

# Bloom:10 Worlds

Easy read app suggestion guide



Created as part of *The Bridge Project*.  
A collaboration between **This New Ground**  
and **Lifesize**.

**This  
New  
Ground**

**Lifesize**



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## A note from us....

Our easy read app suggestion guides have been compiled by This New Ground and Lifesize to share our experiences of facilitating music sessions. They are designed to give suggestions to creative individuals and facilitators in the community arts sector / care sector. Please note, this is not an official guide to using Bloom: 10 Worlds.

For more information about the app, please see the developer's website: [www.generativemusic.com](http://www.generativemusic.com)

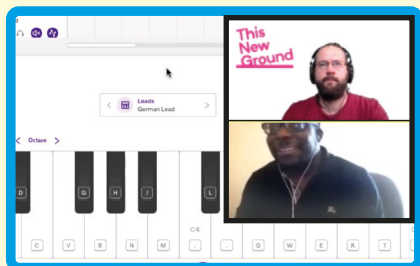
# Apps to make music with



We are This New Ground Collective, a group of creative people with learning disabilities. We usually meet together in Hammersmith each week to make music and sing.



Because of coronavirus we've been meeting weekly online.



In our online sessions, we have been using apps on tablets and phones to help us make music.



Here are our easy read suggestion guides to help you use the apps too.

**P.S. We'd love to see and hear any work you make!**  
**@thisnewgrounduk**  
**#TNGCreate2020**

# How to get Bloom: 10 Worlds

To use Bloom: 10 Worlds, you will need to download the app to your phone or tablet.



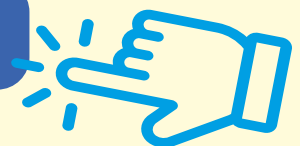
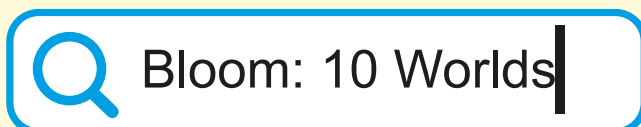
You can download it on iPhone, iPad, and any Android device.



Go to the app store on your phone or tablet.



Type: **Bloom: 10 Worlds** in the search box then tap search.

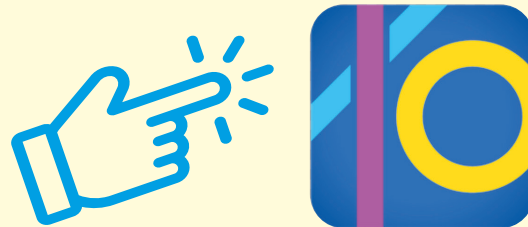


**You will need to buy Bloom: 10 Worlds. It will cost about £7.99.**

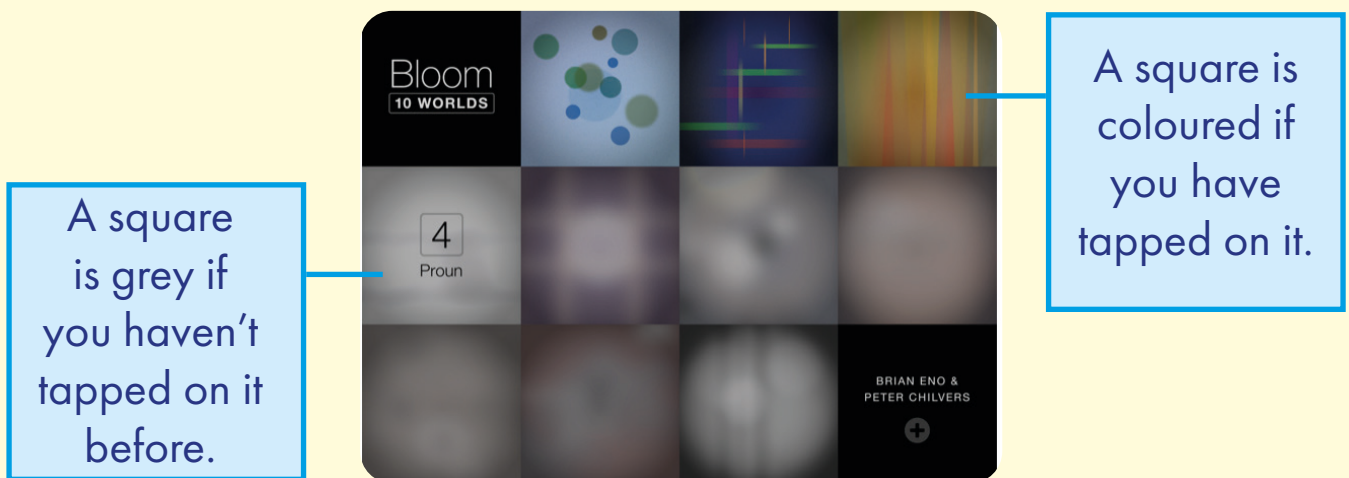
*If you are unsure about buying online, make sure you ask someone who supports you to help.*

