

IZZY FRENCH - CLASSICAL SPECIAL TOPICS 3 2022

The Tiny Text Score Generator : Documentation & Reflection

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CARD GAME PROCESS

blog posts

3.3.22 - post 1/3 - week one/two

(I decided to start doing this blog thing to keep track of progress in week two, so that's why it's weird. It should be once every week from now on.)

I've chosen to do Classical Topics, I've had a chat with Gen about my project, and I've decided on doing a card game about improvisational performance that could possibly be used as a tool to do said performance.

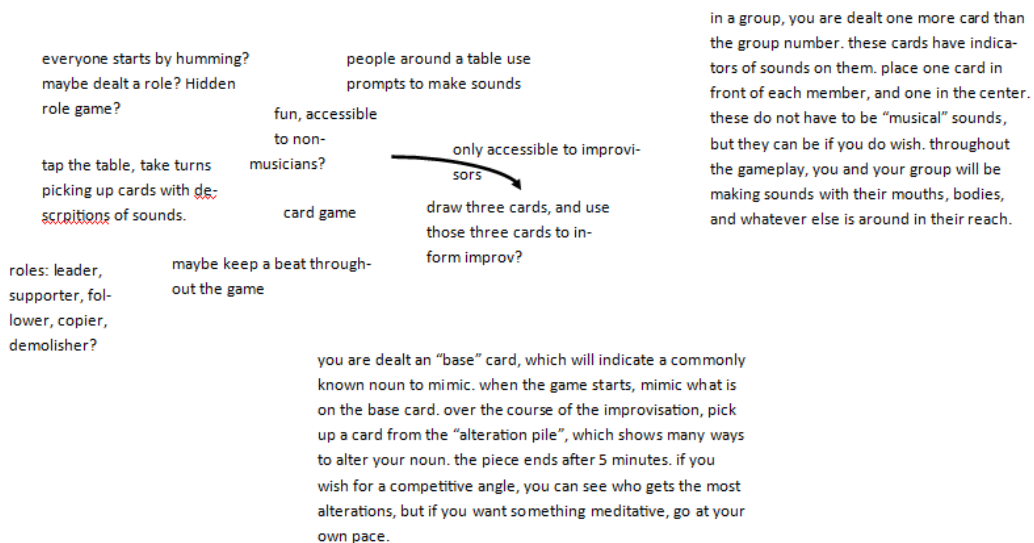
On Sunday, I spent about 2.5 hours just writing the Reflective Essay about the card game. It's all done and planned, but I do feel weird about sending it in without at least a working title for the game.

I'm having trouble figuring out the mechanics of the game though, as well as a target audience. I've made a mindmap (something I usually don't do) to help me lay out my ideas. It doesn't work really, but having the ideas there is better than just relying on my brain to remember it, which it probably won't.

I feel like it would be easier if it was a board game, but they are fairly expensive to construct, and I, being the music student that I am, don't have a lot of money, and card games are way simpler to make physically. The problem with card games is that, unlike board games, where it's socially acceptable to read through a whole Almanack to get the rules right, card games are typically rules light with simple mechanics that you could pull out and learn in 5 minutes.

Currently, the idea is that either that the group as a whole or the individuals are handed a card with a prompt, most likely a noun or concept (car, trees, time), and throughout the game, each player can draw cards from a separate pile from the prompt pile (let's call it the alteration pile), which alters the prompt in many different ways. Some descriptions will be through physical means (using only hands, close your mouth, spin around) while others are through more metaphorical means (become bigger, remember your mortality, etc).

I don't know if I'll stick with this idea, nor do I know if I'll stick with a card game, but I've told too many people to not work on it for at least half of the semester.



3.3.22 - post 2/3 - name shenanigans

So I was worried about putting in the reflective essay without at least a working title for my game. I struck genius (I think) with my first one: IMPROVICATION! It makes it sound like a wizard spell, and I might flavour it as you being an improv wizard of sorts. However, I do now have a list of other potential names, which will probably not actually be on. This includes:

- Home Improv-ement (this is now reserved for a house gig improv series, please don't steal it)
- Sound Makers! (too limiting to musicians, I do want other disciplines to enjoy it)
- Ooooo (like a singing note, see above)
- IMPRO! (I dunno, I kinda like this one, but it does sounds like a name for a comic relief character from a 80s cartoon)
- Change and Unchange (eh? not really)
- Improv Shmimprov (another good improv series name, I gotta get into managing stuff)

Ok I'm done, this is just a little fun entry.

24.3.22 - post 3/3 - week 3/4/p1

My plan was to update this blog more frequently. Oh well. I love a schedule, but I can never do routines.

So! It's been three weeks since the last update, so you might think that I've run it a bunch of times and have the game all figured out. Apparently not! It doesn't help that I'm busier than I've ever been, working and collaborating on a bunch of cool and amazing projects that I don't want to say no to. Due to this constant running around and dilly dallying with other projects, I followed to do *basically nothing* for the third week. I feel ashamed about it, and I wished I did more, but aside from an hour or two I spent focused on the mechanics in the library, I did nothing.

The fourth week wasn't too much better. It was around Wednesday when I remembered that I am falling behind schedule, and promptly went to the library to write some prompts. Turns out: writing 52 small, one sentence text scores is a *lot* of work which I didn't seem to think of. Whoops. So I spent most of Wednesday, Friday night and Sunday after writing scores.

