

Discipline

Sound design

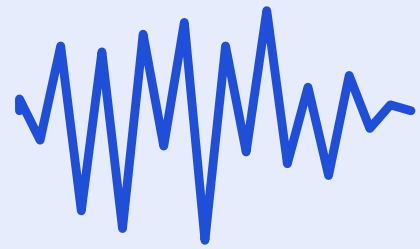
Designs the sounds of a product, an interface or a place, so that they inform, guide and create an atmosphere.

In Spanish

Diseño sonoro

Origin

Schafer (1977); Gaver (1986) for interfaces



What it deals with

Sound is heard even when you are not looking. A badly designed alert annoys or goes unnoticed; a well-designed one is understood without thinking.

Principles

Inform

A sound tells you what happened without you having to look.

Resemble something

Sounds that recall the real world are understood faster.

The environment sounds

Every place has a soundscape that is also designed.

Applications in design

✓ Use it like this

Use sound to confirm important actions or warn of something urgent.

✗ Avoid

Making sound the only way to convey a piece of information.

👁 Don't fall for it

Test the sounds in the real place: with background noise, many can no longer be heard.

Connections

Related to

■ Audiovisual design	■ Interaction design	■ Title design
■ Voice UX	■ Scenography	■ Inclusive design
■ Multisensory design	■ XR design (extended reality)	

Authors and works

1977	R. Murray Schafer	Proposed studying and designing the soundscape of places.
1986	William W. Gaver	Proposed auditory icons: everyday sounds that convey information in an interface.

Sources

Original sources

- Schafer, R. M. (1977). The tuning of the world. Knopf.
- Gaver, W. W. (1986). Auditory icons: Using sound in computer interfaces. Human-Computer Interaction, 2(2), 167–177. [View source \(https://research.gold.ac.uk/id/eprint/15059\)](https://research.gold.ac.uk/id/eprint/15059)

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