# How we use Bloom:10 Worlds

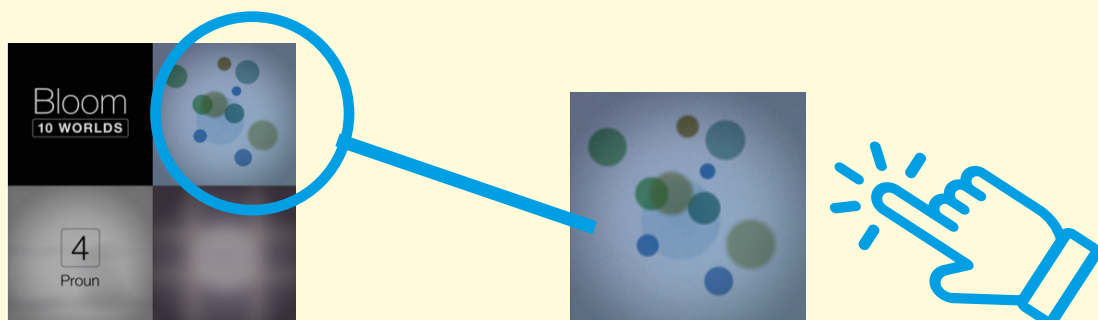
1) Tap on Bloom: 10 Worlds app to open.



2) The screen will look like this. If you haven't tapped on a square yet, it will be in black and white.



3) Tap on any of the squares to enter a World.