Project Week 1 rolls around and I still don't have a draft physical copy! So, on Monday, I took a deck of unused playing cards (a beautiful deck with pictures from the Kimberly) and I ruined it with my little text. There is something very pleasant about the scrap-booked text over nature photos; an aesthetic I would love to replicate if I had the time to take my own photos and wanted to do.



4 of the 40 draft cards

There's only 40 in there because I ruined the other 12.

Talking about aesthetics, I think I've settled on a janky, scribbly, street-art, pseudo-punk vibe. It doesn't particularly fit in with the meditative spiritual mindset of most improv scenes, so I think I'll have to evaluate that a bit later. For now, I should focus on playing the cards.

I think that's all for now. It's 12:26 because I forgot the blog existed and panicked. I'll update this more hopefully (knocks on wood).

card game concept

rules

everyone is dealt three cards, with different prompts for improv.

put them in a pocket/bag (something on your person) and get ready to improv in whatever medium you choose (music, dance, acting, visual art? speech?).

draw your first card and improvise with your fellow improvisers, following the prompt.

when you feel like you've squished as much potential out of a prompt, keep pushing yourself to try and do something different while in the prompt. once you question it a second time, move onto the next card.

repeat process with the next card.

after the last card has been drained of its potential

the last person to finish wins one point.

afterwards, each improviser takes turns describing the coolest thing someone has done during the improvisation. the person who did the cool thing gets one point. if it's a collaboration, they both get a point.

don't feel bad about choosing someone who has already been mentioned. you don't have to be against the crowd with everything, just reward things that are cool.

whoever has the most points at the end wins!

optional rules

clueless: if you truly don't understand a card, you can trade it in for another card.

pacifist: play without points to prevent a possible hostile, competitive environment.

auction: instead of being dealt three cards randomly, each card is pulled out of the pile and revealed to everyone. anyone who says they want it gets it. if there is an argument, let them settle it between themselves. if no one wants it, assign it to the person with the least cards.

endless: keep drawing cards until the pile runs out. don't doubt yourself if a card is finished or not. if you know, in your heart, that it is finished, move on to the next one.

card prompts

1. Use your instrument as wrong as possible.
2. Centre yourself.
3. Climb the peak.
4. Focus on a small, singular part of your instrument.
5. Breathe atypically.
6. Coil & curl into the smallest thing.
7. Deflate.
8. Balance.
9. Decentralise.
10. Live in the recent past.
11. Be wrong, confidently.
12. Grounded.
13. Gurgle.
14. Move around, but don't move.
15. Waddle.
16. Start over. Again and again.
17. Observe & replicate.
18. Split in two.
19. Bother yourself.
20. Cowardly frivolity.
21. Impair yourself.
22. Destabilise.
23. Be something you aren't.
24. Float around like a one-day-old balloon.
25. "Perform".
26. Predict the future.
27. Move from solid to liquid.
28. Interpret the smells around you.
29. Fluctuate.
30. Copy & paste.
31. Change for the better. Then change for the worse.
32. Slow down uncomfortably.
33. Morph.
34. Leap off the ledge.
35. Float in the wind.
36. Break.
37. Live in the mundanity.
38. Repeat.
39. Order.
40. Darken slowly.

card images

attempt 1:

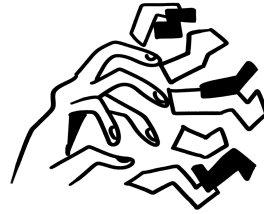
Use your instrument
the most wrong.



#01

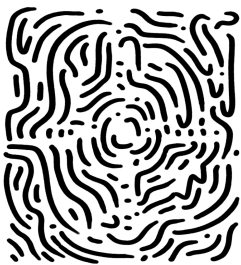
attempt 2:

use your instrument
as wrong as possible.



(as it turns out, making 40 unique images is
a LOT of work).

Centre yourself.



#02

emails

15.2.22 - Special topics?

Hiya Gen,

So, I've signed up for Special Topics 3 (MUS3517), with the hopes of making... something? I have too many ideas. I heard through a grapevine that you would be one of the people to talk to about it. Would it be okay to schedule a time to meet about it, or if you're not the person to talk to, point me in the direction of who I should be speaking to?

Thanks a bunch,
-lizzy (she/they)

24.2.22 - the topic which is special and classical

Hi Gen,

I've decided on the topic which I will be classically specialising in: making a card game to aid and prompt musical improvisation in a fun and silly way.

I remember you telling me all the things I need to do, but I didn't write them down. Could you remind me please? Thank you!

Regards,
lizzy

20.4.22 - special topics hiccup and fix

Hi Gen,

So, my special topics project hasn't been going great. I've put a lot of thought into the card game, it's possible mechanics, the presentation, the possible marketing, and I've come to the conclusion that there are so many different unique problems with creating a musical improvised-based card game that I can't do it, or at least I can't do it justice, without compromising a lot of the main pillars of this project.

In the light of this, and some heavy thinking in the last week, I have decided to... half-scrap the idea. I really like this format of minimalist text scores to prompt improvisation that spans across artforms, but people wouldn't use a set of 40 predetermined cards, for there's not a lot of fun improvisations after you know the cards. Thus, I am making a website that randomly generates prompts. Currently, with the word selection I have already done, using a specific format, there would be 8350 different prompts. Way more than 40 and doesn't cost \$20 a packet to print.

