

- MIT Press. Cambridge. Edited by Karmen Franinović and Stefania Serafin, 2013.
4. La Belle, Brandon. *Acoustic Territories: Sound Culture and Everyday Life*. New York: Basic Books, 2014.
 5. Suied, C., Susini, P., Misdariis, N., Langlois, S., Smith, B.K. and McAdams, S. Toward a sound design methodology: application to electronic automotive sounds. Proceedings of ICAD 05 - Eleventh meeting of the international conference on auditory display. Limerick, Ireland, July 6 - 9, 2005.
 6. Ekman, I. and Michal, R. 2010. Using vocal sketching for designing sonic interactions. Proceedings from DIS 2010. August 16 - 20. Aarhus Denmark.
 7. Rocchesso, D., Serafin, S., Behrendt, F., Bernardini, N., Bresin, R., Eckel, G., Franinovic, K. Hermann, T., Pauletto, S., Susini, P., and Visell, Y., 2008. *Sonic Interaction Design: Sound, Information and Experience*. Proceedings from CHI 2008. April 5 - 10, Florence, Italy.
 8. Buxton, Bill - *Sketching User Experiences: Getting the design right and the right design*. Morgan Kaufmann, 2007.
 9. Tanaka, A., Bau, O. and Mackay, W. The A20: Interactive Instrument Techniques for Sonic Design Exploration. In *Sonic Interaction Design*, MIT Press. Cambridge. Edited by Karmen Franinović and Stefania Serafin, 2013.
 10. Franinovic, K., GAYE, L., and Behrendt, F. Exploring sonic interaction with artifacts in everyday contexts. Proceedings of 14th International conference on auditory display, Paris, France, 2008.
 11. Susini, P., Talotte, C., Misdariis, N., Dubois, F., and Carron, M., *Designing sound identity: providing new communication tools for building brands “corporate sound”*. Proceedings from AM’14, October 1 - 3, 2014, Aalborg, Denmark.
 12. Gaver, W. 1989. The Sonicfinder: An interface that uses auditory icons. *Human-Computer Interaction* 4, 67-94.
 13. Schaeffer, P. 1966. *Traité des objets musicaux*. Editions du Seuil, Paris, France.
 14. Schafer, R. Murray. *O ouvido pensante*. São Paulo: UNESP, 1991.
 15. Schafer, R. M. 1977. *The tuning of the world*. New York, 1977.
 16. Özcan, E. *Product Sounds: fundamentals and application*. Doctoral thesis. TUDelft, 2008.
 17. Chion, M. *Audio-Vision: Sound on Screen*. Columbia University Press, 1994.



This work is licensed under Creative Commons Attribution – Non Commercial 4.0 International License.

The full terms of the License are available at

<http://creativecommons.org/licenses/by-nc/4.0/>