

## Improvisation:

- "every improvisation rests on a series of conventions or rules" - Oxford Grove Music Online
- have to define framework in which improvisation can occur (usually implicit, but for computers, has to be explicit)
- jazz improvisation: "creating & performing in real time a melody, which fits a chord progression"  
Improvising Computer Music: An Approach - L. Tarabella
- "solo is improvised on the basis of chord progression, [...]harmony, [...]a personal database of patterns and style"
- alternative route: improvisation "modeled not on a normal music improvisation, but on a shared, interactive network" Joel Chadabe
- framework needs to be unpredictable enough to be interesting, but predictable enough to be musical

- "Lewis' most promising idea is to use instrumental styles over interactive ambient textures" Ethan Hein
  - "the aesthetic of Cage: the process of composition and its execution were more important than the sound itself"  
Arne Eigenfeldt
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## Framework:

- crucial aspects: tempo & pitch/harmony
- melody v. accompaniment
- which computer should do which part? who should decide (composer/program or computer?)
- master-slave relationship seems easiest to implement
- progression: evolution towards roles switching at a point in time?