

Survey on Music Improvisation with Audio Commons Content

Showing 15 of 15 responses

Showing **all** responses

Hiding **40** questions

Response rate: 15%

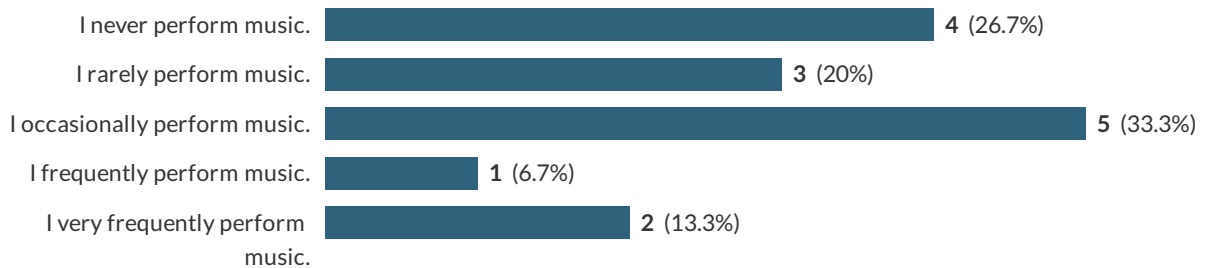
1 Please indicate your name.

Showing all 15 responses	
sophie	328360-328352-29136977
Luca Turchet	328360-328352-29137096
mathieu	328360-328352-29137182
Lia	328360-328352-29163462
Francesco	328360-328352-29163587
Adriana B S Stolfi	328360-328352-29163581
Thomas Deacon	328360-328352-29202850
Sebastian	328360-328352-29202854
Eddie	328360-328352-29211077
William Wilkinson	328360-328352-29211083
Miguel Ceriani	328360-328352-29211101
Jon Pigrem	328360-328352-29213775
Andrea Guidi	328360-328352-29221485
Adan L Benito	328360-328352-29221613
simin yang	328360-328352-29202878

2 Please select the statement that best describes you.



3 Please select the statement that best describes you.



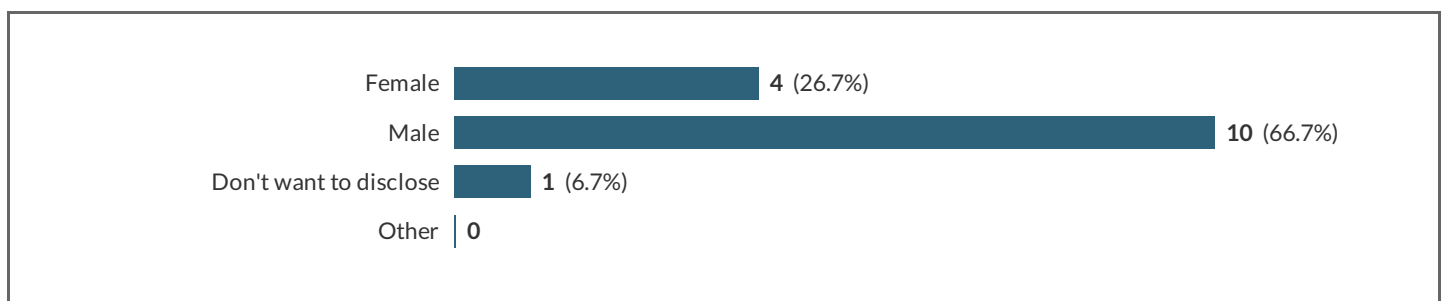
4 Please select the statement that best describes you.



5 If you are a musician, please indicate the instrument(s) which you play, music genre(s) or style(s), and number of years of experience. If you are not a musician, indicate "N/A".

Showing all 15 responses	
n/a	328360-328352-29136977
24, guitar, mandolin, hurdy-gurdy, electronic music devices	328360-328352-29137096
guitar 22 years (blues, rock, funk, jazz, improv); electronic	328360-328352-29137182
Electronic music, 10 years experience. Piano, 10 years experience. Trumpet, 5 years experience.	328360-328352-29163462
N/A	328360-328352-29163587
N/A	328360-328352-29163581
Computer, electronic and sound art, 10+	328360-328352-29202850
N/A	328360-328352-29202854
Electronic music - techno: 25+ years	328360-328352-29211077
N/A	328360-328352-29211083
N/A	328360-328352-29211101
Piano 30 years (all styles) Bass 20 years (all styles)	328360-328352-29213775
Piano, Super Collider. Electronic Music. 27 years of experience	328360-328352-29221485
Instruments: guitar (classical & electric), bass, lap steel guitar Styles: blues, jazz, soul, classical, rock, country	328360-328352-29221613
violin/classic/less than 3years	328360-328352-29202878

