The Curious Incident Of The Dog In The Night Time

What Is Asperger Syndrome?

- Asperger Syndrome was once used to describe a type of autism.
- Today, it is considered part of Autism Spectrum Disorder (ASD).
- People with Asperger-like autism may:
  - be highly intelligent and verbal
  - struggle with social interaction and communication
  - experience strong sensory sensitivities
- Christopher displays many Asperger-like traits throughout the play.
- Traits Seen in Christopher
- Sensitivity to loud or overwhelming sounds
- Difficulty understanding emotions and social cues
- Strong connection to logic, math, and patterns
- Preference for routine and predictability
- Anxiety in chaotic environments
- Discomfort with physical touch
- Uses counting and patterns to feel calm and in control

Christopher's Sensory Triggers

- Loud or sudden noises
- Multiple people talking at once
- Crowded environments with lots of background noise
- Police sirens
- Train station announcements
- Traffic noise
- Babies crying
- Dogs barking unexpectedly
- Alarms and ringing phones
- Television or radio noise
- Repetitive noises that become overwhelming

Christopher's Comfort & Safe Sounds

- Running water
- Water hitting tile
- Water dripping rhythmically
- Shower fan hum
- Bathroom ventilation noise
- Faucet turning on and off
- Water going down the drain
- Shampoo bottle opening/closing
- Shower curtain sliding
- Towel rustling
- Toothbrush buzzing
- Sink running
- Consistent water pressure sounds
- Echo of water in the bathroom
- Hot water pipe hum

Concept

My sound design concept for *The Curious Incident of the Dog in the Night-Time* focuses on the contrast between nature and stylization. Inspired by the physical storytelling style of Frantic Assembly, the sound design helps the audience experience both the real world around Christopher and the way he experiences that world.

Natural sounds such as birds, wind, rain, traffic, and household noises represent the world around Christopher. Stylized sounds such as clock ticking, electronic beeps, low hums, and repetitive rhythms represent Christopher's thoughts and sensory experiences.

As Christopher becomes overwhelmed, these two sound worlds begin to blend together. Everyday sounds may repeat, overlap, or change to help the audience understand what Christopher is feeling. When Christopher feels safe, the soundscape becomes more organized and predictable.

The goal of this design is to help the audience experience both Christopher's reality and his unique perspective of the world.