

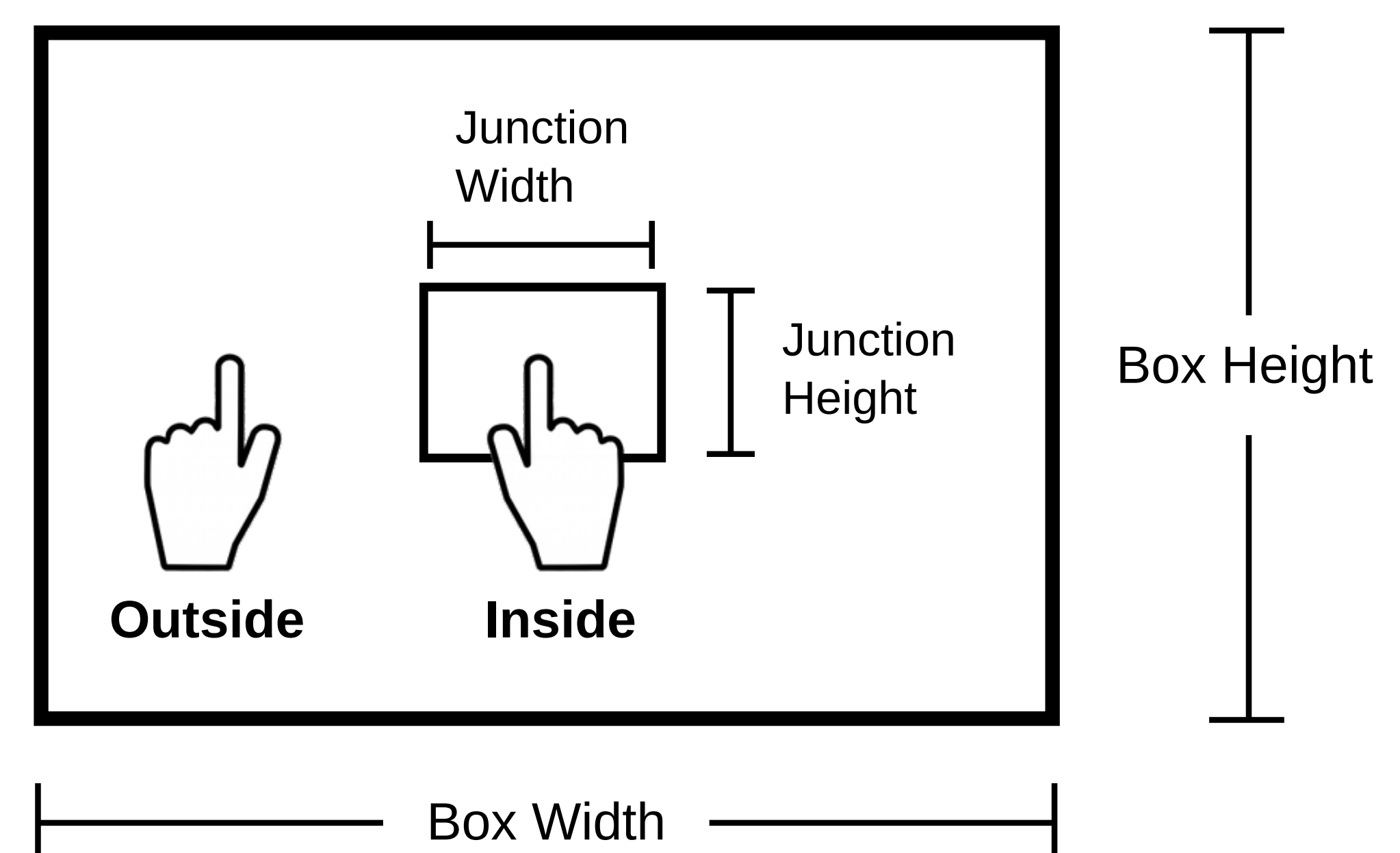
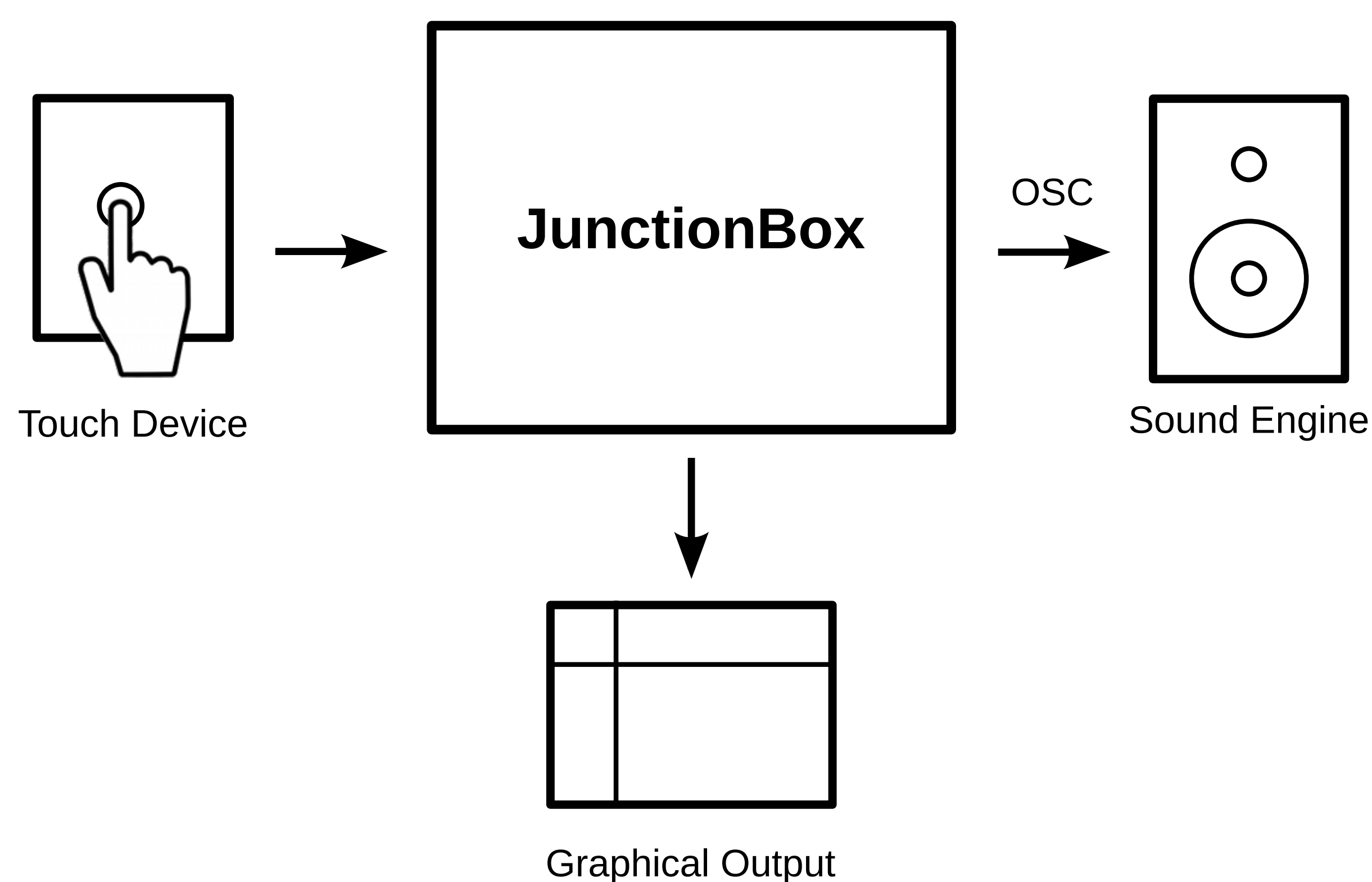
The JunctionBox Interaction Design Toolkit

