Appendix A

stuckJunk (segmented)

After analyzing what might be considered to be the "musical form" of the audio recording stuckJunk, I realized that it can be easily divided into 24 sections, referred to in stuckJunk-v1 as the segments of the recording to which the rectangles forming the game's board correspond. The table on the next page provides the following information about the segments: a description of what is heard in each segment (for example, "moving junk, trying to close the drawer" is the description given to the first segment); the onset and duration of each segment (in milliseconds); and what the possible instructions that could be given to players for interpreting each segment are. This is how the segments are arranged on the board:

00	01	02	03	04
09	80	07	06	05
10	11	12	13	14
19	18	17	16	15
20	21	22	23	THE END

At the beginning of a game, the computer sets up the board by choosing a random instruction from the possible instructions for each segment. Any possible instruction may be chosen by the computer as long as it follows the following three rules: sJ may occur only once, either segment 04 or segment 09 must be J; and J, F, and D must occur at least once and at most three times. Accordingly, I occurs 8 to 16 times; J occurs 1 to 3 times; sJ occurs once; F occurs 1 to 3 times; D occurs 1 to 3 times; and P occurs 4 to 6 times.

description
01 moving junk, trying to close the drawer 4273 102898 I, J, sJ, F, or D 02 moving junk, slow, soft 107171 31133 I, J, sJ, F, or D 03 moving junk 138304 23094 I, J, sJ, F, or D 04 moving junk, rough sound 161398 18957 I or J 05 rough sound, very soft 180355 28050 I or J 06 hit, quasi-silence 208405 7699 D or P 07 broken plastic cup solo, very soft 216104 16790 I or J 08 moving junk, trying to close the drawer, rather slow 232894 40478 I, J, sJ, F, or D 10 moving junk, trying to close the drawer, rather slow 273372 29710 I or J 11 silence 326589 8011 P 12 taking junk out of the drawer, rather slow 334600 25669 I, J, sJ, F, or D 13 silence 360269 8615 P 14 using a fork to reach the stuck junk, trying to close the drawer 531010 59690 I, sJ, F, or D 15 trying to close the
the drawer 02 moving junk, slow, soft 03 moving junk 04 moving junk, rough sound 05 rough sound, very soft 06 hit, quasi-silence 07 broken plastic cup solo, very soft 08 moving junk, trying to close the drawer, rather slow 10 moving junk, trying to close the drawer 11 silence 12 taking junk out of the drawer, trying to close the drawer, rather slow 13 silence 14 using a fork to reach the stuck junk, trying to close the drawer 15 trying to close the drawer 16 moving junk, noisy 10 moving junk, trying to close the drawer 11 silence 12 taking junk out of the stuck junk, trying to close the drawer 15 trying to close the drawer 16 moving junk, noisy 10 107171 1013133 1, J, sJ, F, or D 161398 18957 1 or J 28050 1 or J 29710 1 or J 29710 29710 303082 23507 23507 1, J, sJ, F, or D 303082 23507 1, J, sJ, F, or D 334600 25669 1, J, sJ, F, or D 368884 368884 368884 368884 368884 368884 3698884 36990 1, sJ, F, or D 36990 3713 1
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16 moving junk, noisy 590700 5713 I
17 trying to reach the fork, 596413 60769 I, sJ, F, or D
trying to close the drawer
18 hitting the microphone 657182 7391 I or F
19 trying to reach the fork, 664573 42135 I, sJ, F, or D
trying to close the drawer
20 using a fork to reach the 706708 65758 I, sJ, F, or D
stuck junk, trying to close
the drawer
21 moving junk, slow, 772466 16610 D or P
quasi-silence
22 putting junk back in the 789076 137017 I, J, F, or D
drawer
23 silence 926093 17419 P