

Sputnik user study – evaluation form

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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

3.2 Models and Metaphors

3.2.1 Sampler (red)

3.2.2 Player (yellow)

3.2.3 Tape Machine (grey)

3.2.4 Harmonic Harp (orange)

3.3 Performance

3.4 Sorting Task

4 Questionnaire

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

2. Could you *feel* the objects and their weight?

3. Is the control precise?

4. What should be improved, regarding the controls?

5. What do you think about the visual presentation?

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

7. Did you feel immersed into the scene?

8. How well is sputnik suited to control music and sound?

9. What possible further musical uses could you envision?

10. What other uses could you envision?

11. What do you think, how well did you master sputnik?

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