The article explores the connecting threads between the design of three interactive instruments throughout a period of more than a decade. His intention is to create instruments that can be easily played by novices, but flexible enough to allow for a certain level of virtuosity to arise in the hands of long time players. He coin the term “sonographical instruments” to explain such approach: using graphical interfaces not only as feedback for the inner state of the system generating the sound, but at the same time as the area that allows for interaction. Input and output form part of a single interface, and this should allow in theory for more intuitive user interaction.

Too much space in the paper was dedicated to the exploration of a work in progress, as well as issues that where still being worked out. I wish the results of early instruments would be more explored, instead of just using them as crude examples to justify current research.

It’s undoubtful the influence that ReacTable had for the last 15 years. I remember encountering some version of it as a child and being mildly interesting to play for a while, although the playback capabilities were very limited and I soon became bored.

The article is very interesting. It works very well as an artistic statement and as testament to a work in progress.