Making interaction programming easier to allow for sketching with sound.

Lawrence Fyfe
University of Calgary

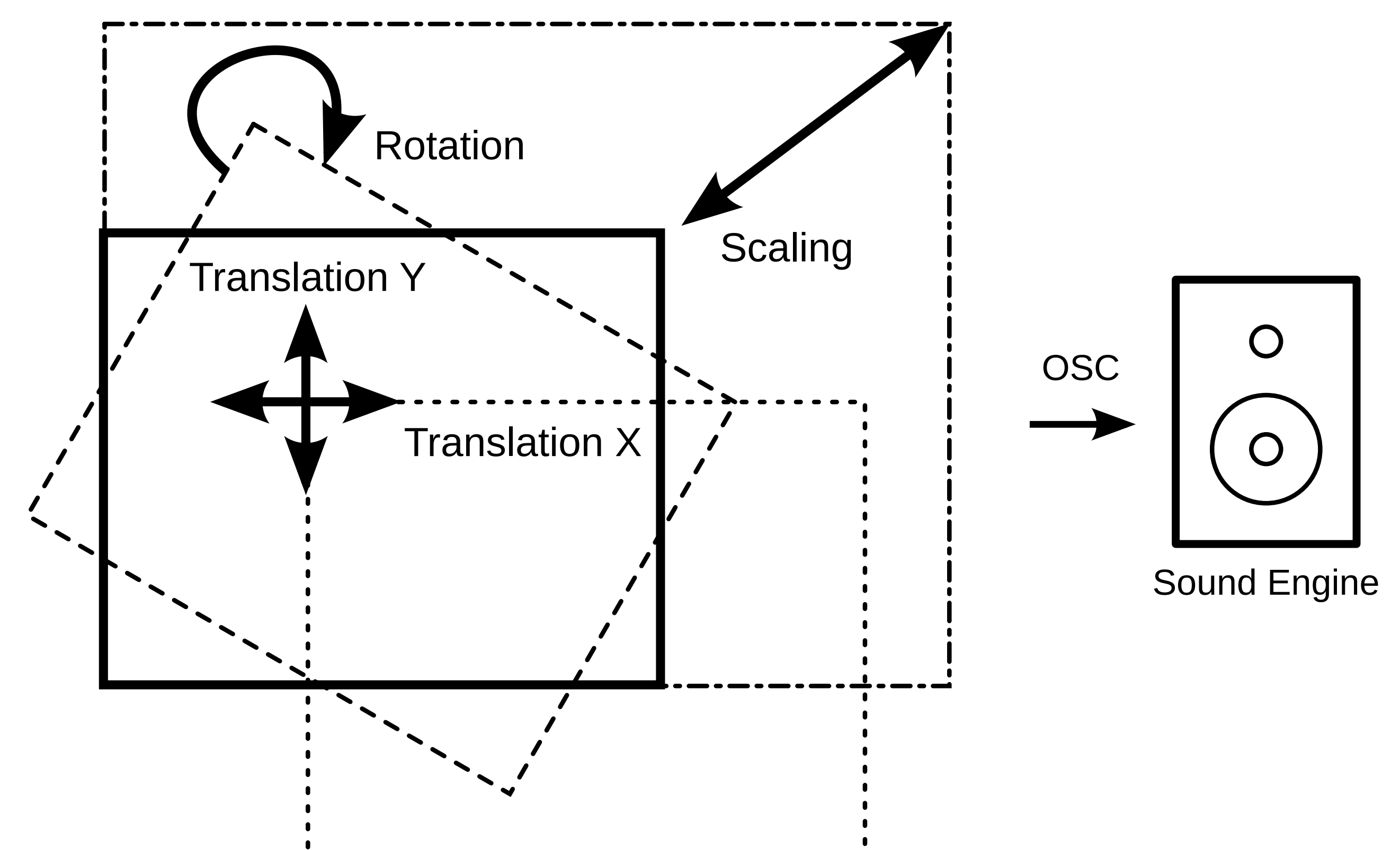
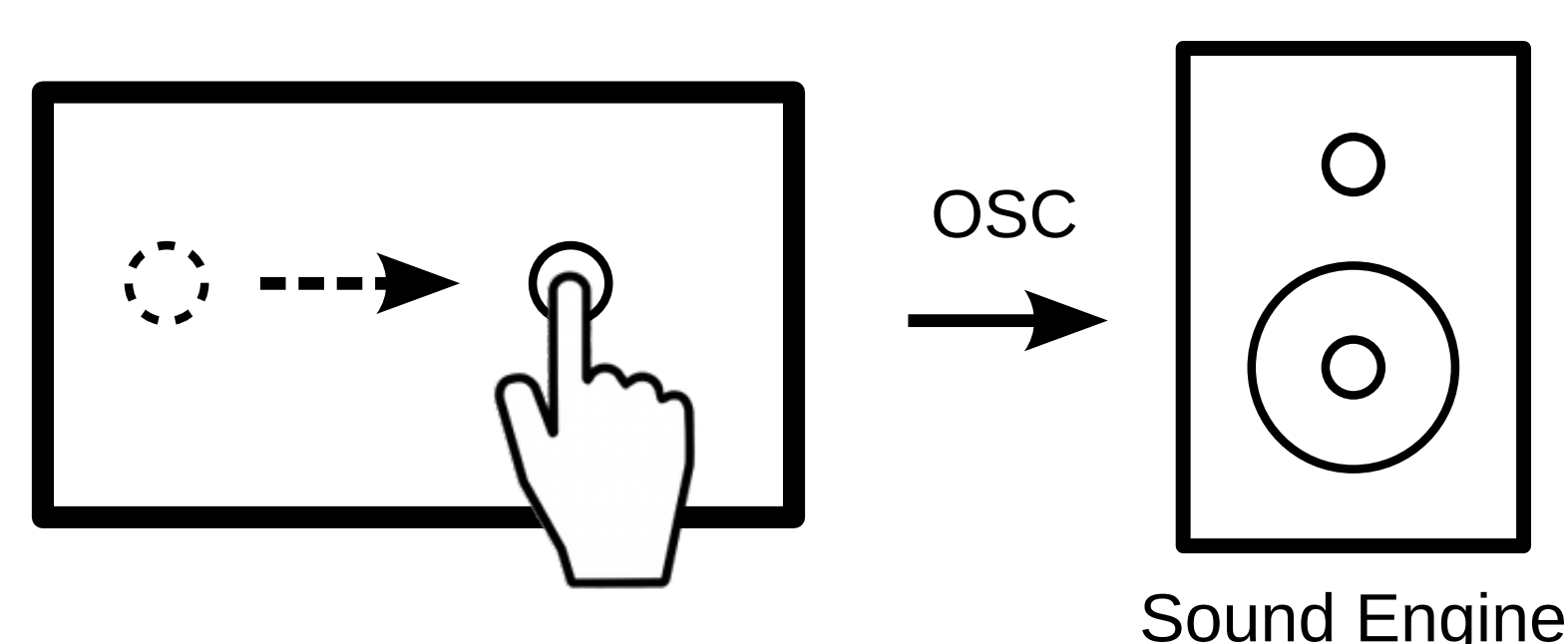
Adam Tindale
OCAD University