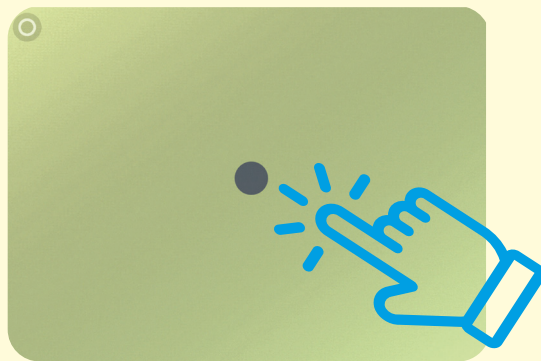


# What you can do in a Bloom World

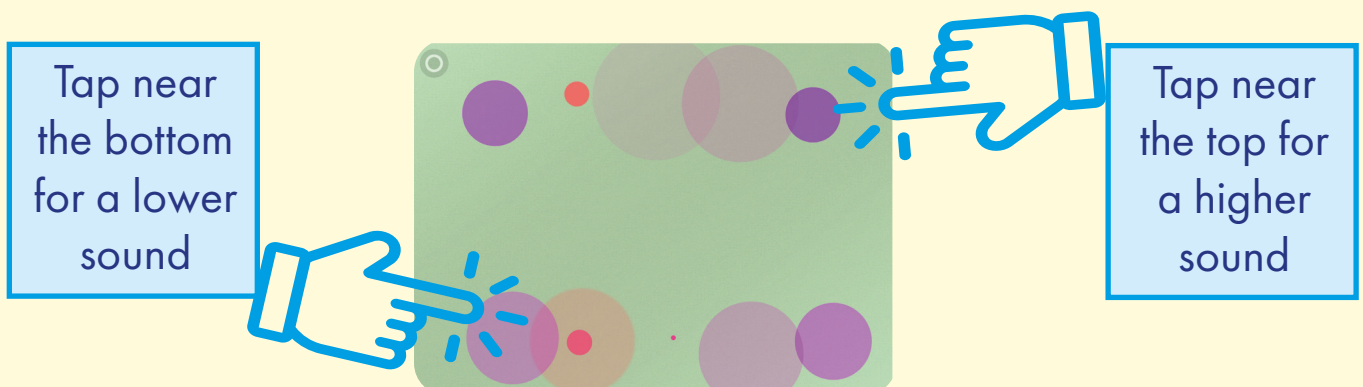
Each World will have an empty screen when you first open it.



Tap anywhere on the screen to start making a sound. You will see a shape where you tapped. Tap again to make more sounds. The sounds and shapes will keep growing.

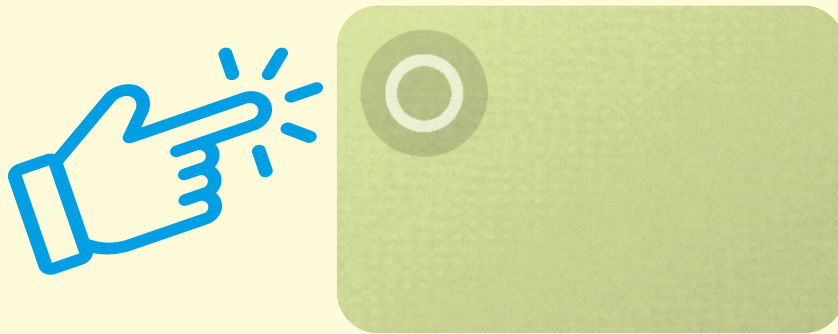


If you tap near the bottom of the screen the sound will be low. If you tap near the top, it will be higher.

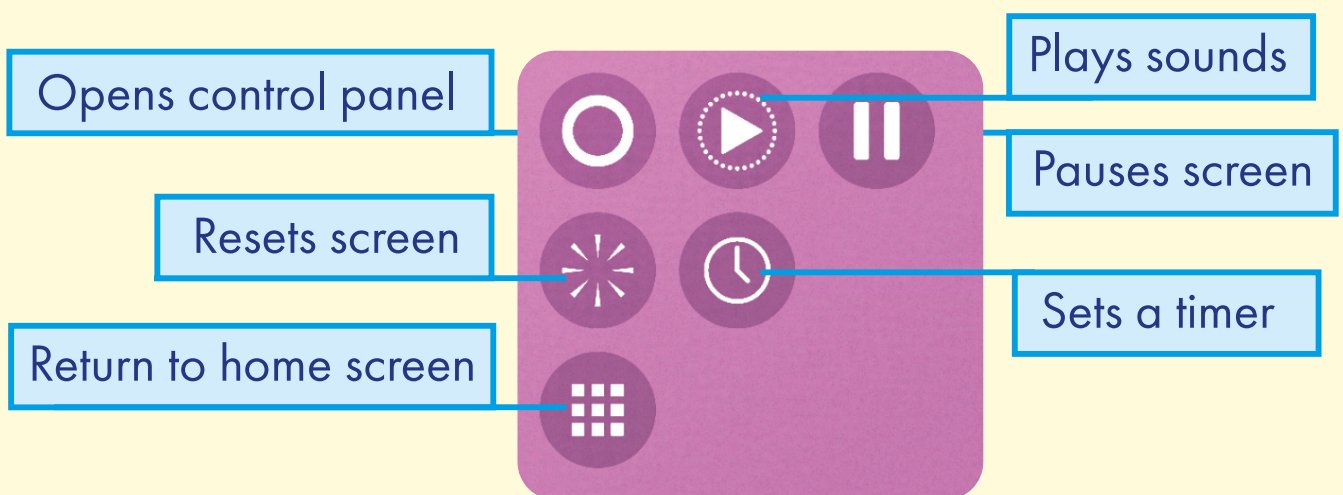


# The control panel

1) To find the control panel, tap on the circle shape in the top left corner of the screen.



