

My Top Sound Exploring iPad Apps

By Stuart Brown

Here are links to some of my favourite iPad apps for “sound exploring” that I discovered during my first term working as a Sound Explorers Associate Musician for Drake Music Scotland and that I don’t think are already mentioned elsewhere in other resources on the DMS website.

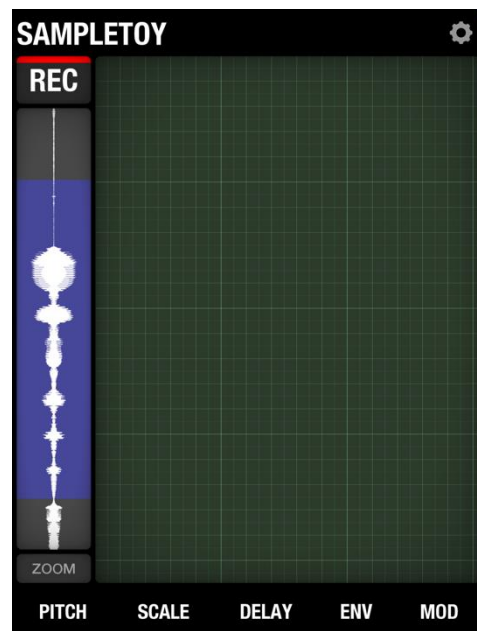
These are mostly apps I discovered while working with children with a diverse range of additional support needs, mostly non-verbal, some with visual impairment, some with a hearing impairment and some with limited physical movement or limited control over physical movement. My aim was to find ways of allowing each child to explore and experience sound in a way that best suited them and allow them to express their own creativity and musicality.

For Sampling:

Sampletoy

<https://apps.apple.com/us/app/sampletoy/id355918828>

A really great simple sampling app that allows you to sample sounds directly to the iPad using the built in mic and immediately play them back using the iPad screen as an XY controller to change/modulate sample pitch, filtering and delay effects. Loads of fun and super easy to use!

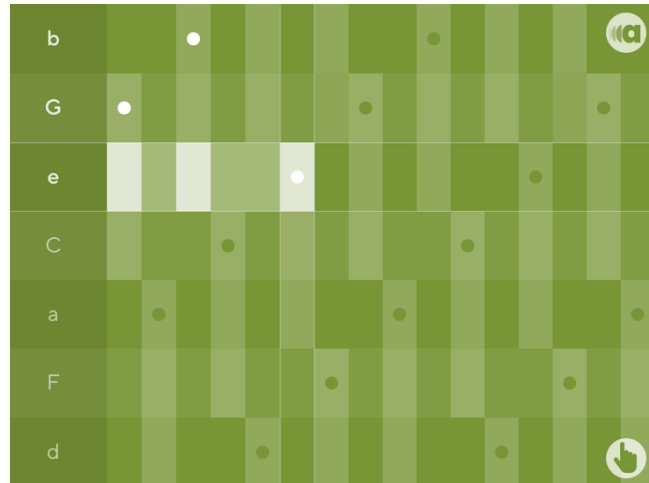


For playing Chords and Melody:

Audanika

<https://apps.apple.com/gb/app/audanika/id1547307555>

This is made by the same company as makes SoundPrism and is quite similar, almost like a simplified version but it produces very musical results without much knowledge or effort. I found the interface and way it works to be incredibly effective in working with children who had limited movement but could move their hand around on an iPad to produce nice chordal pad sounds.



It has 5 different sounds and 3 play modes and can be set to always sustain chords/sounds in a legato fashion until the next chord/sound is triggered (which I found the most useful mode) or to only generate sound when the screen is being touched. I also used this app to accompany another child who was exploring playing melodies with Thumbjam.

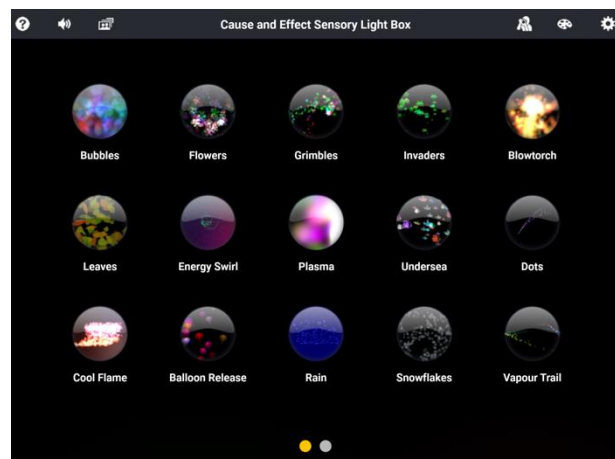
Sensory Light and Sound Apps:

