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What is the difference between GISMO style and traditional composition?
It is not following the traditional ways to compose music.
Originally: Composer -> Piece ->Artist -> Music (Top bottom approach)
Prompt
Interactive + Dynamic output
You can listen as you compose Music ---> Compose
You don't have to know how to compose on a score
Conclusion: It is beginner friendly and interactive.

Consider the relation between sound and motion (Pico)
Assuming there is air, anything that creates a motion generates some amount of
sound (motion, sound and energy)
Not only physical but also socially related
No motion, no sound (still music)
Sound is relative to motion
Conclusion: Sound is dependent on motion/emotion

**What is the difference between SjQ++ style performance and score based
performance**
SjQ++ is capable of visualizing the music
SjQ++ replays/feedbacks the sound/music in the end once the bubble overflows
Conclusion: Score based performance focuses on the music itself while SjQ++
also includes the visual effects