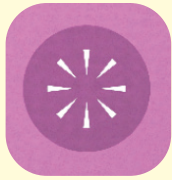
2) You will see these shapes in the corner of your screen. This is the control panel for the app.



3) The shapes pop up for about 12 seconds. You will need to tap on the circle shape to open them each time.



# The control panel buttons



This button stops any sounds and shapes and resets the screen to blank.



This button brings you back to the main home screen.



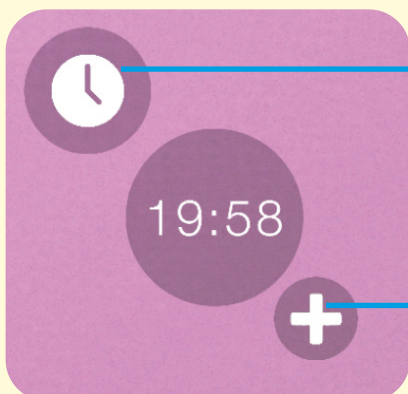
This button pauses anything on the screen. A play arrow will appear. Press the play arrow to resume.



This button will play sounds and shapes automatically. You can still tap the screen to add extra sounds and shapes.



This button will start a 10 minute timer. The music and sounds will play for 10 minutes.



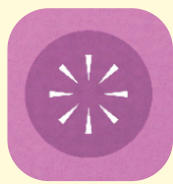
You can reset the time to zero by tapping the clock button.

You can add 10 minutes by tapping the plus button.



## Other things to know

1) Bloom: 10 Worlds will carry on playing sounds on your device even if you exit the app. If you don't want this to happen, tap the reset or pause button before you leave the app.



Reset



Pause

2) The name and number of the Bloom World will show for about 12 seconds in the bottom right hand corner when you open it.



# Kelly's review of Bloom: 10 Worlds



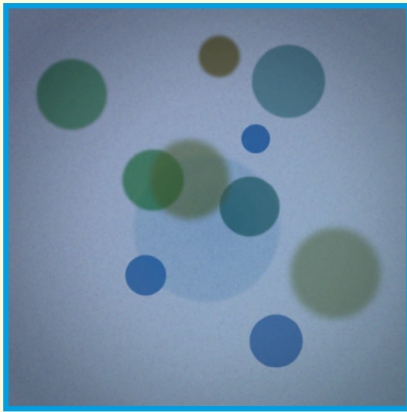
"I would recommend people to use Bloom 10 Worlds App because it is very easy.

All the worlds have soft sounds like bells with lots of different colours, like purples, blues, pinks, greens, yellows, oranges, reds, greys and whites. I like how all the colours keep changing. I like the settings because I can stop and pause when I want to. I like the erase button best. When I'm using the app I feel like I am the one in charge."

TNG member Kelly loves to meditate and practise yoga. During online music sessions with Sam from Lifesize, Kelly created music to play when she was doing her yoga.

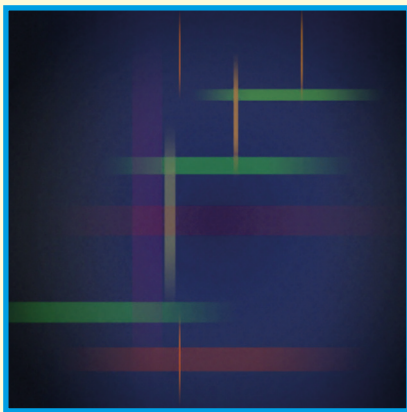
Kelly explored Bloom: 10 Worlds and added sounds from the app into her yoga music composition. You can hear this track on This New Ground's Soundcloud page.