It's still very much in the spirit of the card game and can be used like the card game, PLUS I finally have an excuse to learn to code HTML! I have some experience in coding, so it's not something as insane as, say, designing a whole deck of cards, but web design and general HTML things are super handy and a fabulous side job.

Hope this is all ok, I will go into way more detail in a blog post, including things I want to achieve in this website, how the final product will be presented, and how I will document the process.

Thank you, and sorry for the.. absence on the project. If you want to meet in person about this, I would be more than happy to.

Regards,

-lizzy

reason for stopping

After months of deliberation, I decided to stop making a card game. This was a problem as it was also my sole project for this unit, so I needed to figure out another special topic to work on. In the following blocks of text, I'll explain the reasons why I stopped, and why I decided to make an automatic text score generator.

reason 01: an overwhelming amount of work

I bit off more than I could chew. To be fair, I did think I would be working a lot on this, but I didn't anticipate being so busy this year. It's been wild personally, from working with the Kickstart Festival, a unique piece for a dancer, all on top of a big amount of uni work and a rather fitting ADD diagnosis. But even with the highest optimism and all my attention focused on this project, it would still take about a year or two to make and design, and that's after many years prior working on the idea and solidifying the mechanics. After that, and only after that, would I think about talking to people about marketing and getting the product out in the world. This was the primary reason for stopping.

reason 02: it became a composition

Originally, the one thing I tried to avoid was this all becoming a composition by me. I wanted it to feel personal and belonging to the people playing, like how no one owns Blackjack or Monopoly, but as a singular person working on a product, it is hard to feel like it isn't a composition. And as a composition, it is a super cool concept, but not what I wanted.

reason 03: finances

Stupidly, I didn't think it would cost a lot of money because I misread a chart on a card-printing website (makeplayingcards.com). As someone whose income is based off of a job I do twice a month, this scared me out of doing the project.

reason 04: lack of passion

When I started the project, I was excited to start something that combines two loves of mine, but for some reason or another, it entirely burnt out the moment I had to work on it. The fact of the matter is that creating and designing a card game is repetitive and boring. I never got past designing card number two. I procrastinated like hell. Not great for a project with a due date.

reason for text score generator

As seen above, I wrote all the prompts for the short text scores in a fairly predictable format, which is "verb", "descriptor". It got me thinking that, yes, maybe 10-20 years ago, if you wanted a prompt to create art with, you'd use prompt cards, but in the digital age, you primarily use websites. And thus, with the new invigoration to create a random score generator (plus the excuse to finally learn HTML coding), I decided on the text score generator.

CODE PROCESS

small preface

I was unfortunately not very thorough with my documentation, but I'll add in bits of text where necessary.

functional python code

(Done 19.4.22)

```
import random
```

```
ver = ["awake", "be", "become", "begin", "bend", "break", "blow", "broadcast",  
"build", "burn", "catch", "choose", "come", "dig", "do", "draw", "dream", "fall",  
"feel", "find", "fly", "forget", "freeze", "give", "go", "grow", "hear", "hold",  
"know", "lay", "lead", "learn", "lose", "make", "meet", "put", "read", "ring", "rise",  
"run", "sink", "sit", "speak", "stand", "take", "tear", "think", "throw", "wake",  
"wear", "write", "wobble", "waddle", "split", "wonder", ]
```

```
descr = ["abnormally.", "absentmindedly.", "adventurously.", "almost.",  
"anxiously.", "awkwardly.", "beautifully.", "bitterly.", "bleakly.", "blissfully.",  
"boldly.", "bravely.", "brightly.", "briskly.", "blindly.", "broadly.", "busily.",  
"calmly.", "carefully.", "carelessly.", "certainly.", "cheerfully.", "clearly.",  
"closely.", "colourfully.", "continually.", "cruelly.", "curiously.", "daintily.",  
"dearly.", "defiantly.", "diligently.", "doubtfully.", "dreamily.", "elegantly.",  
"energetically.", "enormously.", "enthusiastically.", "especially.", "evenly.",  
"eventually.", "excitedly.", "extremely.", "fairly.", "faithfully.", "fast.",  
"fervently.", "fondly.", "foolishly.", "frankly.", "freely.", "frightfully.",  
"fully.", "generally.", "generously.", "gently.", "gracefully.", "gratefully.",  
"healthily.", "heavily.", "highly.", "honestly.", "hopelessly.", "hungrily.",  
"immediately.", "innocently.", "inquisitively.", "interestingly.", "inwardly.",  
"jaggedly.", "judgmentally.", "keenly.", "knowingly.", "lazily.", "lightly.",  
"limply.", "longingly.", "loosely.", "loudly.", "lovingly.", "madly.",  
"majestically.", "meaningfully.", "mockingly.", "more.", "mortally.", "mostly.",  
"mysteriously.", "naturally.", "neatly.", "nervously.", "never.", "noisily.",  
"obediently.", "obnoxiously.", "oddly.", "officially.", "often.", "only.", "openly.",  
"overconfidently.", "patiently.", "playfully.", "poorly.", "promptly.",  
"punctually.", "queerly.", "questionably.", "quickly.", "quietly.", "quirkily.",  
"randomly.", "rarely.", "readily.", "really.", "reassuringly.", "recklessly.",  
"regularly.", "reluctantly.", "repeatedly.", "restfully.", "rigidly.", "roughly.",  
"safely.", "scarcely.", "sedately.", "seemingly.", "separately.", "seriously.",  
"sharply.", "shyly.", "smoothly.", "solemnly.", "sometimes.", "soon.", "supposedly.",  
"suspiciously.", "tenderly.", "tensely.", "terribly.", "tightly.", "triumphantly.",  
"truly.", "unabashedly.", "unbearably.", "unexpectedly.", "unimpressively.",  
"unnaturally.", "upbeat.", "upright.", "urgently.", "usually.", "vacantly.",  
"vaguely.", "verbally.", "viciously.", "violently.", "warmly.", "weakly.", "well.",  
"willfully.", "wisely.", "woefully.", "worriedly.", "youthfully.", "zestfully.",  
"twice.", "cowardly.", "like a one-day-old balloon.", "yourself.",  
"in the smallest way.", "keeping in mind your past.", "without moving.",  
"constantly.", "as wrong as possible.", "and interpret.", "confidentially.",  
"singularly.", "atypically.", "mundanely.", "like the wind.", "and replicate.",  
"and protect.", "but only to yourself.", "over and over again.", "like a brick.",  
"like the sea.", "for the better.", "for the worse."]
```

```
print("welcome to the text score generator, by i. french.")
```

```
x = input("do you want a score? y/n ")
```

```
while x == "y":  
    print(random.choice(ver), random.choice(descr))  
    x = input("do you want a score? y/n ")  
if x != "y":  
    print("ok")
```

