I will continue researching about interactive computer music and gestural controllers. Covering topics such as early historical developments, idiosyncratic approaches to mapping, and a bit on the phenomenology of human-computer interaction. Machine learning will be explored as a generative technique for both mapping and cross-synthesis. I will relate this research to my own practice, which will focus on the creation and performance of interactive systems and working on music that involves a relation between such systems and instrumental performers. I’m interested in exploring the way embodiment is influenced by the controller/mapping combination, working within self-imposed constraints, and employing meaningful categories of gesture.