Here is Kelly's review of Bloom: 10 Worlds.



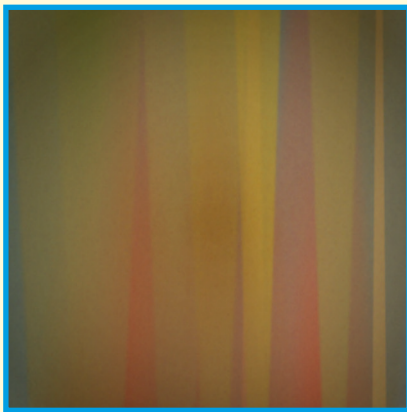
### **World 1: Origin**

When I touch the screen, I see a small circle and then it gets bigger and bigger. I like the sound because it's soft.



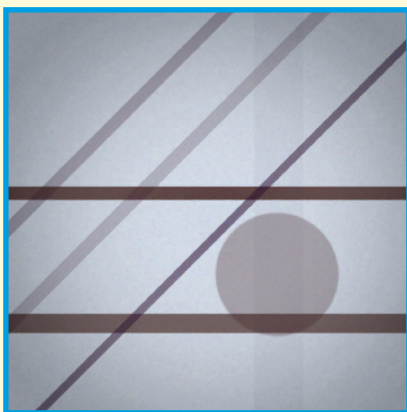
### **World 2: Karabekian**

When I touch the screen I see stripes that go up and down. I like the pink and purple colours changing all the time. I like the sound because it feels nice and soft.



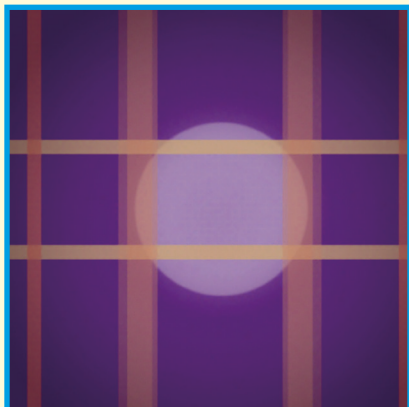
### **World 3: Unfurled**

When I touch the screen, I see bigger stripes and I like the colours and I like the sound because it sounds like a violin. When it stops, it's like a big curtain on a stage.



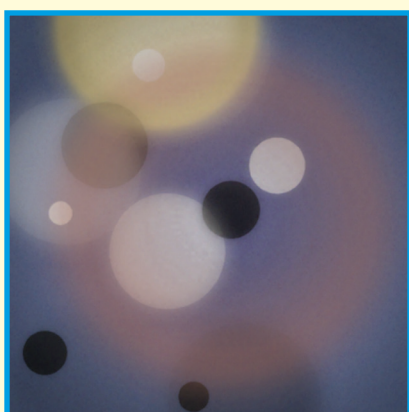
### **World 4: Proun**

When I touch the screen I see black and grey stripes then they change into circles that are purple and grey and green. I like how they all join up together and it sounds like Sam's tongue drum. I really like this one.



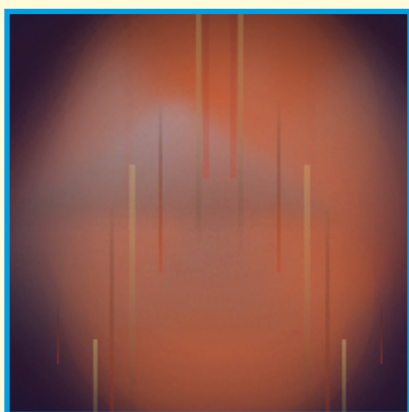
### **World 5: Mull**

When I touch the screen, it's purple with a big white circle. It looks like the moon but then orange and yellow and red stripes cover the screen, mixing together and then it all looks very orange. It sounds like a cello and I really like it. It feels calm.