notes

After some discussion with my dad (Senior Computer Science Lecturer at UWA), he gave me a book, *Introduction to Computing and Programming in Python - A Multimedia Approach* by Mark Guzdial, and suggested I do the code in Python on an exterior server. This is my test, using parts of the book, as well as websites like www.w3schools.com for quick help on certain parts of code and refreshers on the basics.

what does the code do?

When it runs, there will be a prompt: "do you want a score? y/n". If you type "y", the code will automatically put together a verb and descriptor from the list. Afterwards, the code repeats until you type "n" (or any other character that isn't "y"), where it says "ok" and stops.

```
welcome to the text score generator, by i. french.  
do you want a score? y/n y  
broadcast unbearably.  
do you want a score? y/n y  
catch questionably.  
do you want a score? y/n y  
tear awkwardly.  
do you want a score? y/n n  
ok
```

(Screenshot from the terminal after running the code.)

what do i want to improve?

I don't want the code to be in Python, I want it to be in HTML. HTML is the language used to embed fancy things into website code, which is what I want to do. Plus, using Python would mean I would have to use an external server, which is just a pain in the butt; personally I like things to be entirely compact within the code.

dysfunctional HTML code

(Done 22.4.22)

```
<html>
<head>
  <title>random score generator</title>

</head>
<body>

  <h2>random word generator</h2>
  <div>

    <script>

      var verbs = ["awake", "be", "become", "begin", "bend", "break", "blow",
"broadcast", "build", "burn", "catch", "choose", "come", "dig", "do", "draw", "dream",
"fall", "feel", "find", "fly", "forget", "freeze", "give", "go", "grow", "hear",
"hold", "know", "lay", "lead", "learn", "lose", "make", "meet", "put", "read", "ring",
"rise", "run", "sink", "sit", "speak", "stand", "take", "tear", "think", "throw",
"wake", "wear", "write", "wobble", "waddle", "split", "wonder"];

      var desc = ["abnormally.", "absentmindedly.", "adventurously.",
", almost.", "anxiously.", "awkwardly.", "beautifully.", "bitterly.", "bleakly.",
"blissfully.", "boldly.", "bravely.", "brightly.", "briskly.", "blindly.", "broadly.",
"busily.", "calmly.", "carefully.", "carelessly.", "certainly.", "cheerfully.",
"clearly.", "closely.", "colourfully.", "continually.", "cruelly.", "curiously.",
"daintily.", "dearly.", "defiantly.", "diligently.", "doubtfully.", "dreamily.",
"elegantly.", "energetically.", "enormously.", "enthusiastically.", "especially.",
"evenly.", "eventually.", "excitedly.", "extremely.", "fairly.", "faithfully.",
"fast.", "fervently.", "fondly.", "foolishly.", "frankly.", "freely.", "frightfully.",
"fully.", "generally.", "generously.", "gently.", "gracefully.", "gratefully.",
"healthily.", "heavily.", "highly.", "honestly.", "hopelessly.", "hungrily.",
"immediately.", "innocently.", "inquisitively.", "interestingly.", "inwardly.",
"jaggedly.", "judgmentally.", "keenly.", "knowingly.", "lazily.", "lightly.",
"limply.", "longingly.", "loosely.", "loudly.", "lovingly.", "madly.",
"majestically.", "meaningfully.", "mockingly.", "more.", "mortally.", "mostly.",
"mysteriously.", "naturally.", "neatly.", "nervously.", "never.", "noisily.",
"obediently.", "obnoxiously.", "oddly.", "officially.", "often.", "only.", "openly.",
"overconfidently.", "patiently.", "playfully.", "poorly.", "promptly.",
"punctually.", "queerly.", "questionably.", "quickly.", "quietly.", "quirkily.",
"randomly.", "rarely.", "readily.", "really.", "reassuringly.", "recklessly.",
"regularly.", "reluctantly.", "repeatedly.", "restfully.", "rigidly.", "roughly.",
"safely.", "scarcely.", "sedately.", "seemingly.", "separately.", "seriously.",
"sharply.", "shyly.", "smoothly.", "solemnly.", "sometimes.", "soon.", "supposedly.",
"suspiciously.", "tenderly.", "tensely.", "terribly.", "tightly.", "triumphantly.",
"truly.", "unabashedly.", "unbearably.", "unexpectedly.", "unimpressively.",
"unnaturally.", "upbeat.", "upright.", "urgently.", "usually.", "vacantly.",
"vaguely.", "verbally.", "viciously.", "violently.", "warmly.", "weakly.", "well.",
"willfully.", "wisely.", "woefully.", "worriedly.", "youthfully.", "zestfully.",
"twice.", "cowardly.", "like a one-day-old balloon.", "yourself.", "in the
smallest way.", "keeping in mind your past.", "without moving.", "constantly.",
as wrong as possible.", "and interpret.", "confidentially.", "singularly.",
"atypically.", "mundanely.", "like the wind.", "and replicate.", "and protect.",
"but only to yourself.", "over and over again.", "like a brick.", "like the sea.",
"for the better.", "for the worse."]

      var verbNum = Math.floor(Math.random() * verbs.length);
      var descNum = Math.floor(Math.random() * desc.length);

      document.write = verbs[verbNum] + desc[descNum];
    </script>
```

