

Well, here we are in front of the display case of this exhibition the exhibition's called Sounds Beyond Music – selections from the Museum of Portable Sound, and each one of these five shelves has a different theme to the objects that are being presented and they're all related to this title of Sounds Beyond Music.

This first shelf its theme is can sound be an object and what I mean by that is can a sound be exhibited like a museum exhibits physical objects. I have a box of Rice Krispies and if there's any food item in the world that is connected to a sound I think it would have to be Rice Krispies.

The second shelf is a group of things that have been replaced by smartphones single inventions that did one sound related thing. So we've got things like pagers and an original mobile phone, but the thing I'd like to talk to you about is this record in the middle. This record is an example of something called voice letters and before there were things like voice messages that we left on each other's mobiles people would actually record records and post them to other people.

This third shelf is dedicated to the idea of oral diversity of research – an initiative that's led by a couple of UK academics Andrew Hugill and John Levack Drever. They noticed that there were tendencies throughout many areas of industries related to sound and listening where it was assumed that there is a type of normal hearing, and scientifically this couldn't be further from the truth. Everyone actually hears differently and one of the one of the objects I chose for that are these misophonia cards which are produced by an advocacy group called SoQuiet.org and they want people to learn more about a condition called misophonia. Misophonia is a dramatically decreased tolerance towards certain sounds, particularly things like people chewing while eating and these sounds can actually cause intense pain in a person who suffers from misophonia but people who don't suffer from it have no idea that that's happening while they're making the noises that they're making – and they're not doing anything wrong by making these noises, they're absolutely normal sounds, so this group created these cards so that a person who suffers from misophonia could hand a card to a person who's generating sounds that are causing them pain.

This fourth shelf is dedicated to cassette culture the compact cassette has enjoyed kind of a perpetual resurgence for about the last decade and a half or so and so. There are a lot of objects on this shelf that I think are really interesting, including the smallest cassette ever created, but the cassette I'd like to talk about is this Horizon software starter pack which is from 1982 and it was included in every ZX Spectrum home computer that was sold in the UK. What this was was actual computer software this is eight bits on a regular cassette and you would have to play them in real time for a program to load so um there was a time when we would have to wait like half an hour for something like a game of Frogger or Pacman to load on your home computer.

The final shelf in the show is called “playing with sounds” and it talks about various toys that are sound related. I think as we grow older, we're sort of forced by society to unlearn the fun related to sound. The object that I think represents this in good and bad ways is this Star Wars ommunicator. This was released in 1999 for Star Wars Episode One: The Phantom Menace, and at the time George Lucas was drunk

with power and he believed that he could inflict a new portable sound technology on the world related to Star Wars action figures, so each action figure came with one of these little chips. You would place the chip on top of this giant bulky reader and it would play sounds allegedly from the film. Well, the chips that have dialogue from the film were all re-recorded by voice actors, so Natalie Portman and Ewan McGregor did not make recordings for this format, and the sound quality was absolutely terrible, and so fortunately for the world, the planned second version never came to fruition.