Cause and Effect Sensory Sound Box/ Light Box

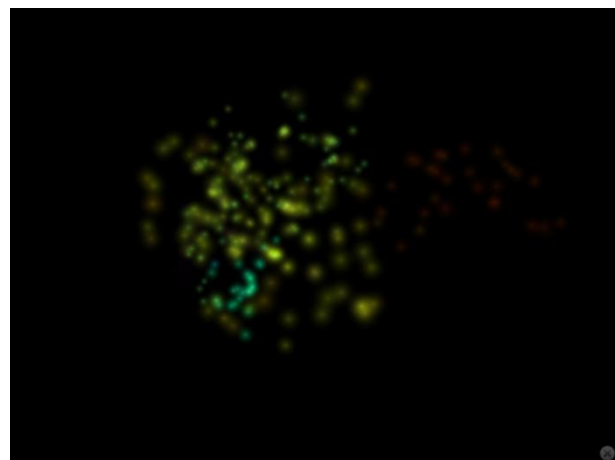
Light Box: <https://apps.apple.com/gb/app/sensory-light-box/id533976433>

Sound Box: <https://apps.apple.com/gb/app/sensory-sound-box/id548622567>

These two apps are very similar, both focusing on allowing children to explore cause and effect using reactive sound and visuals. Sound Box focuses slightly more on sound and Light Box focused a bit more on the visual elements.



I used these apps with some children with slight visual or hearing impairments but who could still make out the sound and visuals to some extent. They were really fascinated by them and the way in which the sounds and visuals reacted to their touch. I also spent some time working out the tonality of some of the different modes so that they could be played in harmony with sound from other apps including ThumbJam, Audanika, Bloom, etc.



For painting sound and visuals (Brian Eno Apps)

<https://www.generativemusic.com>

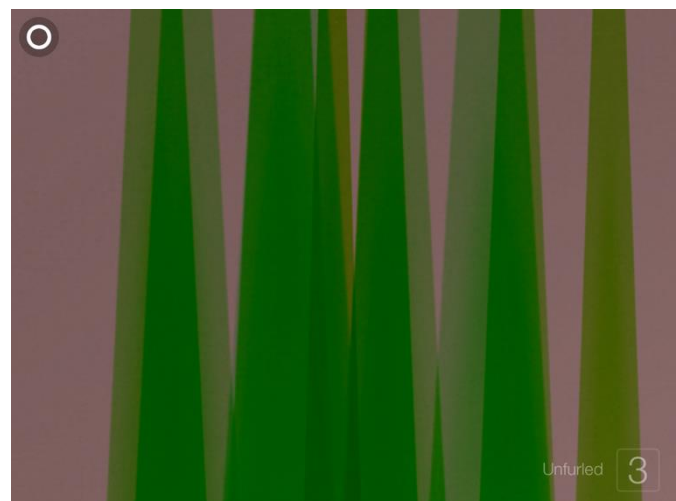
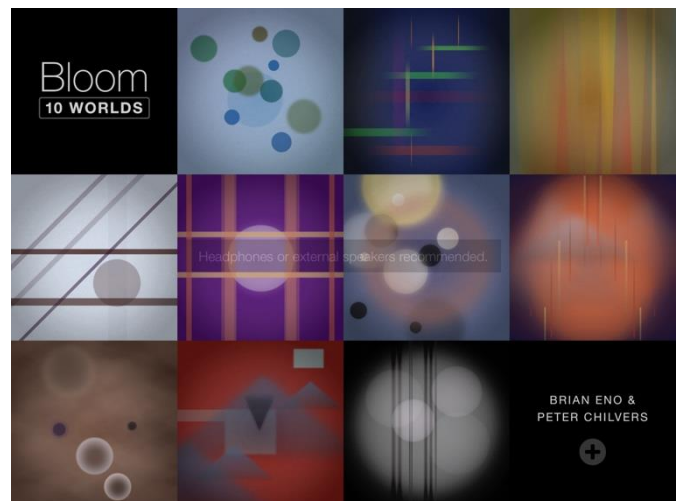
Bloom/Bloom 10 worlds

Bloom: <https://apps.apple.com/gb/app/bloom/id292792586>

Bloom 10 Worlds: <https://apps.apple.com/gb/app/bloom-10-worlds/id1438214016>

Brian Eno's Bloom app has already been mentioned in other resources on the DMS website but I'm not sure if everyone is aware of the more advanced version, Bloom 10 worlds, which contains 10 different generative audio-visual worlds, allowing the user to explore and create organic, constantly developing ambient audio-visual soundscapes just by touching/painting on the screen.