7 Please indicate your gender.



9 Briefly describe your workflow when improvising music with others using Playsound.

Showing all 15 responses	
I tried to respond to others' sounds with appropriate keyword search (e.g. when hearing bird sounds, I looked for 'cat'; when I heard phone ringing, I looked for 'conversation' or 'dialogue'; etc). also whenever I couldn't figure out which sound came from me, I tried to	328360-328352-29136977

embrace the 'mess' as well	
I tried to listen to other musicians and react to their playing. Some times I instead took the initiative to propose my ideas, even if they were not coherent with the narrative proposed by the others. This was to create something new, to give another direction to the music	328360-328352-29137096
I started by thinking about something I wanted to express (sometimes contextual) and then looked for relevant sounds. Ideas could be related to semantic concepts (e.g. lion, aliens, gospel), structural (e.g. exit), or genre related (e.g. drum n bass). Once sounds appeared, I selected them based on their name and what I could gather quickly from the spectrogram (e.g. rhythmic, tonal, noisy, spoken). I then adjusted the sound volume and played either rhythmically with the sounds (pressing start/stop manually) or triggered the loop mode if I felt it matched well the produced soundscape. Once I had a varied number of sounds/loops (10-20) I would try not to look for more and play with those I already had (using start/stop, volume). To end the piece I would gradually fade out the looped ones.	328360-328352-29137182
<p>I was trying to listen to what other people were playing, and choosing sounds that would react to their choices.</p> <p>Sometimes I made one sound be very dominant to change up the composition.</p>	328360-328352-29163462
random search of words, unless there is a pre-agreed theme. However during the performance I used to listen to the other's sounds and look for something that I thought could suit.	328360-328352-29163587
<p>it was difficult to me, because of my lack of experience with the sound and their representation in visual content.</p> <p>I think if i had more time to get used to it i could use it better.</p>	328360-328352-29163581
Generative discover based on the sound, finding links in the sound and translating them into semantic searches. Sometimes would hold back when a change would make me think again.	328360-328352-29202850
<ul style="list-style-type: none"> - Listen to what others do and get inspired - Search for new ideas semantically - Think of new spontaneous ideas 	328360-328352-29202854
Search for known good terms ('spectral stretch' is always a good starting point) and hit go. Layer up other stuff as required, whilst being mindful of whatever others bring into the mix. Take inspiration from other's sound choices.	328360-328352-29211077
<p>I would look for inspiration in the existing mix and then think about what elements are missing or what would be fun to add. Sometimes I wanted to add sounds that fit nicely, but sometimes I wanted to play sounds that stood out, to surprise the other players or to make them laugh. I would often reduce the volume when loading a sound so not to risk it if the sound was not what I expected / wanted.</p> <p>Sometimes I would explore the sounds purely semantically, ignoring the sound characteristics. For example, after playing a 'saxophone noodle' sound, I liked the idea of exploring sounds that were related semantically, but not related audibly, so I played a 'noodle restaurant' environmental sound.</p>	328360-328352-29211083

<p>The workflow was roughly the following one:</p> <ul style="list-style-type: none"> - try to think what kind of sound it came to my mind in the current context (start or current moment of impro) - search for a term to retrieve that sound - refine/change search if needed - try to guess from result names, spectrograms, and duration how the sound could be and which one could fit - play the sound, decide if to use loop feature - try to control the other sounds playing, change volume to fade out, exit loops,... - back to thinking a new sound... 	328360-328352-29211101
<p>I came up with an idea for a part and searched for it. I then picked a sound by length and basic frequency content and pressed play. I quickly reduced the volume to control the sound. I pressed loop to sustain the part and used volume to bring it in and out.</p>	328360-328352-29213775
<p>I listen to the currently playing sounds. I decide what timbres could fit within the mix. My choice is based on the number of sounds and their timbral characteristics and envelope. Once I decide the type of sound I would reproduce then I search for it. I base my research on the name and on the featured sonogram. Then I reproduced it. I start with volume to 0 and then I gradually increase the volume. I usually reproduce more than one sound at a time.</p>	328360-328352-29221485
<ol style="list-style-type: none"> 1. I decide on a base sound or wait for the others to start making their own. 2. Once I've decided the kind of sound I want for the impro (walking bass, ambient sound, noise, etc) I query based on the type of sound I am looking for and prepare a loop. 3. When I've searched for the sounds I want, I look at the spectrogram and time signature and try to get the one that I find more appropriate for the impro, bringing it into my palette while trying to be in sync with the rest (as it automatically plays when loaded). 4. Once the sound is in the palette, I adjust volume as desired. 5. If, for some reason, I think the sound is going to be strange or out of sync, but I still want to play it, I will turn the volume down as fast as possible once loaded. 6. I try to trigger those sounds that I don't plan to loop in sync with the musical context and fitting with the overall tempo of the piece, although that's not always trivial. 	328360-328352-29221613
<p>perceive what other people are playing and then try to do some match</p>	328360-328352-29202878

