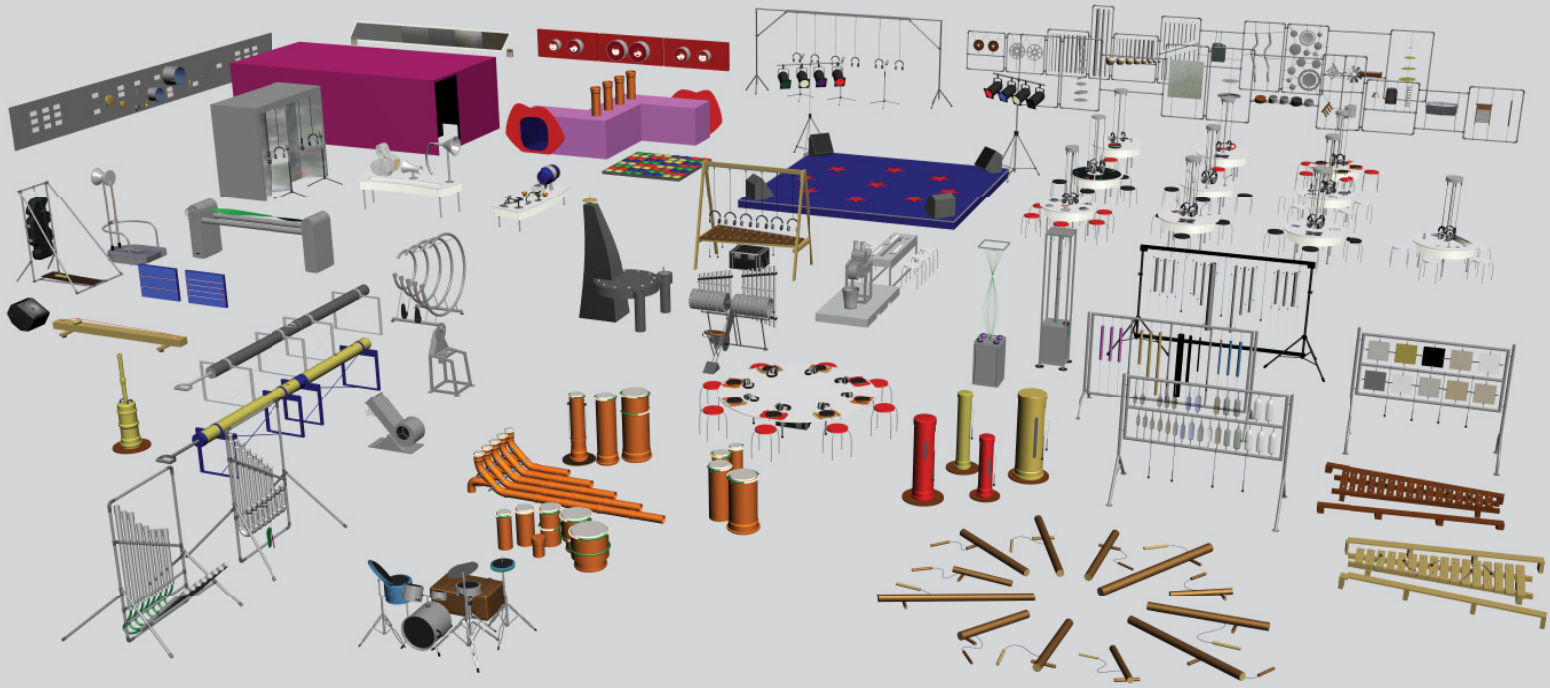




# WELCOME TO MICHAEL'S MOBILE MUSIC MUSEUM!

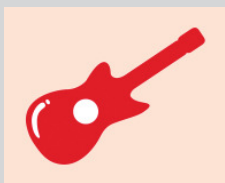


## music4kids

The MMM collection of more than 50 interactive sound sculptures can be rented individually or as a complete, theme-based exhibition.

The exhibits are extremely robust, cooperative and correspond to the *hands on* philosophy of children's museums and science centers.

Target group: 20-500 players  
Age: 1-99 | Duration: 45-90 min  
Space: 100-3000 sqm  
Technology: provided by MMM



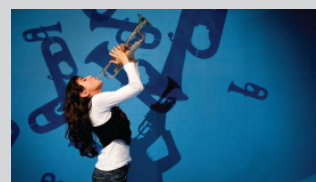
### Chordophones

The player's weight determines the tuning of the Weight Powered Mono-chord. See and alter the vibrations of a string at the Standing Wave. Create a melody stepping on the long, thick string of the Walking Bass.



### Aerophones

Air Machine, Helipiper, Monsterflute, Sirens, Pump- and Slam Organ let players cooperate in small groups to experience pitch through the influence of volume, length and pressure "with the wind against their face".



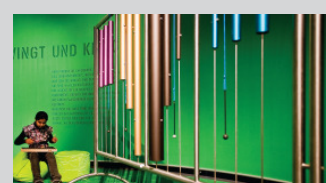
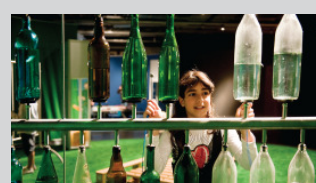
### Membranophones

Pressure Drum: Change the pitch by moving the stool. Drum Table: eight players with headphones use original drum sounds. Parameter Drums demonstrate the influence of diameter, tension and resonance.



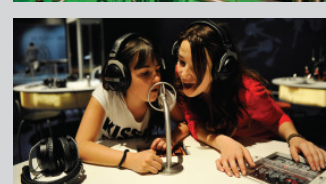
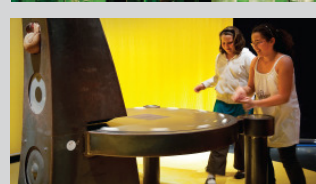
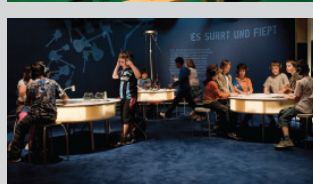
### Idiophones

Parameter Bells, Lithophone, Bottle Gong and Earthxylophone: discover how pitch is influenced by vibrating material, length or thickness. Play familiar tunes or make music with cooperative patterns of movement.



### Electrophones

Marvelous Voice Transformer, Bit Byte Beat, Loop Disco and Composing Machine use electronics to trigger musical dialogues by singing and moving. 10 Music Tables create a casino of sound for more than 45 players.



### Synesthesia

Model of Ear + Voice, Sounding Picture Cube, Tunnel of Soundcolors and Emo Wall deal with the relation between eyes and ears: sounds can be mixed like colors, distorted like shapes or express emotions like pictures.

