+

Wizard of Oz

Spotters observe players and manually trigger events.
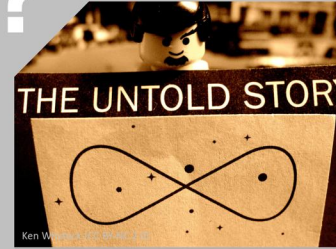
+ Goal Opportunity

−

Data Overload

Too many interfaces can lead to conflicts of info. Do you need them?

− Design Challenge

?

Theme And Story

What is the overall story of the music? How is it conveyed in the score?

? Goal Question

+

Sonic Memory

Passed events are brought into the performance.

+ Flow Opportunity

−

Confusing Interface

Is the interface easy to understand and use for new users?

− Language Challenge

−

Dislocation

Can the humans be brought more into the system by the senses + tracking?

− Feedback Challenge

+

Area Control

Musicians need to complete sections to win or gain resources & notes.

+ Flow Opportunity

−

Pre-Composition

Is the score too pre-composed? Should more pre-composition be needed?

− Content Challenge