48 What did you like the most about Playsound?

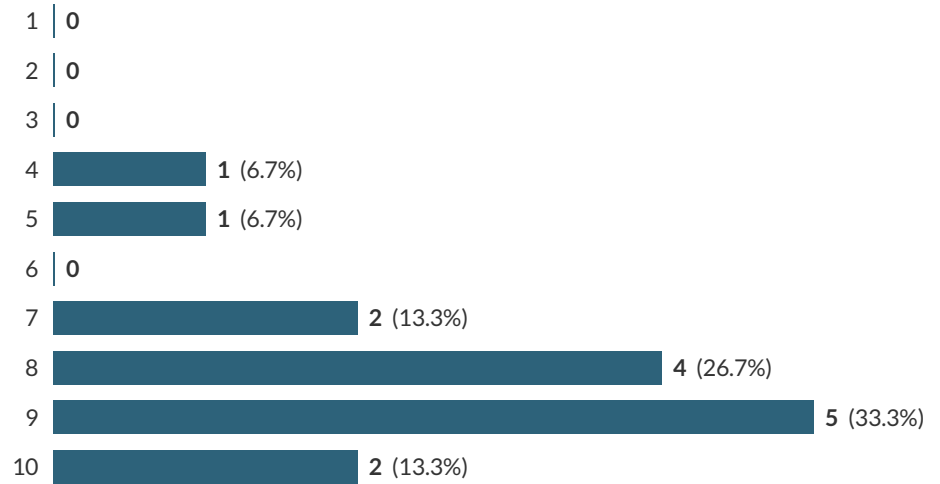
Showing all 15 responses	
the uncontrollable mess, that we could collaboratively embrace.	328360-328352-29136977
The possibility to play any sound that I had in mind	328360-328352-29137096
The richness of the sound palette and the rapidness to get sounds.	328360-328352-29137182
I liked that it was easy to layer up sounds and create a song that I normally wouldn't create using regular instruments.	328360-328352-29163462
fast search of sounds, spectrogram	328360-328352-29163587
That i can make any sound for my own use	328360-328352-29163581
Immediate to use and enjoy, situation threw up many enjoyable surprises requiring a change of strategy. A simple clean interface could use easily.	328360-328352-29202850
The possibility to collaboratively create soundscapes. Being able to search for sounds based on semantics. The simplicity in the system: it's very intuitive. Being able to see a visual representation of the sounds Being able to record	328360-328352-29202854
Quick access to a huge library of sound with appropriate visual cues (i.e. the spectrogram) as to the sonic content of the search terms.	328360-328352-29211077
Exploring sounds semantically. The speed at which ideas can be expressed and sounds can be found. The system also gives you ideas when unexpected sounds turn up in the search. Not being able to perfectly sync sounds create interesting surprises.	328360-328352-29211083
having so many sounds at disposal	328360-328352-29211101
It's a good way to access free sound. More on the screen and less button presses.	328360-328352-29213775
The simplicity	328360-328352-29221485
The fact that I can search and play sounds on real time and that I can get several results.	328360-328352-29221613
the speed of fetching audio track is very quick	328360-328352-29202878

49 What did you like the least about Playsound?

Showing all 15 responses	
that I couldn't hear exactly which sound I was adding in with some of the samples and didn't seem able to control volume a lot	328360-328352-29136977
The fact that I could not hear in advance the sound before playing it	328360-328352-29137096
Not being able to monitor sounds before playing them in the PA.	328360-328352-29137182
I didn't like that it automatically plays sounds with the volume half up. It would be better if the sounds start with the volume down so that you can introduce them gradually that way if you don't like them you can fade them back out again.	328360-328352-29163462
doesn't look like a musical instrument but rather like a db of sounds, good to be used for searching and downloading samples and loops	328360-328352-29163587
That i could not really know what sound was still playing, or that i could not save some of them in a separated window to use later.	328360-328352-29163581
Volume control was difficult on loading, would like more control of the rate of play e.g. slower, fast, reverse.	328360-328352-29202850
When sounds were too loud when played at the beginning: because I didn't knew what was the sound like and maybe I would have played it. So I would have liked to have a way to ramp it progressively. The visual representation (spectrogram) is very nice and gives some information about the sounds, but sometimes I couldn't tell what it was going to be like at all. Maybe some way to present the features of the sound would help choosing sounds.	328360-328352-29202854
UI glitches, volume levels not starting at zero.	328360-328352-29211077
No ability to pre-listen to sounds or set initial volume. Sometimes I wasn't sure which sounds in the mix were mine. However all of these points could also be seen as positive.	328360-328352-29211083
the inability to preview the sounds before playing them	328360-328352-29211101
This would not be useful for the type of performance I do, however as a discovery tool it would be useable.	328360-328352-29213775
The lack of appropriate labels to describe the sounds	328360-328352-29221485
The fact that I can't edit the sounds or that they are triggered when selected.	328360-328352-29221613
can't pre-listen the audio tracks	328360-328352-29202878

