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Meeting date: May 10, 2025, 12:24 pm

Overview

- The Technical demonstration and user testing session focused on the evaluation of a bow-mounted controller designed for enhanced musical performance. Participants provided feedback on interface comfort and usability, specifically expressing difficulties with button access while maintaining grip, leading to the suggestion of adding a divot for better finger positioning. The session encountered technical challenges, particularly with audio output, which were addressed through troubleshooting methods such as checking connections and adjusting settings. Despite these issues, the audio effects features, including harmonizer and delay, were showcased effectively. Additionally, the session included a demonstration of the recording and playback functionality, with an overview of buffer settings and a brief introduction to a machine learning system capable of transforming recorded music snippets into new compositions, highlighting the impact of performance variations on system response.

Notes

- **Controller Interface Explanation** (00:03 - 07:47)
  - Testing of a bow-mounted controller with buttons and a slider
  - Discussion about comfort issues and proper positioning of the device
  - Participant struggling with pressing buttons while maintaining bow hold
  - Suggestion to add a "divot" for the pinky finger to improve stability
  - Initial attempts to demonstrate the controller functionality
- **Technical Troubleshooting** (07:47 - 20:27)
  - System failed to produce audio output despite input being detected
  - Multiple attempts to fix audio issues by restarting and checking connections
  - Discussion about potential causes: sampling rate problems, exclusive mode settings
  - Worked around the problem by routing audio through MacBook speakers
  - Successfully demonstrated audio effects features including harmonizer and delay
  - Introduced slider functionality that controls dry/wet effect levels
- **Recording and Machine Learning Features** (20:27 - 28:01)
  - Demonstrated recording and playback functionality

- Explanation of buffer settings for recording length
- Introduction to machine learning system that transforms played material
- System records snippets of playing and transforms them into new musical material
- Discussion about how changes in playing (dynamics, speed, key) might affect the system's response