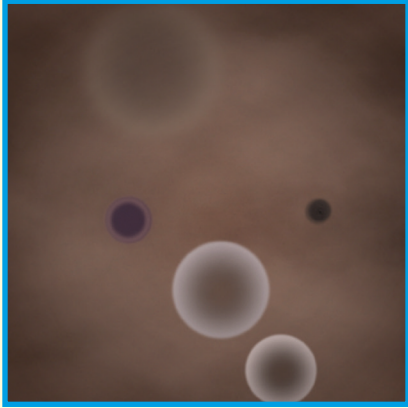
### **World 6: Binaries**

When I touch the screen I can see the colour blue and I can see the sun in the middle, then the background changes colour and the sun looks like it's behind the screen. The more I touch the screen I see a black circle and lots of white bubbles all coming together. It sounds nice and that music reminds me of when I was a child. It feels relaxing.



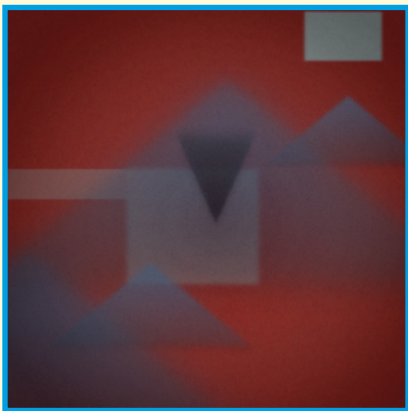
### **World 7: Night Landing**

When I touch the screen I can see a dark screen with white mountains in the background. Then stripes come and it looks a bit like fireworks. It sounds a bit too loud. I don't like it when it's too high. But I like all the colours and the mountains.



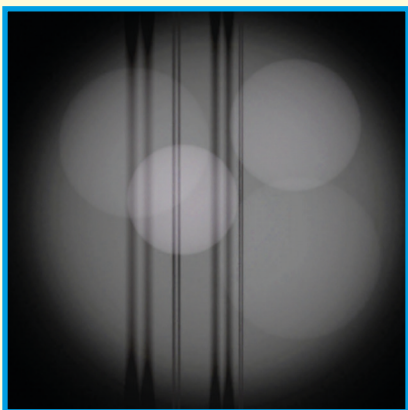
### **World 8: Petri**

When I touch the screen it looks very beautiful. It looks like a cloudy sky and when I touch the screen again and again, it feels like I'm pressing into water to make bubbles. I really like this one. It sounds like a piano.



### **World 9: Edo**

When I touch the screen I see a red screen, then I see more mountains that keep changing colours. I like the blue mountains best and it feels like the sound is soft. I think it sounds like a piano in a church. I like it.



### **World 10: Late**

When I touch the screen I think it looks like the moon in the dark sky and I think the stripes on the side look like lamp posts. Then when I touch it again, I hear lots of bell sounds and I see lots of white circles and stripes as well. When I stop touching the screen the sound plays on its own and then begins to slow down and all the stripes cover the circles and then it looks like a curtain. I like it because it sounds soft and I like when it slows down.



# Facilitators notes: Bloom: 10 Worlds

## Developed by:

Brian Eno, pioneer of ambient music and software developer Peter Chilvers. This generative music app uses a combination of computer algorithms and user instruction. It generates a range of ambient sounds. The different worlds within the app provide a variety of evocative sound textures.

Bloom: 10 worlds can be used as an instrument or as a tool to aid relaxation. It is particularly suitable for people who enjoy gentle sound textures. When interacting with the app the user creates an evolving passage of sounds. In each world the user triggers high or low notes, and these are further shaped by the algorithm which determines other qualities such as note length and timbre. The entire screen of the device is a playable surface with the higher pitched sounds being located in the top half of the screen and lower sounds in the bottom half. Sounds continue to evolve and the textures can be further influenced by adding more sounds or letting the sounds slowly fade away.

