

## Design Sessions Prompt Sheet

### Probes:

5-second pause

"Would you explain further?"

"Would you give an example?"

"Could you draw me an example?"

"How would you go about explaining this?"

"I don't understand."

### Design Goal 1: Reflection

- Did the interface encourage you to reflect on your music-making?
- At what points did you reflect on your music whilst using the interface?
- Were there any moments when you would stop to think about your music-making?
- What parts of the interface encouraged you to reflect?
- What features of the prototype would you improve so that the interface was easier to understand?

### Design Goal 2: Engagement

- Were there any points where you felt annoyed?
- Were there any points where you were frustrated?
- Were you distracted by the interface at any point?
- How much did you attribute the music to yourself or to the AI?

### Design Goal 3: Usability

- Do you think that the interface was intuitive?
- Could you make quality-sounding music with the interface?
- Did the interface help you to create your music?
- What features of the interface helped to make your music?
- What features of the prototype would you improve so that the interface was easier to understand?
- Do you like the music that you created?