Sheelagh Carpendale
University of Calgary



JunctionBox takes touch input that can be mapped to control either sound or graphical output.

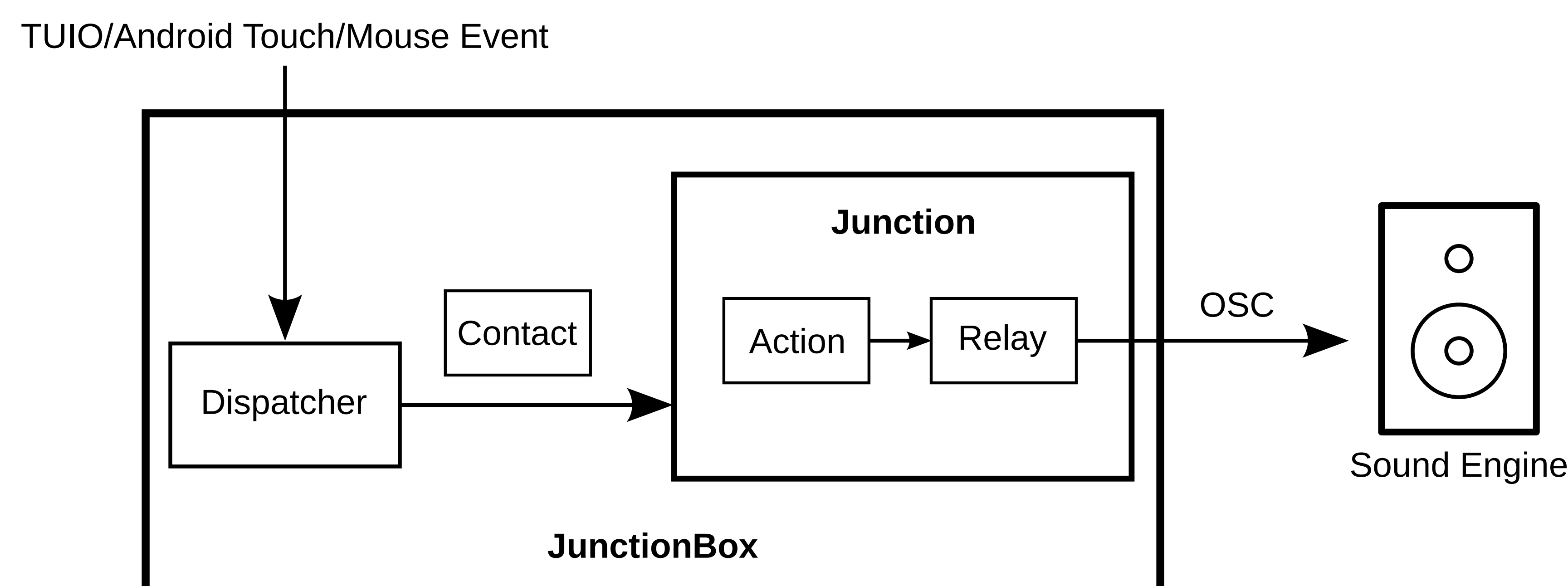
To allow programmers to focus on creative tasks, JunctionBox handles things like touch tracking: whether a touch is inside or outside of a widget/Junction.



Touches can be mapped to messages that control sound. To make programming easier, this kind of mapping can be done with just one line of code:

```
mapMessage(Action.CONTACT_X, "/volume");
```

Or widgets (rectangles or ellipses) can be manipulated and then mapped to messages.



JunctionBox is written in Java and works as a library for Processing, a graphical programming environment. Here are the Java classes with a rough idea of what they do.