things. It is like when William was playing the piano and his movements were captured on camera you could see different kind of movements depending on how he was interpreting his emotions, sad, happy or angry. The only thing missing was his facial expression.

The insight I got into philosophy after being in this course makes me wonder about the human mind and how we are always trying to make this a better world. I saw this course as a way to get back to the roots and try to understand the human mind and the body works in general. Me personally liked the music part better because my interest lies there much more than the Second life part. But it was fascinating to see what computer technology allows us to do when it comes to research and studying things. It is interesting to see and think about it, that if we could not talk at all or use words to express our self we can use gestures to do that up to a certain level. It is like Descartes said, I think, there for I am''. You can think about things and try to make them understandable with gestures instead of using words. Aristotle's was always trying to get people to talk about things and try to get them to explore them to the fullest. The human race is evolving day to day and things that were valid yesterday may not be today and that's the beauty of the human mind that he is evolving as well and always trying to get better perspective on all things. I understood the Second life game in that way, that it was a game to learn more about human behavior and trying to create a world that is better than the one we are living in now. I remember asking Cynthia and the other person who was playing the game, the creator, about the objective

of this game. I asked him if it was anything like the Hollywood movie, Avatar'' and he said no. His vision was more like to create this virtual world but not actually being there in person. I have always wondered about these so called Second life games and I have thought that they were a waste of time, sitting on the computer and playing a person that is not you, or is it? This person that you are in this Second life game is maybe the person you would like to be in this life, or at least similar to it. Maybe this is a good way for people to adopt new principals and new perspective on how the world should be and get them to think about things in a whole new way. Some people say that you should be the person you like to be in this life instead of trying to be someone else in a virtual world. This course in general was really helpful in many ways to understand human behavior and it was especially interesting to see what William and Cynthia were trying to combine these things together, music and gesture and trying to understand the relations between those two matters. I have never thought about music and gestures in that way in a broad perspective and see a group of people trying to explain with words what they are feeling when they are expiring