

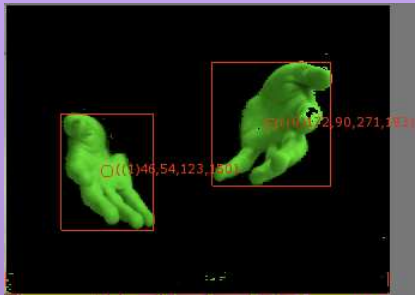
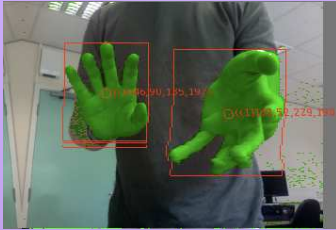


Enhancing Musical Interaction in Computer Music Systems

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Designing Musical Interaction

How can interaction in computer music systems be designed to enhance flow and musicality?

How can novel modes of interaction be used to solve this problem?

The pictures on the left show a computer vision hand tracking system which works by using a neural network • to recognise skin tones.

Interaction design problems in computer music systems can interrupt a user's sense of *flow* and inhibit creativity.

Evaluating Musical Experience

What are good experimental techniques for evaluating musical experience?

As Human Computer Interaction researchers move towards evaluating *user experience* instead of *usability*, which evaluation techniques are most useful in a computer music context?

I recently conducted a experiment to evaluate Nintendo's Wiimote as a musical controller. The results provided some useful insights into how the Wiimote might be employed in a musical context, and also functioned as an investigation into using HCI techniques for evaluating musical instruments.

