

technology  
prototype

system

effective motion using get participants used input audience assess improve usability playability use aspects training hypothesis mapping features movements direct gather notion brought drums meaning robots analyzing

data evaluate integrate behave handling vocal limits systems learning validate content installation original sensor affects effectiveness real rate understand two play comparison technical future design harmonic group food authors context time dmis choice methods mappings diffusion impressions participatory indeed output supports instruments/musical tool

collect test not clear frequency characteristics investigate different

feedback

best improvement control compare users

practicality user one experience measure give prototypes

sound

investigate

compare

users

collaboration