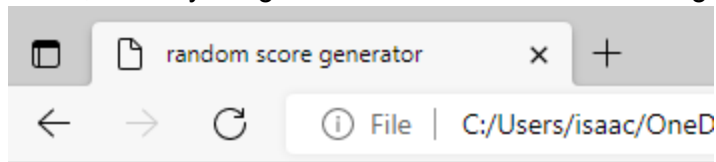
```
</div>  
</body>  
</html>
```

notes

This was supposed to be a replica of the earlier Python code, but utilising the functions of HTML to make a random webpage with a single random score.

what does the code do?

Nothing! I wrote this when I didn't know how HTML worked too well, so though the script part is fairly smooth (everything under the `<script>`), there isn't anywhere for that code to go. When it runs, the only thing visible is the title: random word generator.



random word generator

(Screenshot of the webpage, there's nothing below it.)

what do i want to improve?

I want the code to work!

functional HTML code

(Done 1.5.22)

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```
<h2 id="title"></h2>
```

```
<p id="demo"></p>
```

```
<script>
```

```
const verbs = ["awake", "be", "become", "begin", "bend", "break", "blow", "broadcast",  
"build", "burn", "catch", "choose", "come", "dig", "do", "draw", "dream", "fall",  
"feel", "find", "fly", "forget", "freeze", "give", "go", "grow", "hear", "hold",  
"know", "lay", "lead", "learn", "lose", "make", "meet", "put", "read", "ring", "rise",  
"run", "sink", "sit", "speak", "stand",  
"take", "tear", "think", "throw", "wake", "wear", "write", "wobble", "waddle",  
"split", "wonder"];
```

```
const tit1 = ["AI", "DIGITAL", "ELECTRONIC", "ELECTRIC", "RANDOM", "ONLINE",  
"INTERNET", "WEB", "AUTOMATED", "COMPUTERIZED", "INCIDENTAL", "ODD", "OFFHAND",  
"AIMLESS", "FRANTIC", "MAD", "WILD", "IRREGULAR", "JUMBLE", "CIRCUIT", "CLUTTERED",  
"INCAUTIOUS", "IRREGULAR", "RASH", "TOPSY", "TURVY", "TUMULTUOUS", "UNMIND",  
"SPORADICALLY", "SELDOM"];
```

```
const tit2 = ["WORK", "PIECE", "OBJECT", "COMPOSITION", "CREATION", "STUDY",  
"ARTWORK", "OPUS", "ARRANGEMENT", "DEPICTION", "PORTRAYAL", "REPRESENTATION"];
```

