

# 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