difficult
estimate
playability
generality
immersion
different
bow position short time
using
approaches
intuitiveness
frequency
achieved
improvisation
input analysis
favorite sound
control gesture
comprehension
residual plots
recall
misclassification rate
stability
error comprehension
role
users
intention comprehension
audience
power spectra density
expressive constraints
body
creative simulation
repeatability
one
global topology distortion
specificity
general
promote
music theory
control
discovery
easy
mapping comprehension
autonomy
cause comprehension
handle
robustness
key positions
output
effect comprehension
within
instrument
device
not applicable
type
precision
musical result
improve
expressiveness
well
adhesion
playing ability
enjoyment
helps
want
required knowledge
playing actions
jamming
system
responsiveness
suited
not clear
grid size
heavy
explorability
practice
difficulty
new
generated sound
gc
preference
comprehend
desire
possible
two
projection
importance ordered features
spin
correspondence
alternate interface arrangement
interfaces
audience satisfaction
number
local topology distortion
recognition ratio
like
moving keys
spectrum response
fun
creative expression
toy
accuracy
play
recall metric
perceivability
understanding
required
sound
recognition indexes
melodies
presence
learnability
spatial field
features
result
input
speed
highest
combinations
music composition
chords
actions