

Interview Guide

The purpose of this interview is to explore the usability of *ScreamScape* and its impact on the user's overall experience. It aims to investigate both emotional and cognitive responses to the instrument, as well as assess the ease of use. Additionally, the interviewer seeks to identify areas for improvement based on the feedback provided by participants.

The interview begins with specific questions, followed by an open-ended, informal discussion.

Verbal introductory paragraph before the interview:

"The purpose of this interview for me is to gain a more in-depth insight into usability features of ScreamScape, and for you to be able to share your experiences.

We will be having a semi-structured interview, which means that I will first ask you specific questions on your experience and impressions during your trial with ScreamScape. Feel free to answer in whatever manner you see fit. After I finish asking my questions I would be more than happy to continue talking about ScreamScape in an informal manner. Just the two of us having a chat. Feel free to mention then what has not been said, add future ideas and so on. All audio recordings of this interview will be destroyed after being transcribed. Your data is being handled confidentially. If you want to opt out of being recorded in this interview, please tell me now. Do you have any questions before we start the interview?"

Background (Anonymous):

- Have you used musical technology that is based on gestures and motion before?

Experience/Behavior:

- Did you feel you could communicate your musical idea with the instrument? In other words, how precisely could you translate your idea into motion?
- How did you handle unexpected behavior?

Opinion/Values:

- If any specific part of sound creation or any sound-coloring aspect could be produced by ScreamScape which it cannot do right now, which one would it be?
- How do you see ScreamScape fitting into your creative process?

Emotional Response:

- Were there moments of frustration or excitement? Can you describe those situations?

Knowledge Questions :

- Were there any functions or physical parts that were confusing?

Sensory Questions:

- Did the gestures and movements feel natural or forced?
- Did you feel instrument reacted appropriately and without any restraining latency?