Gmail by Google

Ramzi Abdoch <ramzi.abdoch@gmail.com>

Fwd: WAC 2016: notification fo submission 29

Ramzi Abdoch <ramzi.abdoch@gmail.com>
To: David Su <daviddsu@gmail.com>
Cc: Carl Majeau <carl.majeau@gmail.com>

WAC 2016
Web Audio Conference 2016
April 4-6, 2016, Atlanta, USA

Reviews For Paper

Track	Talks and Demos
Paper ID	29
Title	Beat Fighter by Shabu Shabu

Masked Reviewer ID: Assigned_Reviewer_1
Review:

Question	
Relvance to WAC	Somewhat relevant
Originality	Somewhat original
Overall rating	Neutral
Reviewer confidence	Medium
Detailed comments: briefly summarize the submission. What are the submission's strengths and weaknesses? What is the main contribution or significance of this work? In what ways is the work original or different from previous work?	Sounds fun, but the abstract does not explain enough details. What is a musical interface for you? A midi controller? Audio input? A controls the gameplay?

Masked Reviewer ID: Assigned_Reviewer_3
Review:

Question	
Relvance to WAC	Very relevant
Originality	Very original
Overall rating	Accept
Reviewer confidence	Medium
Detailed comments: briefly summarize the submission. What are the submission's strengths and weaknesses? What is the main contribution or significance of this work? In what ways is the work original or different from previous work?	The use of web audio for gaming applications is somewhat underrepresented in the current literature/blog posts/demos available fo using networked, browser-based clients.

Masked Reviewer ID: Assigned_Reviewer_4
Review:

Question	
Relvance to WAC	Very relevant
Originality	Somewhat original
Overall rating	Neutral
Reviewer confidence	Medium
Detailed comments: briefly summarize the submission. What are the submission's strengths and weaknesses? What is the main contribution or significance of this work? In what ways is the work original or different from previous work?	The submission describes a multi-player musical game experience called Beat Fighter where each user controls a different musica The project makes use of Web Audio API and Web sockets. The abstract is not clear about the state of the project and whether it is built or is in progress. There has been projects in the past with similar ideas such as JAM with chrome that have explored the possibilities of multi-player traditional fighting game mechanics can be an interesting user interaction design problem.

Here are the notes for the project. Let's get together and write a more fleshed-out version of our Abstract to send to them.

[Quoted text hidden]