expressiveness
play
control
instrument
precision
users
latency
intuitiveness
suited
sound
easy
playing actions
physical interaction
error comprehension
effect comprehension
learnability
technology
output
fun
accuracy
difficulty
motion
design
number
similarity
performance
promote
repeatability
mapping
cause comprehension
engagement
mapping comprehension
focus
hedonic quality
playability
musicality
produce
enjoyment
like
music theory
approaches
effectiveness
sound output
input
intention comprehension
social interaction
heart rate
system versality
specificity
jamming
interactions
space territoriality
performed change
result
preference
pragmatic quality
combinations
practice
dmi
technological
ability to channel emotion
handle
battery life
affinity
elements
toy
autonomy
multiparametric
interfaces
much
phase theory verification
power spectra density
spatial field
musical outcome
rhytmic
creativity
musical content
general mastery
spectral flux
musical festures
narrative aspects
features
understanding
discovery
expressive constraints
recall metric
exploratory features
role
spectral centroid
frequent processes
conversation
types
limitations/opportunities
considering
presence
using
interest
percussion
residual plots
bow position
correspondence
awareness
frequency
stability
well
performer's way of performing
chords
gc
possible
interact
experience
difficult
new
estimate
flow
style
perception of haptic stimuli
infrequent sensor reading
styles of interaction
global topology distortion
guitars
body
recognition indexes
integration
continuous reading of one and multiple sensors
instruments
moving keys
musical timbral aspects
usability/interaction
number of zero crossings
synthesis richness
not applicable
normal right hand recall
robustness
sectioning
get
generality exploration
generated sound
audience interaction distribution
time frequency response
emotions
electrodermal activity
freedom
headstock
duration of gestures
visual reference
actions
melodies
system