```
const desc = ["abnormally.", "absentmindedly.", "adventurously.", "almost.",  
"anxiously.", "awkwardly.", "beautifully.", "bitterly.", "bleakly.", "blissfully.",  
"boldly.", "bravely.", "brightly.", "briskly.", "blindly.", "broadly.", "busily.",  
"calmly.", "carefully.", "carelessly.", "certainly.", "cheerfully.", "clearly.",  
"closely.", "colourfully.", "continually.", "cruelly.", "curiously.", "daintily.",  
"dearly.", "defiantly.", "diligently.", "doubtfully.", "dreamily.", "elegantly.",  
"energetically.", "enormously.", "enthusiastically.", "especially.", "evenly.",  
"eventually.", "excitedly.", "extremely.", "fairly.", "faithfully.", "fast.",  
"fervently.", "fondly.", "foolishly.", "frankly.", "freely.", "frightfully.",  
"fully.", "generally.", "generously.", "gently.", "gracefully.", "gratefully.",  
"healthily.", "heavily.", "highly.", "honestly.", "hopelessly.", "hungrily.",  
"immediately.", "innocently.", "inquisitively.", "interestingly.", "inwardly.",  
"jaggedly.", "judgmentally.", "keenly.", "knowingly.", "lazily.", "lightly.",  
"limply.", "longingly.", "loosely.", "loudly.", "lovingly.", "madly.",  
"majestically.", "meaningfully.", "mockingly.", "more.", "mortally.", "mostly.",  
"mysteriously.", "naturally.", "neatly.", "nervously.", "never.", "noisily.",  
"obediently.", "obnoxiously.", "oddly.", "officially.", "often.", "only.", "openly.",  
"overconfidently.", "patiently.", "playfully.", "poorly.", "promptly.",  
"punctually.", "queerly.", "questionably.", "quickly.", "quietly.", "quirkily.",  
"randomly.", "rarely.", "readily.", "really.", "reassuringly.", "recklessly.",  
"regularly.", "reluctantly.", "repeatedly.", "restfully.", "rigidly.", "roughly.",  
"safely.", "scarcely.", "sedately.", "seemingly.", "separately.", "seriously.",  
"sharply.", "shyly.", "smoothly.", "solemnly.", "sometimes.", "soon.", "supposedly.",  
"suspiciously.", "tenderly.", "tensely.", "terribly.", "tightly.", "triumphantly.",  
"truly.", "unabashedly.", "unbearably.", "unexpectedly.", "unimpressively.",  
"unnaturally.", "upbeat.", "upright.", "urgently.", "usually.", "vacantly.",  
"vaguely.", "verbally.", "viciously.", "violently.", "warmly.", "weakly.", "well.",  
"willfully.", "wisely.", "woefully.", "worriedly.", "youthfully.", "zestfully.",  
"twice.", "cowardly.", "like a one-day-old balloon.", "yourself.", "in the  
smallest way.", "keeping in mind your past.", "without moving.",  
"constantly.", "as wrong as possible.", "and interpret.", "confidentially.",  
"singularly.", "atypically.", "mundanely.", "like the wind.", "and replicate.",  
"and protect.", "but only to yourself.", "over and over again.", "like a brick.",  
"like the sea.", "for the better.", "for the worse."]
```

```
let titnum = Math.floor(Math.random() * 1000) + 1);
let tit1num = Math.floor(Math.random() * tit1.length);
let tit2num = Math.floor(Math.random() * tit2.length);
let verbNum = Math.floor(Math.random() * verbs.length);
let descNum = Math.floor(Math.random() * desc.length);

let tit1 = tit1[tit1num] + " " + tit2[tit2num] + " #" + titnum;
let piece = verbs[verbNum] + " " + desc[descNum];

document.getElementById("demo").innerHTML = piece
document.getElementById("title").innerHTML = tit1

</script>

</body>
</html>
```

notes

It finally works! I was very happy when I finished up the code. It also randomly generates a title as well, which I'm pretty happy with. Finally, it feels like a collaboration with the machine rather than just me, which sounds weird (because it is), but it's still amazing.

what does the code do?

When activated, it comes up with a web page with two parts, a randomly generated title and a randomly generated text score. The numbers next to the title are entirely random.

DIGITAL OBJECT #156

lead cheerfully.

CLUTTERED PORTRAYAL #993

awake calmly.

(Examples of the output of the working code.)

what do i want to improve?

One stretch goal was to possibly have a list function: when you refresh the page, the score may have one step, or up to five. So... I did that.

final HTML code

(Done 3.5.22)

```
<!DOCTYPE html>
<html>
<body>

<h2 id="title"></h2>
<p id="demo"></p>
<p id="byline"></p>

<script>
const verbs = ["awake", "be", "become", "begin", "bend", "break", "blow", "broadcast",
"build", "burn", "catch", "choose", "dig", "do", "draw", "dream", "fall", "feel",
"find", "fly", "forget", "freeze", "give", "go", "grow", "hear", "hold", "know",
"lay", "lead", "learn", "lose", "make", "meet", "put", "read", "ring", "rise", "run",
"sink", "sit", "speak", "stand", "take", "tear", "think", "throw", "wake", "wear",
"write", "wobble", "waddle", "split", "wonder"];

const tit1 = ["AI", "DIGITAL", "ELECTRONIC", "ELECTRIC", "RANDOM", "ONLINE",
"INTERNET", "WEB", "AUTOMATED", "COMPUTERIZED", "INCIDENTAL", "ODD", "OFFHAND",
"FRANTIC", "MAD", "WILD", "IRREGULAR", "JUMBLE", "CIRCUIT", "CLUTTERED", "INCAUTIOUS",
"IRREGULAR", "TOPSY", "TURVY", "TUMULTUOUS", "UNMIND", "SPORADIC", "SELDOM"];

const tit2 = ["WORK", "PIECE", "OBJECT", "COMPOSITION", "CREATION", "STUDY",
"ARTWORK", "OPUS", "ARRANGEMENT", "DEPICTION", "PORTRAYAL", "REPRESENTATION"];

