

# EVOVR

## EVOLUTIONARY MUSICAL INTERACTIONS IN VIRTUAL REALITY

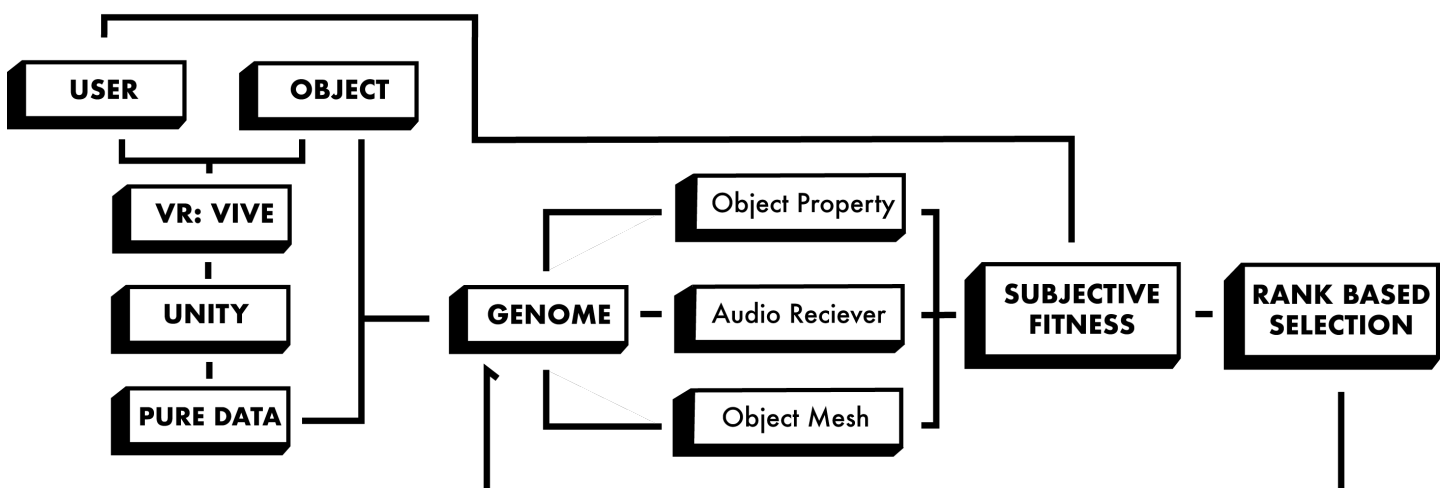
### INTRODUCTION

The main aim of the project is to create an **exploratory virtual environment** in which users **evolve** musical interactions to suit their personal tastes.

### OTHER AIMS

- ▶ Explore effect of VR on musical expression.
- ▶ Perform user studies at different stages of project.
- ▶ Investigate interaction techniques in Virtual Reality.
- ▶ Quantify implicit and explicit metrics for user engagement.
- ▶ Verify hypothesis that VR provides a novel, exciting way to interact with music.

### REALISATION



### CHALLENGES

The balance between giving a user **free control** over their interaction, and guiding their interaction so it makes **musical sense** proved a complex issue.

### EVALUATION

The efficacy of the project will be evaluated with a comprehensive user study, in which the user's **engagement factor** is implicitly tracked, and the user's responses are explicitly noted.

### PROGRESS

The Pure Data back-end, the genome, and the virtual reality front-end have been created. The user study and analysis have yet to be conducted.