## What's great:

Bloom: 10 worlds is a fantastic guided generative music app. It is an excellent choice for users who are curious to hear gentle sounds evolve, and to explore how they can influence them. The graphic visualisation of the sounds is also an integral part of this app, an array of evolving shapes mirror the sounds to provide an engaging audiovisual experience. Used in a darkened room with a projector, the app can be presented as a truly immersive audiovisual piece of art. Overall, it is a very useful App for music making or group relaxation sessions. A key strength is that it does not require constant interaction, typical of more conventional instruments.

## What could be improved:

The app would benefit from a record / export function, as well as more information about which musical key each world is in, this would be a useful feature when using in group settings / alongside other instrumentation.

Sam Dook, Music Facilitator

## Useful Jargon:

**Generative music:** A term popularized by Brian Eno to describe music that is ever-different and changing, and that is created by a system.

**Algorithm:** A process or set of rules to be followed in calculations or other problem-solving operations, especially by a computer.

**Timbre:** In music, timbre, also known as tone color or tone quality, is the perceived sound quality of a musical note, sound or tone.

# Making music with tablets, smartphones and iPads

Many apps have been developed which utilise the interactive screen technology of these devices, enabling a variety of ways of creating music. Users can easily operate hand-held devices as 'instruments' with gestures such as touching the screen, tilting or shaking. In some apps inbuilt parts of the device such as the camera and microphone can be used to modulate sound.

## Exciting possibilities

There are many ways of creating sound by using apps on hand-held devices, including physically connecting MIDI controllers such as keyboards or percussion triggering pads. With Bluetooth local networks, multiple devices can be tethered together wirelessly and connected to the same speaker.

For people with learning disabilities, people who experience challenges with fine motor skills, vision impairment and neurological challenges, these devices and appropriate apps can become accessible music-making instruments that open up new possibilities.

We have been trialling a number of apps in our session work that unlock the potential of aspiring musicians with limited understanding of music theory. The apps also enhance the creative potential of groups of musicians of differing abilities, enabling them to play together in harmony through the use of a set musical key.

## Benefits for our artists

- Accessible for users with learning disabilities or for people who experience challenges with fine motor skills.
- Increases options for groups of mixed ability and knowledge.
- Unlocks potential for those without traditional music training.
- Expands opportunities to express creativity.

## Useful Jargon

**MIDI controller:** Any software or hardware - including keyboards and drum pads – which can send MIDI (Musical Instrument Digital Interface) data to enabled devices for making electronic music.

**Bluetooth:** A radio communication technology that enables low-power, short distance wireless networking between phones, computers, and other network devices.

**Pitch:** The quality that makes it possible to judge sounds as "higher" and "lower".

**Harmony:** A pleasant musical sound made by different notes being played at the same time.

**Chord:** A set of musical notes played simultaneously.

**Musical scales and keys:** The group of musical notes that forms the basis of a composition. Notes and chords from the same musical key can create harmony when used together within a composition.



# Apple's accessible features

Apple has a range of features which improve accessibility. These are built directly into the operating system of devices that can run apps (iPhones, iPads and the latest computer models). These features are beneficial for supporting vision, hearing, and motor skills as well as simplifying the user interface, improving ease of use for people who may find functions within an app too complex. Full details of all Apple accessible features and instructions can be found on their website: <https://www.apple.com>.

## Guided Access

**Who it's good for: People who are less familiar with technology, neurodiverse people, people living with neurological challenges, children and young adults.**

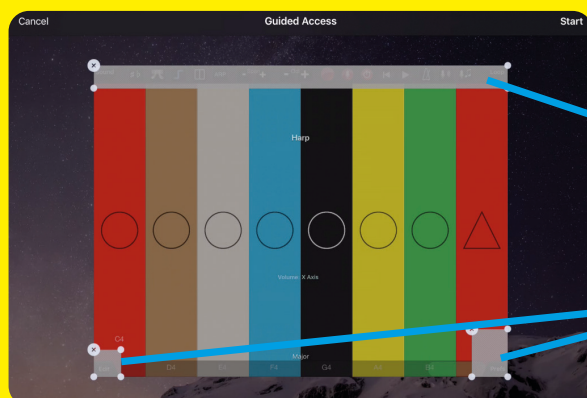
Guided Access is a feature that allows you to lock your device into a single app, and control which features are available within the app.