const desc = ["abnormally.", "absentmindedly.", "adventurously.", "almost.",
"anxiously.", "awkwardly.", "beautifully.", "bitterly.", "bleakly.", "blissfully.",
"boldly.", "bravely.", "brightly.", "briskly.", "blindly.", "broadly.", "busily.",
"calmly.", "carefully.", "carelessly.", "certainly.", "cheerfully.", "clearly.",
"closely.", "colourfully.", "continually.", "cruelly.", "curiously.", "daintily.",
"dearly.", "defiantly.", "diligently.", "doubtfully.", "dreamily.", "elegantly.",
"energetically.", "enormously.", "enthusiastically.", "especially.", "evenly.",
"eventually.", "excitedly.", "extremely.", "fairly.", "faithfully.", "fast.",
"fervently.", "fondly.", "foolishly.", "frankly.", "freely.", "frightfully.",
"fully.", "generally.", "generously.", "gently.", "gracefully.", "gratefully.",
"healthily.", "heavily.", "highly.", "honestly.", "hopelessly.", "hungrily.",
"immediately.", "innocently.", "inquisitively.", "interestingly.", "inwardly.",
"jaggedly.", "judgmentally.", "keenly.", "knowingly.", "lazily.",
"lightly.", "limply.", "longingly.", "loosely.", "loudly.", "lovingly.", "madly.",
"majestically.", "meaningfully.", "mockingly.", "more.", "mortally.", "mostly.",
"mysteriously.", "naturally.", "neatly.", "nervously.", "never.", "noisily.",
"obediently.", "obnoxiously.", "oddly.", "officially.", "often.", "only.", "openly.",
"overconfidently.", "patiently.", "playfully.", "poorly.", "promptly.",
"punctually.", "queerly.", "questionably.", "quickly.", "quietly.", "quirkily.",
"randomly.", "rarely.", "readily.", "really.", "reassuringly.", "recklessly.",
"regularly.", "reluctantly.", "repeatedly.", "restfully.", "rigidly.", "roughly.",
"safely.", "scarcely.", "sedately.", "seemingly.", "separately.", "seriously.",
"sharply.", "shyly.", "smoothly.", "solemnly.", "sometimes.", "soon.", "supposedly.",
"suspiciously.", "tenderly.", "tensely.", "terribly.", "tightly.", "triumphantly.",
"truly.", "unabashedly.", "unbearably.", "unexpectedly.", "unimpressively.",
"unnaturally.", "upbeat.", "upright.", "urgently.", "usually.", "vacantly.",
"vaguely.", "verbally.", "viciously.", "violently.", "warmly.", "weakly.", "well.",
"willfully.", "wisely.", "woefully.", "worriedly.", "youthfully.", "zestfully.",
"twice.", "cowardly.", "like a one-day-old balloon.", "yourself.", "in the smallest
way.", "keeping in mind your past.", "without moving.", "constantly.",
"as wrong as possible.", "and interpret.", "confidentially.", "singularly.",
"atypically.", "mundanely.", "like the wind.", "and replicate.", "and
protect.", "but only to yourself.", "over and over again.", "like a
brick.", "like the sea.", "for the better.", "for the worse."

let titnum = Math.floor((Math.random() * 1000) + 1);
```

```

let tit1num = Math.floor(Math.random() * tit1.length);
let tit2num = Math.floor(Math.random() * tit2.length);
let verbNum = Math.floor(Math.random() * verbs.length);
let descNum = Math.floor(Math.random() * desc.length);
let listNum = Math.floor((Math.random() * 5) + 1);
let today = new Date();
let time = today.getFullYear() + " " + (today.getMonth()+1) + " " + today.getDate() + "
" + today.getHours() + " " + today.getMinutes() + " " + today.getSeconds() + " " +
today.getMilliseconds();

let biline = "by i.french, the machine and you, " + time;

let titl = tit1[tit1num] + " " + tit2[tit2num] + " #" + titnum;

let piece;
switch (listNum) {
case 1:
piece = "1. " + verbs[Math.floor(Math.random() * verbs.length)] + " " +
desc[Math.floor(Math.random() * desc.length)] + '\n'
+ "2. " + verbs[Math.floor(Math.random() * verbs.length)] + " " +
desc[Math.floor(Math.random() * desc.length)] + "\n"
+ "3. " + verbs[Math.floor(Math.random() * verbs.length)] + " " +
desc[Math.floor(Math.random() * desc.length)] + "\n"
+ "4. " + verbs[Math.floor(Math.random() * verbs.length)] + " " +
desc[Math.floor(Math.random() * desc.length)] + "\n"
+ "5. " + verbs[Math.floor(Math.random() * verbs.length)] + " " + desc[descNum];
break;
case 2:
piece = "1. " + verbs[Math.floor(Math.random() * verbs.length)] + " " +
desc[Math.floor(Math.random() * desc.length)] + '\n'
+ "2. " + verbs[Math.floor(Math.random() * verbs.length)] + " " +
desc[Math.floor(Math.random() * desc.length)] + "\n"
+ "3. " + verbs[Math.floor(Math.random() * verbs.length)] + " " +
desc[Math.floor(Math.random() * desc.length)] + "\n"
+ "4. " + verbs[Math.floor(Math.random() * verbs.length)] + " " +
desc[Math.floor(Math.random() * desc.length)];
break;
case 3:
piece = "1. " + verbs[Math.floor(Math.random() * verbs.length)] + " " +
desc[Math.floor(Math.random() * desc.length)] + '\n'
+ "2. " + verbs[Math.floor(Math.random() * verbs.length)] + " " +
desc[Math.floor(Math.random() * desc.length)] + "\n"
+ "3. " + verbs[Math.floor(Math.random() * verbs.length)] + " " +
desc[Math.floor(Math.random() * desc.length)];
break;
case 4:
piece = "1. " + verbs[Math.floor(Math.random() * verbs.length)] + " " +
desc[Math.floor(Math.random() * desc.length)] + '\n'
+ "2. " + verbs[Math.floor(Math.random() * verbs.length)] + " " +
desc[Math.floor(Math.random() * desc.length)];
break;
case 5:
piece = verbs[Math.floor(Math.random() * verbs.length)] + " " +
desc[Math.floor(Math.random() * desc.length)];
break;
}

document.getElementById("demo").innerHTML = piece
document.getElementById("title").innerHTML = titl
document.getElementById("byline").innerHTML = biline

