Study IIa Script

Welcome

Welcome. My Name is Corey and I am a PhD Student in the AI and Music CDT.

Overview

The aim of the study is to explore how to design user interfaces for non-musicians which encourage engagement and moments of reflection. We have three heuristics…

- Goal 1: To encourage opportunities to reflect whilst making music.
- Goal 2: To not include features too obtrusive as to break engagement.
- Goal 3: To provide an intuitive interface where non-musicians can create music of an acceptable quality

Ground Rules

- No right or wrong answers.
- Please feel free to share your point of view even if it differs from what others have said.
- Keep in mind that we're just as interested in negative comments as positive comments, and at times the negative comments are the most helpful.
- Zoom call recorded but we only take the audio and screenshots e.g. no faces.
- If you say someone name it will be anonymised.
- I will guide the discussion
- Feel free to talk to each other

Pre-Task

Demographics

What is your age?

What is your gender?

What is your country of birth?

What is your course of study?

Which year into your course of study are you in?

Goldsmiths MSI (Müllensiefen et al., 2014)

Please indicate the extent to which you agree with the following statements:
Option: Completely Disagree, Strongly Disagree, Disagree, Neither Agree Nor Disagree, Agree, Strongly Agree, Completely Agree

- I spend a lot of my time doing music-related activities.
- I enjoy writing about music, for example on blogs and forums.
- If somebody starts singing a song I don't know, I can usually join in.
- I can sing or play music from memory.

- I am able to hit the right notes when I sing along with a recording.
- I can compare and discuss differences between two performances or versions of the same piece of music.
- I have never been complimented for my talents as a musical performer. *(Reversed)*
- I often read or search the internet for things related to music.
- I am not able to sing in harmony when somebody is singing a familiar tune. *(Reversed)*
- I am able to identify what is special about a given musical piece.
- When I sing, I have no idea whether I'm in tune or not. *(Reversed)*
- Music is kind of an addiction for me - I couldn't live without it.
- I don't like singing in public because I'm afraid that I would sing wrong notes. *(Reversed)*
- I would not consider myself a musician. *(Reversed)*
- After hearing a new song two or three times, I can usually sing it by myself.

Please fill in the gap for the following statement, selecting the option nearest to the value which fits best. "I engaged in regular, daily practice of a musical instrument (including voice) for ___ years."
- 0
- 1
- 2
- 3
- 4-5
- 6-9
- 10 or more

Please fill in the gap for the following statement, selecting the option nearest to the value which fits best. "At the peak of my interest, I practiced ___ hours per day on my primary instrument."
- 0
- 0.5
- 1
- 1.5
- 2
- 3-4
- 5 or more

Please fill in the gap for the following statement, selecting the option nearest to the value which fits best. "I can play ___ musical instruments"
- 0
- 1
- 2
- 3
- 4
- 5
- 6 or more

Complete the following statement. Feel free to write none if you can't play any instruments. "The instrument I play best (including voice) is _____".

Please indicate the extent to which you agree with the following statements…
Options: of "Strongly Disagree" to "Agree" placed on either end of a 6-point scale.

- I don't often think about my thoughts. *(Reversed)*
- I rarely spend time in self-reflection. *(Reversed)*
- I frequently examine my feelings.
- I don't really think about why I behave the way that I do. *(Reversed)*
- I frequently take time to reflect on my thoughts.
- I often think about the way I feel about things.
- I am not really interested in analysing my behaviour. *(Reversed)*
- It is important for me to evaluate the things that I do.
- I am very interested in examining what I think about.
- It is important to try and understand what my feelings mean.
- I have a definite need to understand the way that my mind works.
- It is important to me to be able to understand how my thoughts arise.
- I am usually aware of my thoughts.
- I'm often confused about the way that I really feel about things. *(Reversed)*
- I usually have a very clear idea about why I behaved in a certain way.
- I'm often aware that I'm having a feeling, but I often don't quite know what it is. *(Reversed)*
- My behaviour often puzzles me. *(Reversed)*
- Thinking about my thoughts makes me more confused. *(Reversed)*
- Often, I find it difficult to make sense of the way I feel about things.
- I usually know why I feel the way that I do.

Introduce software if not done so already.

Interview Questions

Here is the list of questions from the code you provided:

Opening Questions

- What are your initial thoughts on the interface?
- Did any features stand out to you as supporting reflection/engagement?
- At what moments did you experience reflection?

Design Goal 1: Reflection

- Did you find the interface encouraged you to reflect on your music making?
- How did you reflect on your music whilst using the interface?
- Were there any moments that prompted you to stop to think about your music making?

- Did any parts of the interface encourage you to reflect?
- What different kinds of reflection did you experience?

Design Goal 2: Engagement

- Were there any points where you felt annoyed?
- Were there any points where you were frustrated?
- Were you distracted by the interface at any points?
- Was anything jolting or off-putting?

Design Goal 3: Usability

- Do you think that the interface was intuitive?
- Could you make quality-sounding music with the interface?
- Did the interface help you to create your music?
- What features of the interface helped to make your music?
- What features of the prototype would you improve so that the interface was easier to understand?
- Do you like the music that you created?

Probes

- Would you explain further?
- Would you give an example?
- How would you go about explaining this?

Closing Questions

- Of all the things we've talked about, what is most important to you?
- Any features that you think are missing?
- Any general suggestions?