

Scenario 7

Using the templates (provided on paper), create a Full Chooser which:

- Has four soundable lanes, three of which will play at any given time. Drums and bass, which always play, and are set to loop: guitar and vocals, where the guitar is twice as likely as vocals to be selected for playback. Neither should loop.
- Has three possible durations, of which one will be selected – 2 bars with a hard stop, 4 bars with a soft stop, and 5 bars with a hard stop. Make the 2 bar duration twice as likely to be selected as the 4 and 5 bar durations.

Scenario 8

Participants were shown a video which introduced the sequence mechanism.

Using the templates and samples available, make a piece of music which uses a sequence of three Choosers. The music will be recorded and shared online. The piece should be musically satisfying even if it is run only once. If it is run more than once it should be different in some way.

Final questions

At the end of the user test, participants were asked the following three questions:

Can you see anything this would be useful for?

Can you see any ways in which this is similar to other tools you have used?

Is there anything that is made easier by this system? Anything which was not possible made possible/hard and made easier?