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## **Tacoma Narrows Monochord**

November 6, 2014  
9 minutes, 52 seconds

Performers: Sean Griffin, Aiyun Huang

Transcribed by: Samantha Muñoz

[IDEAS Performance Series](#)

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Time	Transcription
0:00	[IDEAS: Initiative for Digital Exploration of Arts + Sciences]
0:13	[November 6, 2014] [Sean Griffin and Aiyun Huang in collaboration with John Iverson, Chris Warren and Joe Yorty] [Tacoma Narrows Monochord]
0:36	Sharokh Yadegari: I couldn't be happier to introduce to you this last performance of IDEAS series for 2015. My name is Sharokh Yadegari, I am the director of the Initiative for the Digital Exploration of Arts and Sciences.  Tonight's performance is by two very good friends plus many other new friends and two alumnis who actually started the school with me as well back in 1997, Sean Griffin and Aiyun Huang. John Iverson is also part of the production of the piece I must say and Chris Warren, recent graduate and alumni of the music department.
0:37	[Shahrokh Yadegari, Director of IDEAS]
1:07	[clapping]
1:20	Sean Griffin: Hi, thank you. I just wanted to give you a little introduction to some of the media that I'm working with here. First would be the film the Wende Museum and the archive of the Cold War gave me a collection that was a huge stack of films that the East German government sort of contracted this socialist— perfect socialist family to document themselves for three generations. And all of that went into the state archives which were then decommissioned when the wall fell and put into tankers— into ships and actually brought to Los Angeles where they sit now. And I was given all this freshly rescued footage with which to put together for this entire film. The film is in reference to — what you see here is the Tacoma Narrows bridge which collapsed in 1940 due to accelerated resonance. You'll see the bridge moving and as the wind blew, the wind sheared. So it's like a monochord...[sound] like that and that its resonance shakes it, and so it's kind of taking the notion of the resonance and the architecture and kind of collapsing it into this box.
1:34	[Sean Griffin, UCSD Alumni, Ph.D Composition '03]
2:45	John Iverson: So it was a great honor to be asked by Sean and Aiyun to be asked to participate in this project. And so thinking about this bridge, and thinking about sort of the forces of nature, and this goddess. I wanted to connect it to my own research which has a lot to do with synchronization, how the brain synchronizes with the world.

So this is a little game where actually the audience, you, get to play the Gods of nature and through your actions, through your clapping, you can decide whether this bridge is going to fall or stand. And...I'm not sure if I should tell you the trick to make it fall quite yet, but it involves clapping. And I'll give you a little hint: if you think about— this is a resonance structure, okay? What do you do when you're trying to get a swing to swing higher? Okay? That's one little hint I guess. So it's kind of an experiment.

- 2:48 [John Iverson, Interactive game Mobi-lab data]
- 3:43 [steady clapping]
- 3:55 [stronger clapping, louder monochord frequencies]
- 4:28 [Aiyun Huang, UCSD Alumni, MA '98, DMA '04]
- 4:45 [soft, rolling tapping slowing increasing in sound]
- 6:20 [motor sounds, repeated sonic whirring]
- 7:35 [overlapping sounds]
- 8:32 [music]
- 9:43 [music fades out, audience claps]
- 9:52 [End of video]