

# Sleuth: An Audio Experience

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## **ABSTRACT**

We present the prototype of an immersive audio game, *Sleuth: An Audio Experience*. Based on the classic board game Clue, the user plays the role of a detective investigating a murder. The detective must move through a series of rooms listening to room ambience and eavesdropping on conversations to unravel the mystery. Emphasis was placed on audio cue design and identification, avoiding information overload, basic navigation design, navigation feedback, and designing the interactive narrative. The game environment was prototyped using VRML 2.0 and Java.

## **Keywords**

Immersive audio game, virtual environment, sound design, user interface