</script>
</body>

```

</html>

notes

After a laborious two days, the steps finally work! The variables were being a bit iffy, choosing when and when not to work, so I took the long way and coded in what would be in the variable into the lines straight up, which takes up a lot of space (seen above).

I also added in a time function, so you know when you made/generated the piece.

what does the code do?

Like the previous iteration, as the page loads, you get a random score made up of a verb and descriptor, but this time you are randomly assigned steps, anywhere from 1 step to 5 steps. Underneath the text is the credits and a string of numbers that correlate to the time (how to read: year - month - day - hour - minute - second - millisecond). When implemented into the website, there is also a button that, if pressed, resets the page, and gives you a new score.

ODD OBJECT #159

know closely.

by i.french, the machine and you, 2022 5 4 84554305

refresh

JUMBLE ARTWORK #424

1. make singularly. 2. do limply. 3. become closely. 4. give really.

by i.french, the machine and you, 2022 5 4 84613131

refresh

(Screenshots of the working code @ <https://izzzyfrench.weebly.com/ttsg.html>)

what do i want to improve?

I know I say this is the final product, but a small part of me wishes I could advance to the final step in my plan: randomly generate graphic scores. However, if there's anything I learnt from making a card game, it's that I have limits, and I shouldn't push myself to the realms of overwork. Randomly generating graphic scores would require coding an AI and communication between another server and the website, two things that are entirely out of my skill set and fairly mind boggling to even comprehend.

plans for the future

Though the semester has come to an end, I don't want the generator to be finalised. There's a possibility that it might never be finished, because in the end, there will be more words, there will be cooler things to add to it, maybe more steps, make it look prettier. I've even thought about maybe generating graphic scores, which was a potential before I remembered that would require some *intense* programming skills. However, I'm happy with the product in the present.

“compositionality” and ownership

Compositionality is a word often used in semantics and other fields that require a lot of brain power. I'm going to completely ignore the actual meaning of the word and instead define it as “the amount a thing relates to musical composition”.

A major difference between the hypothetical card game and the Tiny Text Score Generator is its compositionality. One thing I definitely wanted for the card game was to have barely any semblance of compositionality. It had to be a game, or I was just ripping off George Brecht. However, with the TTSG, it became a composition once again, only now other questions have arisen: who owns the work created by the TTSG? Is it me? Is it you? Is it the machine? I wrote the code, but the majority of the creations by the TTSG I will never see. There are instructions I wrote, but they're vague and not really necessary for the TTSG to work.

Under the TTSG I have written “by i. french, the machine and you”, then a complicated way of writing the date to ensure that it is entirely unique. That byline is, in essence, what I believe is the answer to “who owns this work” or “who created the score”. We all do. Without me, there would be no code. Without the machine, no one could access the score. Without you pressing the button, there would be no score.

a note about creative commons in code

Something I was taught by dad when I did computer science in high school is that everyone in the computer-science-sphere copies off of each other, similar to the “I scratch your back, you scratch mine” mentality. Becoming specialised in computer science often means limiting yourself to a particular language, and possibly a subsection within that language, which can be cool for a small amount of projects, but a lot of the time, projects have multiple languages within them and do multiple things at once, and thus computer scientists and tech-enthusiasts have been sharing their knowledge because at the end of the day, they use a lot of knowledge that other people have put online. This is why computer science is easy to teach yourself, because a lot of professionals put their stuff online, practically under creative commons, not unlike Wikipedia.

To honour this tradition of free use to everyone, I have elected to (1) put the entirety of my code in a pdf on the same page, just under the instructions, and (2) give the code a full creative commons 4.0 licence, which means that anyone can use it, modify it, and possibly even make money from it, with the only catch is that they need to reference my name.

REFERENCES

note: dates refer to when the original source was published.

score writing

- George Brecht - Various from *Water Yam* (1963)
- Mieko Shiomi: Various from *BOUNDARY MUSIC* (1963)
- Yoko Ono - Various from *Grapefruit* (1964)
- Pauline Oliveros - Various from *Anthology of Text Scores* (2013)
- Shoshana Rosenberg - *Make a Decision* (2017)
- Jennifer Walshe - [The Text Score Dataset 1.0 Booklet](#) (2021)

internet music

- Jordan Topiel Paul - *Net Music* (2011)
- Google - [Bach Harmonizer Doodle](#) (2019)

generative/algorithmic art

- Vera Molnár - *(Des)Ordres* (1974)
- Brian Eno - *Discreet Music* (1975)
- [Fantasy Nam Generators](#) (2012)
- Matthew R.F. Balousek - Various bots [found here](#).(2018)
- All the dressup games online I played as a kid which had a random button.

code

- Mark Guzdial - *Introduction to Computing and Programming in Python* (2005)
- [W3Schools](#) (1999)
- [stack overflow](#) (2008)

special thanks

- Genevieve Wilkins - Special Topics Unit Coordinator @ WAAPA.
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