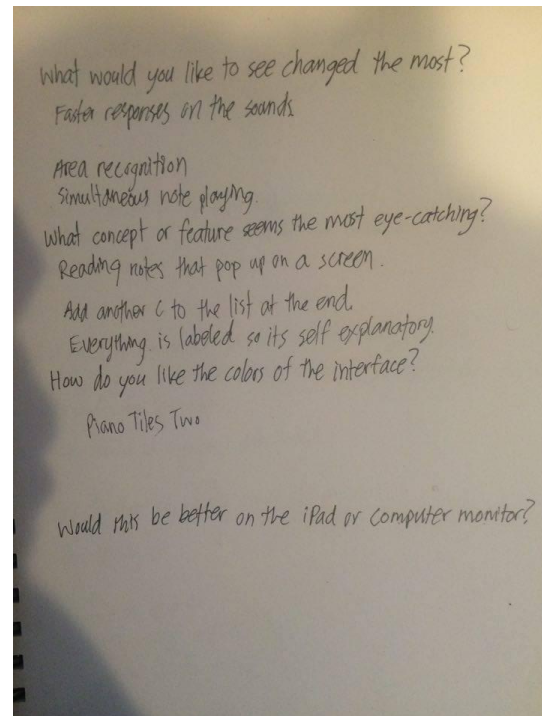
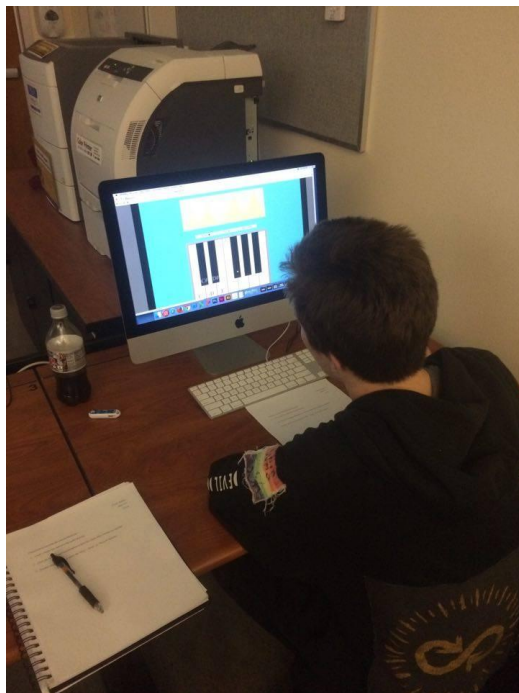


Audience Testing Results

During the audience test I learned a couple things from an outside view rather than my own. I learned that the testers are going to try things that I would not normally see, and this was the case during the first and second rounds. Both of my testers tried clicking every part of the keys on the piano to figure out its limits. They also tried pressing them multiple times in a row to see the response time better. I am going to try and take this information to improve the response time and continue making clear what notes are what. They wanted me to add more user experience in the concept, but also if I could, add more details to the visualizer if it's not too much work to put in.





What would you like to see changed the most?
There are some parts in the keys where it is not "click-able"
One like to click anywhere on key and have it play that note

What feature is the most eye-catching?
Definitely enjoy the fact that all text and symbols are HIGHLY legible
Color-scheme seems good

For iPad or Computer in your opinion? Why?
iPad. On a computer like this a mouse is your finger but iPad ~~user~~ does
not need extra accessory.

Use mouse or keyboard directions!

Any further comments about the project:

Everything is

Know
visualizer as a go,
record play and the stop.
Record red dot glowing.
Pause
Drop down samples