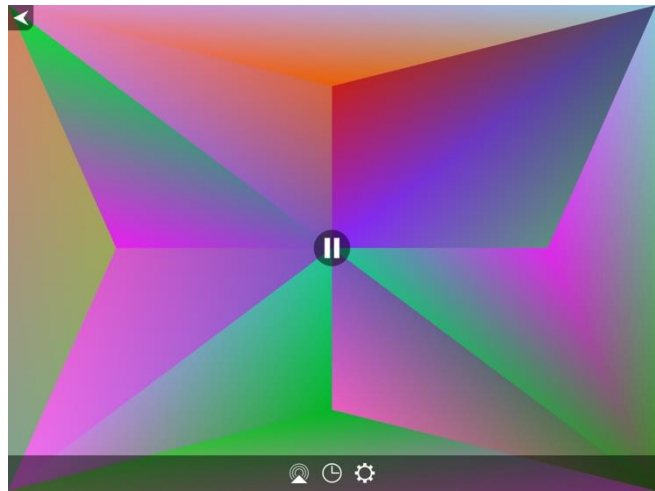
I've explored using this app in conjunction with other apps by working out the tonality of each mode. I've also used some of the modes to represent themes that were being covered in the class, like having a child play in the Origin mode (which produces visual dots and short chime sounds) to represent rain drops.



Air

<https://apps.apple.com/gb/app/air/id312163985>

Brian Eno's Air is another generative audio-visual music app that generates music by touching different coloured segments of the screen.



Trope

<https://apps.apple.com/gb/app/trope/id312164495>

Brian Eno's Trope very much is about painting sound. The user draws on the screen and the shapes they draw are transformed in to evolving soundscapes.



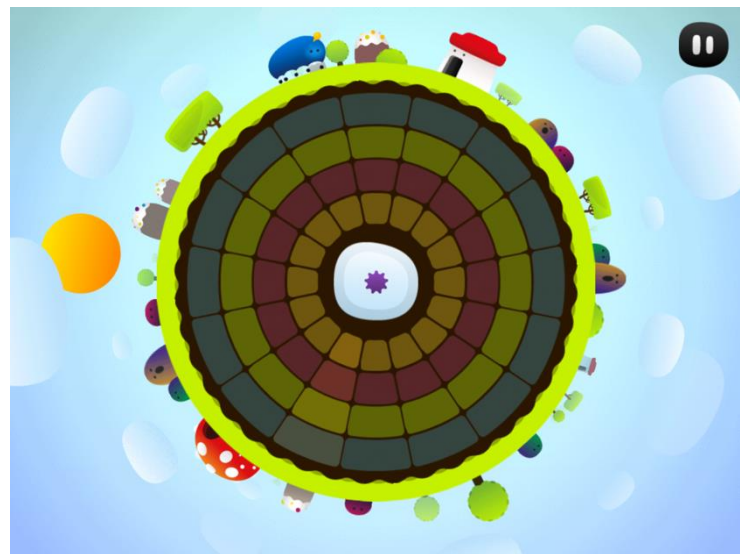
Sequencing apps

Although I used these less in practice than the other apps due to their suitability for the group I was working with I thought they were quite fun and worth a mention.

LoopsequeKids

<https://apps.apple.com/gb/app/loopseque-kids/id473718143>

A fun and colourful circular revolving sequencer that looks like a little mini planet, that allows you to enter notes to produce musical sequences, with additional playable clouds, characters, trees and more around the outside. A very fun app that could keep you entertained all day! Good for teaching cause and effect.



Sound Forest

<https://apps.apple.com/us/app/soundforest/id1194745290>

This app is partially unlocked but some additional features are paid only. A forest scene acts as your sequencer grid and you place various animals, trees, etc into it to generate sound and produce a sequence. Again, a lot of fun and good for teaching cause and effect.