50 Please rate how engaged you were when playing with others with Playsound.

50.1 Not engaged at all vs Very engaged



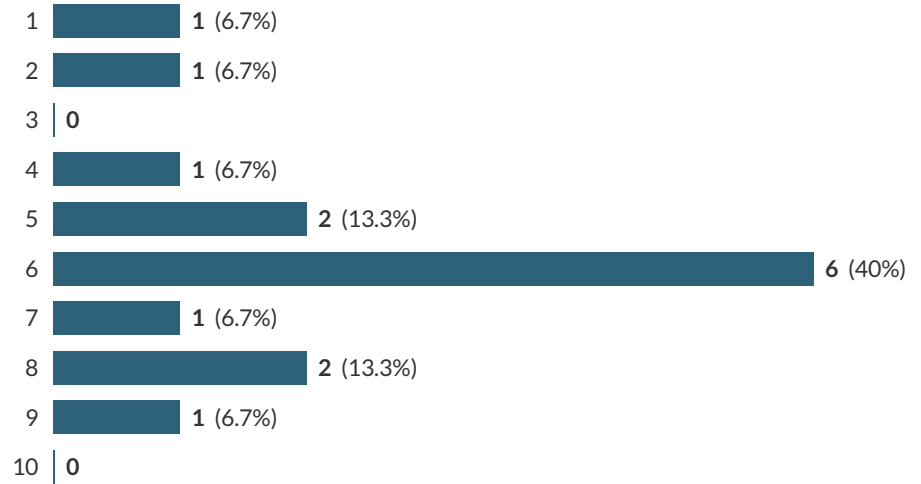
Multi answer: Percentage of respondents who selected each answer option (e.g. 100% would represent that all this question's respondents chose that option)

50.a Please briefly explain your choice.

Showing all 13 responses	
There were moments in which I felt in the flow, while in other moments I was more struggling with the fact that I could not understand properly what I was playing	328360-328352-29137096
I got "in the zone" several times, enjoying playing with the other musicians and wanting to produce enjoyable music. Ideas kept flowing and it's almost as if the tool invited me to explore them.	328360-328352-29137182
The time went by very quickly!	328360-328352-29163462
I was mostly paying attention to what the others were doing, Particularly in the second and third performance.	328360-328352-29163587
i was rally interested in the idea of doing my own music. Also because i am not a musician.	328360-328352-29163581
So quick to turn phrases into sounds, enjoyed this as a collaboration	328360-328352-29202850
I wasn't looking at others. I was trying to listen what they were doing but wouldn't know who was responsible for the sound being produced. Although being physically co-present, there was no sense of complicity between us beyond a few laughs. I was engaged in the creative process without looking to directly connect to the others. The only connection was via the piece we were doing.	328360-328352-29202854
Most of the early effort was spent getting used to the UI and exploring the Freesound library. Once we'd settled on a vibe and got used to the UI it started to get interesting.	328360-328352-29211077
I felt very immersed in the performance and in exploring the tool.	328360-328352-29211083
I was focused on contributing to the collective work	328360-328352-29211101
It was hard to know what was playing. I pick a sound and have no idea if what I am listening too is my sound or another one from another player.	328360-328352-29213775
The simplicity of the tool allowed to focus on the music produced by the improvisation .	328360-328352-29221485
It was interesting to see how others selected and mixed sounds even though there were several constrains.	328360-328352-29221613

