

## 6. Interview

At the start I knew pretty fast that I wanted to combine programming with music, I soon came to the subject of doing something with AI. When I was at that point I still was lost in a sea of ideas and directions to take. To get a better grip on what I had I talked to several people in the form of an interview what they thought of my ideas and concepts. I'd like to do these things face to face, but due to covid-19 I did it through Microsoft Teams and through phone calls.

For me, by using this method a lot became clear to me, the good and the bad things. Because I used this, I knew what the strengths and weaknesses of my ideas were. As a result, I could adjust my concepts and step by step it turned into what my final concept would become.

When I made my concepts, everything sounds clear and right to me, but to someone else it might sound really bad. I wanted to ask other people questions regarding my subjects and how I thought about certain things. What for me is really normal can be strange to another person who hasn't studied on Artificial Intelligence for example. I primarily used this method to ask questions in order to confirm whether or not my ideas and concepts were any good. I could iterate a lot on my concepts after I got valuable feedback.

I started with the idea of doing something with programming and AI. In the end I got to the point where I wanted to research how to make an AI to jam with for musicians, an AI to help people with their creative process.

If I were completely on my own, I wouldn't have come to this direction, all the feedback that I've received in the last few months results in this final concept.

This method also went hand in hand with:

- Prototyping
- Sketching
- Mind Map

