interface
easy to play
exploration
breathing rate
output
star rating
hedonic quality
system versatility
technology
collaboration
improvisation
interaction
interaction mode
timbre perception
performed change
player experience
easy of use
group flow
interaction approach
creative expression
autonomy
wnbd
cause comprehension
musical features
robustness
duration of gestures
degrees of freedom usage
mapping
did you like the system
stimulation
type of control gesture
difficulty
control
limitations/opportunities
motion
control design freedom
self expression
intention comprehension
pragmatic quality
mapping comprehension
heart rate
did users get to produce any sound with the instrument
body
haptic stimuli perception
correspondence between player actions and generated sound
musical content of the performance
physical interaction
active or passive audience affinity
behavior
intuitiveness
is it suited to play chords
style
frequent processes
engagement
adhesion
can i play with it as i desire
effect
is it suited to play melodies
flow
rehearsal experience
interaction amongst musicians
musicality
divergent exploration
learnability
sound output
guitars
enjoyment
ability to channel emotion
creativity
considering
repeatability
range
do the instrument promote discovery of new features
creative engagement
expressiveness
is it suited for music composition
ergonomics
explorability
interest
were users able to produce a continuous rhythmic motion
responsiveness
types of conversation around the tabletop
sound
potential
do the instrument promote jamming
mean position
does it help to understand music theory
playability
identity
how difficult it was to spin it
visual design
virtuosity
audience interaction transparency
which sound did you prefer
affordances discovery
expressive constraints
how the technology impacted the way musicians interact
audience interaction distribution
certain
error comprehension
mapping richness
general impressions
focus
what was your favorite sound
do i want to play it further
required knowledge
synthesis richness
perceivability of spatial field
input
electrodermal activity
convergent optimization
concentration
can i play it well
space territoriality
fun
exploratory features
generality
subjective complexity
usability
latency
applications
physical difficulty
activate
general assessment
effect comprehension
visual reference
general mastery
information design
was the toy heavy
integration
music theory
elements
altered sequence
creative simulation
headstock
musical result
attractiveness
statements
awareness