

Personalized Sound Zone

IOWN Evolution Project Metaverse – Fusion of Real and Virtual –



Background

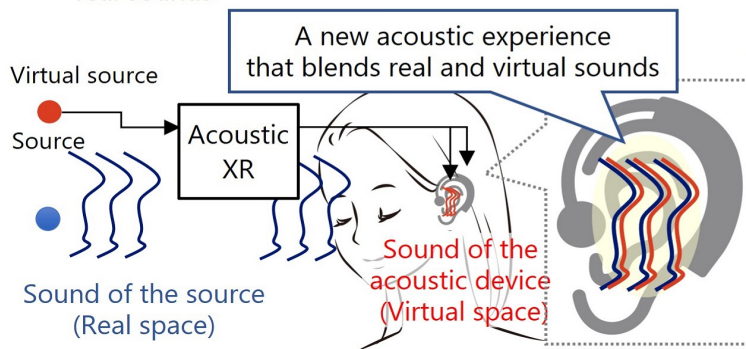
The technology field of integrating physical and cyber spaces has been developing. To apply it for the purpose of letting people more pleasant, the resultant space needs to be optimized to the diverse situations, so does sound space.

Summary

We have been researching personalized sound zones, which deliver only desired sounds and block the others and demonstrating them in scenes of entertainment and transportation by achieving some specific systems with partners. Why don't you experience them?

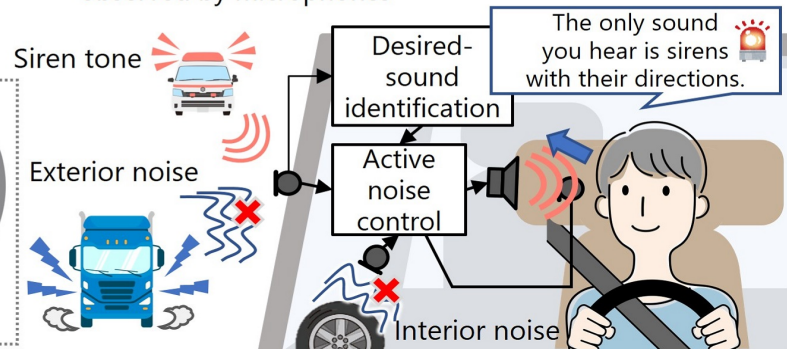
Acoustic extended reality (XR)

- Using acoustic devices that present sounds only to the user without blocking the ears
- Presenting virtual sound blended with the surrounding real sounds



Active noise control × Desired-sound extraction

- Microphones and loudspeakers mounted on the headrest to cancel out noise without blocking the ears
- Selecting and reproducing desired sounds from sounds observed by microphones



Features

- Acoustic extended reality (XR) technology that generates an innovative sound space where physical and cyber spaces are merged
- Active-noise-control technology that blocks ambient noise without blocking the ears
- Desired-sound-sorting technology that passes only desired sounds depending on the user's situation

Future_benefits

Controlling every sound by using wearable devices and distributed acoustic devices enables people to live in safe, enjoyable, and comfortable sound space daily and naturally.

Collaboration partners

Shochiku Co., Ltd., DWANGO Co., Ltd.

Exhibiting Company

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