My final project is a Flash animation that explores how the iPod can prompt our moods and influence our perceptions of our surroundings. Songs have the ability to evoke certain moods and feelings in us, and often, we prefer to create a playlist of songs that elicit similar moods. However, with the iPod’s shuffle feature, songs can be chosen at random, thereby allowing the possibility that a song that produces a feeling of happiness can be followed by one that produces sadness. Thus, the iPod can induce several shifts in our mood with each new song that plays. Also, because how we feel often shapes how we perceive and respond to events, the iPod can change how we view our surroundings, based on the mood the currently playing song elicits. Furthermore, we still maintain a sense of control over our song selection, and therefore, our moods, since the iPod enables us to skip a song or personally select one from our collection of music.

In my animation, my character turns on his iPod with the “shuffle” feature selected. The first song that plays is “My Immortal” by Evanescence, which is a very depressing song. At first, my character is just sitting on a bench, idly listening to the song, but once the lyrics start to play, and he really starts to listen, his smile disappears as the gloominess of the song begins to affect his mood. He then becomes extremely sad, perceiving the sunny blue skies and the beautiful bright greens and purples of the park as turning gray and gloomy. As he does not want to feel so miserable, he skips the song and immediately feels much more cheerful as the Glee cover of “Happy Days Are Here Again / Get Happy” begins to play. My character happily rocks his head back and forth to the serene sounds of the music. Everything around him then takes on a golden, mellow quality. The perceived sunset produces a calming, serene atmosphere that reflects the mood evoked by the song.