

Signal Is Not a Category. It Is a Room.

Signal is not being built as a normal section of the site. It is the audio room where Hedegreen Research stops being text-only and starts becoming an environment.

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Signal is not a category.

It is a room.

That difference matters. Categories sort material that already exists. Rooms change how material is encountered.

Text already had a place on Hedegreen Research. Investigations, analysis, builds, journals. All had a place. Sound did not. Not because sound was missing. Because sound needed a different architecture.

A normal section of the site would be too flat. A page with audio files. A few embedded tracks. Maybe a podcast lane. Easy to build. Wrong to build. Signal is not meant to be a shelf for audio. It is meant to be the place where audio becomes part of the system.

That includes things that already feel close: daily reflections spoken through the work. Voice summaries shaped by the same lens as the writing. Music and persona-based pieces with an internal thread. Later, software experiments, sound design, machine listening, audio analysis tied to the real world.

But even that list is too static.

The real point is not the file types. The real point is that Signal should be entered, not merely opened.

Play and pause are not enough. A track list is not enough. A clean page with one image and one waveform is not enough. If Signal is built properly, it should feel closer to a room, a scene, or a small environment than to a media page. Something clickable. Something that moves. Something that can change over time. Not nostalgia for the old web, but the old web's willingness to build spaces instead of feeds.

Sound behaves differently from text. Text can be scanned. Text can sit in lists. Text survives in an archive with very little interface around it. Sound is temporal. It unfolds. It changes the atmosphere of whatever holds it. It asks for pacing, state, and re-entry in a way text never has to.

That is why Signal cannot be dropped into the existing site structure and called done. It needs its own build logic.

Signal should not be designed once and frozen. It should accumulate scenes, voices, experiments, and structures over time. Some parts may stay reflective. Some may become musical. Some may become analytical or machine-facing. Some may become stranger than the rest of Hedegreen Research. That is acceptable, as long as the room keeps its internal discipline.

The point is not to make it vague. The point is to make it alive. A normal site section can be completed. A room keeps changing without losing its identity.

So before Signal becomes software, it needs to be understood correctly. Not as content. Not as a category. Not as a side feature.

As a room for sound inside the larger system.

And when it opens, the test will not be whether it looks finished. The test will be whether it feels like entering the part of Hedegreen Research that text could not hold.

— Dennis Hedegreen, still checking