51 I feel that I have learned something about sound and music making using Playsound.

51.1 Strongly Disagree vs Strongly Agree



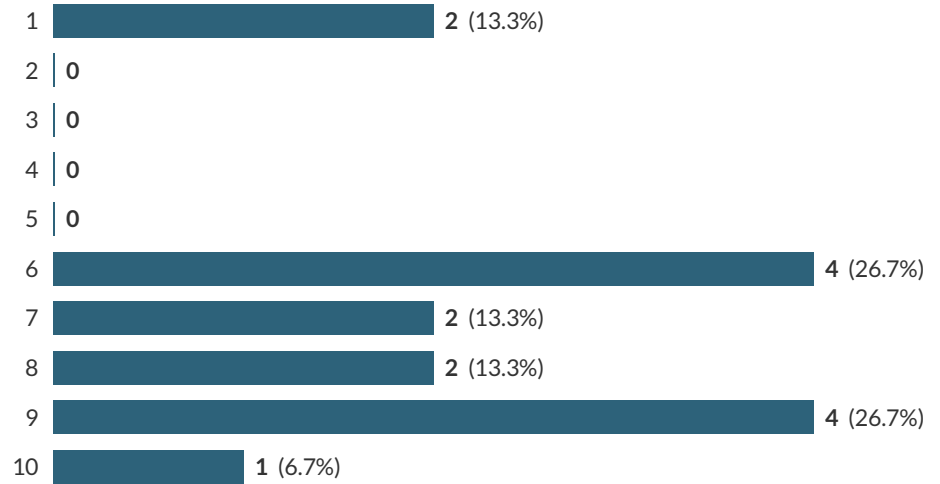
Multi answer: Percentage of respondents who selected each answer option (e.g. 100% would represent that all this question's respondents chose that option)

51.a Please briefly explain your choice.

Showing all 12 responses	
What I learned was to create interactively soundscapes and narratives using everyday sounds with other musicians. This was novel to me as I mostly played music together with other people, not soundscapes	328360-328352-29137096
I enjoyed playing music with others and listening to each other's outcomes and the overall mix. Playsound is an interesting tool to think about composition and structural aspects of a musical piece.	328360-328352-29137182
Perhaps I overthink making music usually. This tool shows how you can make music without much effort of creative inspiration to begin with.	328360-328352-29163462
Not really, i know that making music have a lot of thesis, mathematical stuff and theory behind it, so i know i could do something just using my will.	328360-328352-29163581
Triggering samples is a standard process, collaboration is negotiation and listening, at a stretch, I felt the constraint of choice helped to work with others.	328360-328352-29202850
I actually realise doing this is very fun and has a lot of potential.	328360-328352-29202854
I feel that it's similar to DJ software like Traktor in that you're looking for appropriate audio to mix together.	328360-328352-29211077
I realised that widely varying soundscapes can be combined in interesting ways.	328360-328352-29211083
trying to understand spectrograms seems like a good exercise, but during the impro there was no chance to do full experimentation	328360-328352-29211101
Nothing new here fro me.	328360-328352-29213775
I never thought of making music in group using a tool like playsound	328360-328352-29221485
It was fun to use and I would use it again if there were some added features, but I did not learn much. Again, the features that it offers are innovative though.	328360-328352-29221613

52 The way I composed music with Playsound was novel for me.

52.1 Strongly Disagree vs Strongly Agree



Multi answer: Percentage of respondents who selected each answer option (e.g. 100% would represent that all this question's respondents chose that option)

52.a Please briefly explain your choice.

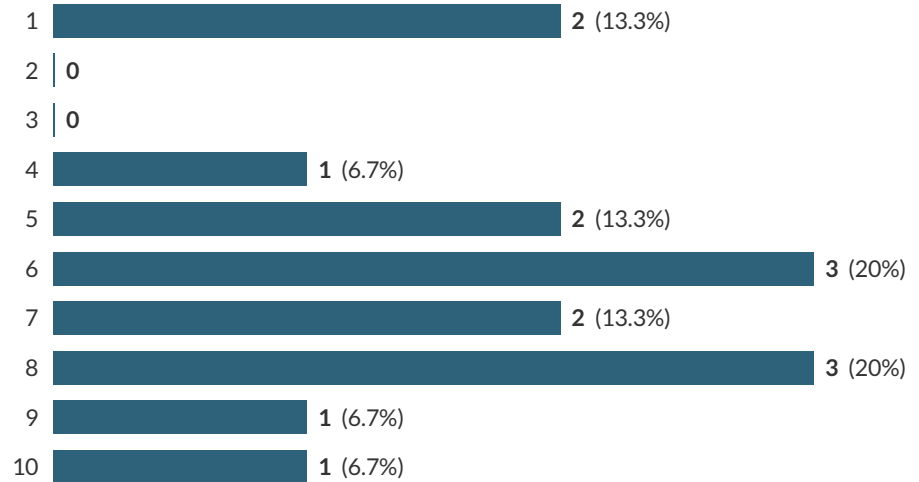
Showing all 13 responses	
...I'm a non musician and never improvise with others. to play collaboratively as such was new for me	328360-328352-29136977
I created compositions in the past using soundscapes but never in real-time. This was an innovative experience that I did not do before.	328360-328352-29137096
I generally play guitar and think in terms of chords and melodies, although I do some more abstract improv and compositions too. This tool allowed me to explore a sound vocabulary I don't always play with.	328360-328352-29137182
I've composed like this before, but it's not usually the way I would do it under regular circumstances.	328360-328352-29163462
it was novel if considered as a web based tool to play multiple samples at the same time.	328360-328352-29163587
I tried some professional programs before, but just to cut other musics for personal purposes, and also some special day music from google one time, it was kind of similar with the way it worked.	328360-328352-29163581
Very limited, but enjoyable	328360-328352-29202850
As per the previous question, it was a bit like a combination of electroacoustic improvisation and DJing.	328360-328352-29211077
The uncertainty around new sounds added a new dimension.	328360-328352-29211083
never worked or played with creating soundscapes	328360-328352-29211101
This is too aleatoric for my usual workflow, but still fun.	328360-328352-29213775
I don't think we can talk about music composition. To me it was more about achieving an improvisation without a compositional intent.	328360-328352-29221485
I've not done much sample-based improvisation and never a free improv on which I could query the sounds in real time.	328360-328352-29221613

