



Wild & Orderly

Birdsong

Overview

Birdsong is a short interactive activity focused on recognising birdsong through listening.

Sound carries the task. Visuals and interaction are limited to keep attention on the audio rather than speed or guessing.



Structure and interaction

The activity opens on a still screen with a clear Begin control. Audio does not play automatically.

The second screen introduces the birdsong alongside a lightly animated illustration. Movement is minimal and timed to the audio.

People play the call, listen, and select the bird they believe is singing. Feedback appears immediately, with the option to listen again.

Visual design



Visual design draws on public-domain natural history illustration from the seventeenth to nineteenth centuries.

Artwork is adapted for screen use, with limited colour and restrained motion so attention stays on listening.

Circular frames group the bird illustrations and keep focus on comparison rather than decoration.

Interaction design

The core interaction is simple:

- The learner plays the bird call.
- They listen carefully.
- They select the bird they believe is singing.

Feedback appears immediately after selection. Incorrect answers prompt another attempt. Correct answers reveal the bird name and supporting information.

Hover states reveal bird names visually for sighted users, while screen reader users receive the same information through accessible labels. This ensures parity of information without duplication or confusion.

Narrative closure and replay



Whose song were the chaffinches listening to at the start? Did you work it out?

[Replay animation](#) [Show answer](#)

After an answer is revealed, the opening animation and audio can be replayed. This allows people to hear the call again with context.

Accessibility

Accessibility is handled through structure, labelling and predictable focus order.

- All decorative elements, including animated illustrations, are hidden from assistive technologies.
- Interactive elements have concise, meaningful alt text.
- Focus order is tightly controlled to ensure a logical narrative flow for screen reader users.
- Hover-only information is mirrored through accessible naming, so no learner is disadvantaged.
- The audio player is clearly labelled and keyboard operable.

Technical notes

The opening animation is based on a public-domain illustration, with an initial image generated using Midjourney and then edited and animated for use on screen. Movement and timing are adjusted to align closely with the bird call, so the animation functions as a listening cue rather than decoration.

In Articulate Storyline, transparent layers are used to prevent the default video overlay from appearing on hover. This keeps the illustration visually intact while allowing full control of focus order and interaction.

Replay is available where it adds value, allowing the animation and audio to be revisited together without adding extra steps.

An acknowledgements page lists all illustration and audio sources, providing attribution without interrupting the activity itself.

Summary

Birdsong demonstrates:

- sound-led interaction
- restrained visual design
- simple, repeatable structure
- accessible audio and controls within Storyline.