Sputnik user study – evaluation form

1 Data Participant code/time _____ Educational background _ Musical background _ Exp. w/ virtual env. _____ Wiimote exp. left/right handed _____ colour normal ____ 2 Tasks 1. Take the controller and familiarise yourself with the controls. Try to navigate the scene. Use the Wiimote pointer to look around, the analogue stick to move, the B button to grab objects and the A button to interact with certain objects. We will continue, when you feel ready. Press the home button to unlock. 2. Explore the objects in the scene. For each class of objects, please tell me what these objects do, to what interactions they react, and how they influence the sound. 3. Now I would ask you, to give a short impromptu performance. You can choose the length of the performance but it should neither be too long nor to short. 4. Please sort these 4 objects according to their weight, from the lightest to the heaviest. 3 Notes 3.1 Basic Navigation 3.2 Models and Metaphors 3.2.1 Sampler (red) 3.2.2 Player (yellow)

	Tape Machine (grey)
3.2.4	l Harmonic Harp (orange)
3.3	Performance
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3.4	Sorting Task
	nterview Performance
1.	How was the performance? Are you content with it? Did you enjoy it?
2.	What was the hardest thing to achieve in your performance?
3.	What would you want to improve?
4.	What limited/constrained you the most?

4.2	Navigation and Control
1.	What was the hardest thing about the navigation?
9	How could the controls be improved?
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4.3	Visual Representation & Immersion
	How would using Sputnik impact a live performance?
2.	Did you feel immersed into the scene?
4.4	Music & Sound
1.	Which object did you particularly enjoy?
2.	Which object did you least enjoy?
3.	What would be the <i>natural</i> application of Sputnik (exploration/composition/live/exhibition)
4.	Where would you put Sputnik in your creative process?
5.	How would you compare it to other systems/tools/input devices?
6.	What possible further musical uses could you envision?
	Misc What other was sould you envision?
1.	What other uses could you envision?

2.	s there anything else you would like to add?