-
- 53** When making music with Playsound, which type(s) of sounds did you look for? (e.g. musical sounds, acoustic instruments, non musical sounds, field recordings, sound fx, loops, spoken sounds, etc.)

Showing all 15 responses	
I looked for both, musical sounds and field recordings. I think I mostly tried to add in either effects like one particular sound or create some sort of background sound. my keyword search was also affected by what I noted for others, it made me react to their choice	328360-328352-29136977
I used only non-musical sounds. I used mostly sounds not involving voices. From nature-related sounds (e.g. birds) to synthetic sounds (e.g., space ships)	328360-328352-29137096
mainly non musical but also musical. specific sounds (e.g. lion), beats (e.g. drum'n'bass), atmospheres (e.g. jungle), spoken (gospel), sound fx (aliens), etc.	328360-328352-29137182
I was looking for soundscape ideas and sometimes I was looking for something that thematically matched the composition.	328360-328352-29163462
random or dependent on agreed subject or based on similar things that others were playing (or sounds that /i thought could fit well with what they were playing)	328360-328352-29163587
i look for sound to give deph and layer as background for videos.	328360-328352-29163581
Start with noise beds to inspire, from there I didn't think much.	328360-328352-29202850
Some musical instruments, a lot of nature sounds, some voice, as well as various sounds such as steps or specific timbres I was looking for	328360-328352-29202854
Ambience, drum loops, spectrally processed recordings.	328360-328352-29211077
Mostly textural environmental sounds. Then added some weird effects or musical sections.	328360-328352-29211083
rhythmic patterns, non musical sounds (both urban and natural), musical instruments playing	328360-328352-29211101
All - environmental, animals, musical, SFX, vocal, etc,	328360-328352-29213775
Natural sounds. Especially Granular sounds, liquid sounds and glitches	328360-328352-29221485
Ambient sounds, animal sounds, musical sounds background sounds, bass loops, beatbox, human noises.	328360-328352-29221613
loops, spoken sound, rythme	328360-328352-29202878

54 I was able to find the sounds I wanted with Playsound.

54.1 Strongly Disagree vs Strongly Agree



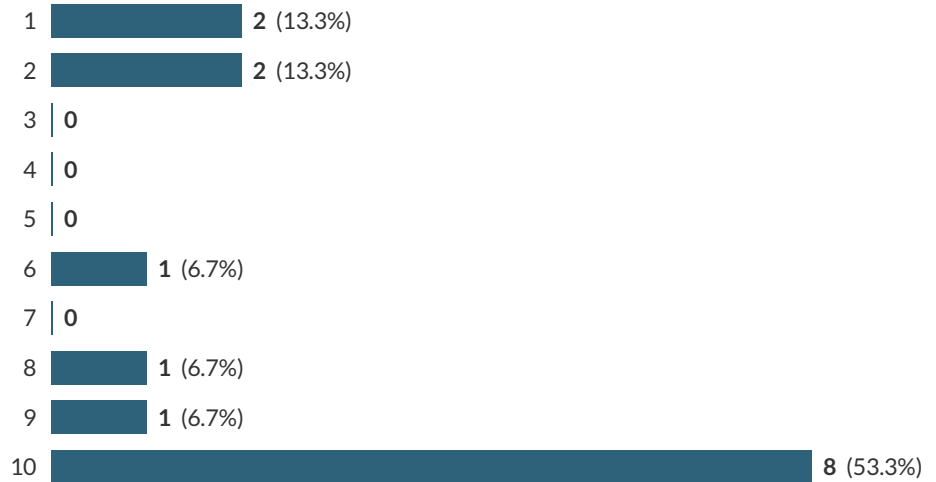
Multi answer: Percentage of respondents who selected each answer option (e.g. 100% would represent that all this question's respondents chose that option)

54.a Please briefly explain your choice and comment on the relevance and quality of the sounds you found for the task.

