

KF113 45

## "Socket Dialogues" Workshop Musician's Feedback

9 Jan 2023 Deptford Town Hall

Please fill in this feedback form and return it before you leave.

How satisfied were you with the workshop overall?

	1	2	3	4	5	
Not very	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	It was great

How satisfied were you with the system stability and performance?

	1	2	3	4	5	
Didn't work at all	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Worked very well

How easy, or difficult did you find the notation in 'Socket Dialogues'?

	1	2	3	4	5	
Too easy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Impossible to perform

How satisfied were you with the dynamic notation overlays?

	1	2	3	4	5	
Impossible to read	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Very clear

How useful did you find the interactive features (role assignment, free impro ...)?

	1	2	3	4	5	
Useless (didn't use it)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Very useful

How satisfying did you find performing with the amplified digital audio?

	1	2	3	4	5	
Didn't work at all	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Blended perfectly

How satisfying did you find the audience participation elements?

	1	2	3	4	5	
It was a distraction	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Worked very well

What system or notation improvements would be the most beneficial in the future?

Any additional comments regarding the workshop?