proposed

help

free-hand training relevant laughs visual methods combinations different

control contextual positioning input correction generic aiming trend gauge live toy sensor improvement

installation accuracy interaction evaluation confirm musician's clear users best

supports technology recognition potential affects continuous sure instruments social make

statements brought successfully effectiveness collect allow

verify playability impact precision awareness

participants performance direct investigate

arrangement mapping repeatability assess analyzes improve give motion design

output speed notion instrument frequency algorithm way

system gesture recall audience ux analyze aspects understand features insights

see find success evaluate varying source experience meaning

sound rhythm agreement test user measure step-by-step

rhythms understanding tags feedback use main approach capturing

contribution collaboration indeed comparison hypothesis provide associate subject connection kids perspective convey diffusion

prototype especially robustness perceived behave results whether usability possible emotional

dmis melodic auditory preferred determine data trained tool convey

play using channel attracted content traditional not+clear sonic

robots