Showing all 12 responses	
I could get the types of sounds I imagined most of the times. Other times the sounds that were retrieved were not coherent with my expectations.	328360-328352-29137096
the sounds were generally good. some were too quiet (bad dynamics). the main issue is not to be able to monitor them before playing.	328360-328352-29137182
The names usually don't match the sounds so it's quite random as to what you're going to end up playing!	328360-328352-29163462
not really, i did not know how the sound had to look like.	328360-328352-29163581
Searches were not great, but the surprise was interesting anyway.	328360-328352-29202850
In a couple of times I looked for a specific sound but the results were showing something else. This was probably a bug, but not easy to reproduce and happening infrequently. Sounds were typically similar to what I was looking for. However, on some occasions there were unexpected surprises.	328360-328352-29202854
The results were as good as the search terms vs the quality of the uploaded sounds.	328360-328352-29211077
Most of the time. But when I couldn't, I would find new ideas in the list that Playsound presented me with.	328360-328352-29211083
The results were often not close to what I was looking for	328360-328352-29211101
No ability to audition sounds is an issue.	328360-328352-29213775
It was difficult to find the sound I wanted beacuse of inaccurate text labels.	328360-328352-29221485
Sometimes it was hard to correlate the results given by the search with the query I chose, getting some unexpected samples.	328360-328352-29221613

55 How familiar are you with the spectrogram representation of audio content?

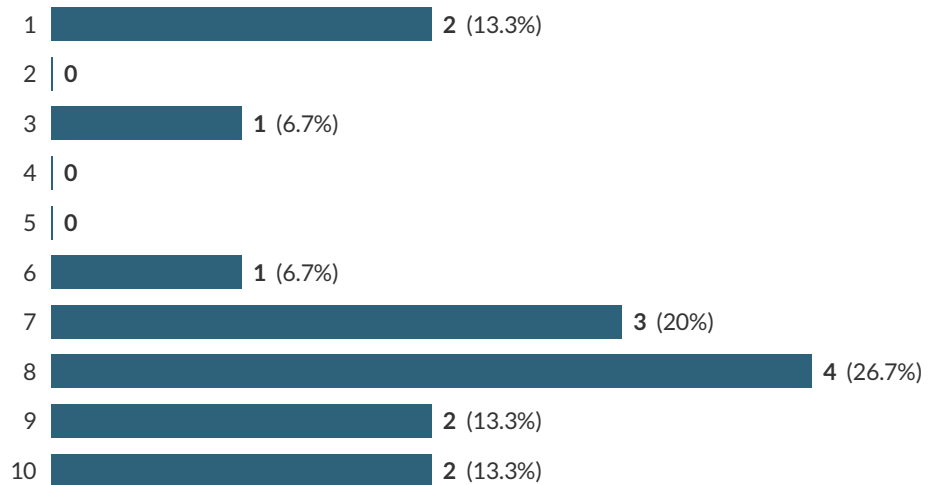
55.1 Not Familiar At All vs Very Familiar



Multi answer: Percentage of respondents who selected each answer option (e.g. 100% would represent that all this question's respondents chose that option)

56 The spectrogram images in Playsound helped me find and select relevant sounds.

56.1 Strongly Disagree vs Strongly Agree



Multi answer: Percentage of respondents who selected each answer option (e.g. 100% would represent that all this question's respondents chose that option)

57 Please describe how you would improve Playsound (e.g. user interface, functions, type of sounds, controls, etc.).

Showing all 15 responses

the first thing I looked for was a kind of 'preview' function I could use before picking the sound. however, I understand that in a iam session

