



FH MÜNSTER
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ETI

FB Elektrotechnik und Informatik
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This image was created with ChatGPT support

Design & Innovation

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<https://wiki.ct-lab.info>

Things That Sound explores how audio objects can be designed around specific situations, needs, and forms of interaction. Students investigate listening as an everyday activity and examine sound, usability, perception, materiality, and

human behavior. Through research, ideation, prototyping, and iterative design, they develop physical products in which sound becomes part of a clear function or experience. Projects may address accessibility, social listening, acoustic

feedback, intuitive interaction, mobility, or new forms of everyday audio. The course combines user-centered thinking with experimental making and culminates in a functional prototype of an original object that sounds.