My research will focus on interactive computer music and gestural controllers. I intend to explore the historical/cultural background, and diverse or idiosyncratic approaches to mapping, as well as touch a bit on the phenomenology and aesthetics of human-computer interaction. My practice will focus on the creation and performance of interactive systems for improvisation and working on music that involves a relation between such systems and instrumental performers. I’m interested in exploring sonically the way movement and gesture leaves physical traces and influence perception, and exploring constraints imposed by situatedness.