328360-328352-29136977

<p>this might lead to even more mess....</p> <p>another thing was that I couldn't distinguish the sounds I added into the overall soundscape a lot from each other, so it would have been helpful to have some sort of highlighter or similar to mark which sound was played when and how loud (a hierarchy of volume? an overall mastering tool?)</p>	
I would need a master volume, for all sounds in a tab and also for all tabs opened. It would be great to have a system for in ear-monitoring before playing the sound	328360-328352-29137096
<p>A few comments:</p> <ul style="list-style-type: none"> + sound selection: no way to monitor sounds before playing and no volume fader on the right side + when loop is pressed why volume goes suddenly to the max level? + clearer way to find the looped content on the left + I would have been interested to have sequencer to be able to shape how the sounds would be looped in time. This would have allowed me to better express my ideas I believe. 	328360-328352-29137182
I didn't look at the spectrogram at all.	328360-328352-29163462
Only used to have a rough idea of the sound. it would be good if they were larger images	328360-328352-29163587
after i had some tries i kind of started recognizing the sounds, but i still need more time and experience	328360-328352-29163581
Change over time is useful to change the volume accordingly	328360-328352-29202850
<ul style="list-style-type: none"> - Being able to ramp up the sounds to be able to control which ones come in and reverting if needed after auditory feedback - Having different sound representations: a clearer picture of the rhythms, the duration, the timbre, the main pitches. This could help in the selection of the desired sounds. 	328360-328352-29202854
MIDI control of faders. I'd also like separate gain controls from the overall volume or some kind of normalisation or dynamic range compression of imported sounds. High pass/low pass filters would be lovely. Some send effects too - a delay and a reverb to aid in transitions would be awesome.	328360-328352-29211077
Maybe added ability to select the loop range for a sound. Choose initial volume. See what each user is contributing to the mix.	328360-328352-29211083
<ul style="list-style-type: none"> - preview sounds - some kind of loop station feature - solve the volume bug - give more ways to filter/explore the sounds, maybe applying some clustering 	328360-328352-29211101
They gave me an idea of the spectrum over time, however music is more contextual than this. Music has meaning, and not just sound. This is not visible in a spectrogram.	328360-328352-29213775
I would have the possibility to set loops of different lengths and to move the loops across the sound waveform.	328360-328352-29221485
I would add end and final loop points and would not start playing the	328360-328352-29221613

sounds. Been able to change the speed of the samples would also be nice, and having more detailed timing information as well (being able to query by word tag and time length would be awesome).	
get an overview for what other people are doing	328360-328352-29202878

58 Please describe in which context(s) you would consider using Playsound.

Showing all 15 responses	
to experiment and explore soundscapes with friends and also other non-musicians	328360-328352-29136977
live improvisation with other electronic musicians	328360-328352-29137096
Music improv with others. I would be interested to control it somehow with my guitar too! I also think it has potential has a pedagogical tool on soundscape composition, music information retrieval (semantic audio) and physics of sounds.	328360-328352-29137182
Perhaps as a group exercise but not a serious musical context.	328360-328352-29163462
search/preview/download samples.	328360-328352-29163587
I could use it to make some simple sounds that sometimes i need. like for my own videos.	328360-328352-29163581
Collecting a palette of sounds to begin a track, layer things without a grid to see how they feel	328360-328352-29202850
Dance improvisations, visual arts improvisations. I would likely use it to influence others into different states of mind when creating in a more embodied way. From my perspective, the creative process behind the making of the soundscapes was much more conceptual and intellectual, but the product is perceptual and can hugely influence mood states.	328360-328352-29202854
Academic laptop jam ensembles.	328360-328352-29211077
With friends as a fun way to explore and improvise without the usual constraints of musicality.	328360-328352-29211083
- as a way of looking for single sounds on freesound - as a way to create a quick preview of a soundscape or audio storytelling that I may then produce using a dedicated audio tool as audacity	328360-328352-29211101
As a discovery tool.	328360-328352-29213775
On stage, at my place with friends.	328360-328352-29221485
Free impro, selecting samples for a particular soundscape.	328360-328352-29221613
when want do some non-musical improvisation , create a sound scenario	328360-328352-29202878

- 59 Please indicate any other audio content provider you would be interested to have access to when making music with a tool like Playsound.

Showing all 6 responses	
Not that I can think of now.	328360-328352-29137182
YouTube.	328360-328352-29163462
N/A	328360-328352-29163581
RedPanal	328360-328352-29211101
I don't think I would make music with this. It's too random for my workflow.	328360-328352-29213775
Freesound is fine.	328360-328352-29221613

- 60 Feel free to add any comments about your experience or the study.

Showing all 9 responses	
I got more and more into it the longer I played around with it and I think that the longer we all played together, the more coherent outcomes we produced. despite the difficulties of not always knowing to what extend I contributed what sounds, it was still enjoyable to listen to the atmosphere we managed to create.	328360-328352-29136977
I loved it!	328360-328352-29137096
Thanks, it was very interesting.	328360-328352-29163462
Like, i see in my professional background, that nowadays there is a lot of easy ways to make the simples stuff with images, but not with sound. Anyone that have a smartphone can change his own image in simple ways, that started with how easy became to use photoshop, and now is everywhere. I hope it got in music too.	328360-328352-29163581
Really fun!	328360-328352-29202850
It was good fun, although it was hard to break out of the quantised grid that we're all so used to.	328360-328352-29211077
This is a really good tool for random improvisation, however too random for me to be comfortable using it. As a discovery tool, it is better than the native free sound environment.	328360-328352-29213775
I enjoyed the music improvisation!	328360-328352-29221485
Playsound rules!	328360-328352-29221613