**Transcript of questionnaire with Phillip Short.**

**Question 1.**

What was the first thing you tried when interacting with the instrument, did it make a sound?

It did make sound, I tried to play the graphical keyboard to produce sound.

**How long did it take you to get a sound out of the instrument?**

straight away!

**How easy are the parameters to understand? Did you at any point feel like you could 'master' the instrument?**

the parameters are very clear, there's not ambiguity with the labelling

**Which mode did you use the most w/r/t the keyboard?**

didn't notice any other modes.

**How would you like to see the instrument progress in the future, what sort of features would you like to see implemented?**

I think if it was a plugin people would be able to interface a midi controller with it, which would open up a lot of possibilities, this would also give people an opportunity to record its output. Having the option to send midi to it would be cool then you can just focus on tweaking the parameters while a sequence runs.

**If you have any other comments, feel free to tell me.**

This was really cool, looking forward to seeing future versions! I think if I was to make any changes I would tick the keyboard setting by default as I was a bit confused at first as to why the pitch wasn't changing. Also I would set the attack to 0 by default so the user gets a more pronounced sound straight away. Minor details but food for thought.