

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 | 08 | 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 | onset [ms] | duration [ms] | possible instructions |
|----|--|---------------|------------------|--------------------------|
| 00 | silence | 0 | 4273 | P |
| 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 |
| 09 | broken plastic cup solo | 273372 | 29710 | I or J |
| 10 | moving junk, trying to close the drawer, rather slow | 303082 | 23507 | I, J, sJ, F, or D |
| 11 | silence | 326589 | 8011 | P |
| 12 | taking junk out of the drawer, trying to close 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 | 368884 | 162126 | I, sJ, F, or D |
| 15 | trying to close the drawer | 531010 | 59690 | I, sJ, F, or D |
| 16 | moving junk, noisy | 590700 | 5713 | I |
| 17 | trying to reach the fork, trying to close the drawer | 596413 | 60769 | I, sJ, F, or D |
| 18 | hitting the microphone | 657182 | 7391 | I or F |
| 19 | trying to reach the fork, trying to close the drawer | 664573 | 42135 | I, sJ, F, or D |
| 20 | using a fork to reach the stuck junk, trying to close the drawer | 706708 | 65758 | I, sJ, F, or D |
| 21 | moving junk, slow, quasi-silence | 772466 | 16610 | D or P |
| 22 | putting junk back in the drawer | 789076 | 137017 | I, J, F, or D |
| 23 | silence | 926093 | 17419 | P |