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Meeting date: May 12, 2025, 12:39 pm

Overview

- The Product Testing Session focused on evaluating various components of an innovative music-responsive AI system designed to enhance interactive musical experiences. The meeting began with testing an AI's response to violin playing, where challenges such as slow response times and limited rhythm adjustments were noted, leading to a decision to shift focus to visual components. The bee visualization feature was analyzed next, revealing issues with the system's ability to recognize only certain strings and not responding correctly to intended movements. Following this, a volume-based visualization was tested; after initial unresponsiveness, it functioned well once restarted. The session also explored an Ecosystem Improvisation System with adjustable controls, though concerns were raised about the difficulty of manipulating the slider during playing. Feedback emphasized the need for consistent pitch-based tracking instead of bow position tracking, along with suggestions for practical improvements to enhance usability. Action items were identified for implementation before the next testing session.

Notes

- **Testing Music-Responsive AI System (00:00 - 06:53)**

  - Testing an AI system that responds to violin playing by changing music pitches

  - System exhibits slow response time and limited rhythm change capability

  - Decision made to move on to testing the visual components while things are working

- **Testing Bee Visualization (06:53 - 13:06)**

  - Testing bee visualization that responds to bow position on different strings

  - Issues encountered: system only recognizing G and D strings, not responding to A and E strings

  - Intended behavior was for bees to move up when playing on A string and down when on G string

  - Facilitator noted they created two versions - one based on pitch and one on bow position

- **Volume-Based Visualizations (13:06 - 22:16)**

  - Testing visualization that responds to volume (soft vs loud playing)

  - System initially unresponsive but began working after restart

- When playing loudly, more 'beads' should appear in the visualization

- Facilitator noted technical issues with microphone during testing

- **Ecosystem Improvisation System (22:16 - 27:23)**

  - Testing combined system with slider controls having 3 positions:

  - Position 1: Player has full control

  - Position 2: System becomes 'jerky' with less player control

  - Position 3: System mostly does its own thing

  - Additional controls: two buttons for sound effects (cycling through options 1-2-3-off)

  - System designed for improvisation between player and computer

- **Feedback and Improvements (27:23 - 33:15)**

  - Bow position tracking identified as problematic since playing style varies between individuals

  - Decision to switch to pitch-based tracking for future testing as it's more consistent

  - Feedback about slider being difficult to manipulate while playing

  - Suggestion to add another clip to hold slider in place and position it higher up the bow

  - Facilitator planning to implement fixes before next testing session with Julia

Action items
- **Unassigned**

  - Change tracking from bow position to pitch-based tracking for better consistency (29:57)

  - Add another clip to keep the slider in place when attached to bow (30:57)

  - Position the slider higher up on the bow for easier access (30:57)

  - Fix technical issues before next testing session with Julia (31:37)