This is very useful when using your device as a creative workshop tool as it enables you to tailor how the app is interacted with.

Software buttons and menus can be deactivated so the user can only access chosen parts of the screen. This prevents accidentally changing settings or closing the app which can disrupt user experience in certain settings. For example this can be particularly useful when supporting people to explore creative apps that involve drawing or playing a musical instrument. These kinds of apps can be best enjoyed using a variety of unrestricted physical gestures.

Guided Access is a versatile feature as you can limit access to specific parts of the screen. You do this by drawing a marquee around these areas. Once enabled, Guided Access can only be switched off by entering a code on the device.

To find out how to set up Guided Access and other accessible features for your device see the Apple website: <https://support.apple.com>.



Access to specific parts of the screen can be restricted using the marquee tool function.

## Voice Control

**Who it's good for:** People with vision impairment, people who experience challenges with fine motor skills.

You can set up your device to be controlled by voice using customisable phrases. You can navigate and interact with your device using your voice to tap, swipe, type and more.

## Switch Control

**Who it's good for:** People with vision impairment, People who experience challenges with fine motor skills.

Switch Control allows you to control your device using a single switch or multiple switches.

You can use your device as a switch - for example the camera can be used as a two way switch, triggering one command when you move your head to the left and the other when you move your head to the right. You can also connect an external switch such as a Bluetooth or Made for iPhone switch.

Switch Control is customisable for both beginners and advanced users — you can simplify existing actions or create your own.

## Screen Orientation Lock

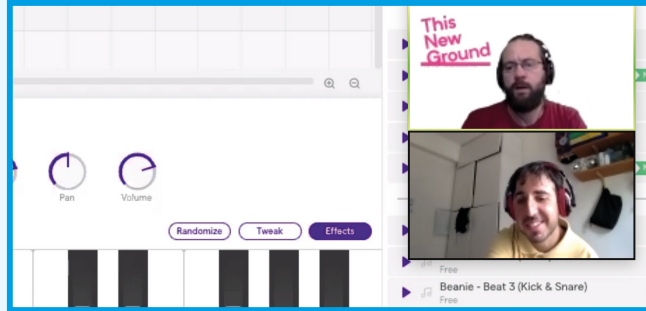
**Who it's good for:** People less familiar with technology, neurodiverse people, people living with neurological challenges, children and young adults.

You can lock the screen orientation on your device to ensure that the screen doesn't auto rotate when moved. This ensures the user can focus on freely using the device, holding it at different angles without the distraction of the screen orientation changing.

To lock the screen orientation, access the control centre on your device (on an iPad you do this by swiping down from the top right corner of the screen). Tap the lock symbol, the screen orientation will now be locked and will show red. Tap again to unlock.



# The Bridge Project May 2020 - October 2020



**"I'm excited to make music, something new, I didn't think we could make music online, I thought it was impossible."**

*Richie, TNG Member*

The Bridge Project was created in response to the social restrictions caused by the COVID -19 pandemic. Working with our community of learning disabled artists we have developed new, inclusive collaborative methods of digital music-making via online platforms.

Members of the TNG collective collaborated with community musician Sam Dook from Lifesize. Together, we explored and developed new digital tool-kits. We have shared new music created as part of this research and designed a selection of resources to serve as blueprints, supporting the digital and remote creative engagement of others.

Our research findings will determine the future design and delivery of TNG and Lifesize projects, acting as a catalyst for introducing new digital tools and models to our methodology.

This Project was supported by Arts Council England's COVID-19 Emergency Response Fund and The London Community Foundation.

**[www.thisnewground.com](http://www.thisnewground.com) [www.lifesize.org.uk](http://www.lifesize.org.uk)**