

# Sputnik user study – evaluation form

## 1 Data

Name \_\_\_\_\_

Participant code/time \_\_\_\_\_

Age \_\_\_\_\_

Gender \_\_\_\_\_

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 too short.
4. Please sort these 4 objects according to their weight, from the lightest to the heaviest.

## 3 Notes

### 3.1 Basic Navigation

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### 3.2 Models and Metaphors

#### 3.2.1 Sampler (red)

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#### 3.2.2 Player (yellow)

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### 3.2.3 Tape Machine (grey)

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### 3.2.4 Harmonic Harp (orange)

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## 3.3 Performance

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## 3.4 Sorting Task

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# 4 Interview

## 4.1 Performance

1. How was the performance? Are you content with it? Did you enjoy it?

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2. What was the hardest thing to achieve in your performance?

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3. What would you want to improve?

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4. Did it feel expressive?

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5. What limited/constrained you the most?

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## 4.2 Navigation and Control

1. Was it easy or difficult to navigate the scene and interact with the objects?

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2. What was the hardest thing about the navigation?

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3. How could the controls be improved?

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4. Could you *feel* a difference between the objects?

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## 4.3 Visual Representation & Immersion

1. What do you think about the visual presentation?

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2. Would this impact a live performance, and if so how?

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3. Did you feel immersed into the scene?

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## 4.4 Music & Sound

1. Which object did you particularly enjoy?

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2. Which object did you least enjoy?

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3. What would be the *natural* application of sputnik (exploration/composition/live/exhibition)

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4. Where would you put sputnik in the creative process?

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5. How would you compare it to other systems/tools/input devices?

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6. What possible further musical uses could you envision?

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#### 4.5 Misc

1. What other uses could you envision?

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

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