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Bob Mical (CC BY-NC 2.0)

## Game Server

How much data needs to be exchanged with the server?

? Content Question

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Daniel Friesman (CC BY-NC 2.0)

## Experience Flow

How do the players journey through the score?

? Flow Question

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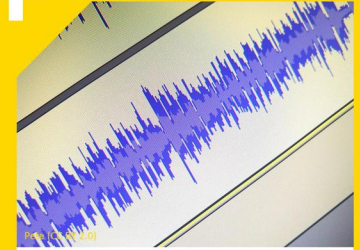
Martin Fisch (CC BY 2.0)

## Audience

Does the core idea of the score communicate to the audience?

- Flow Challenge

+



Frederick (CC BY 2.0)

## Backing Tracks

Pre-recorded or generative backing tracks of audio or visual material.

+ Content Opportunity

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Nick Evers (CC BY-NC 2.0)

## Feature Creep

Does the score try to include too many different elements?

- Content Challenge

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PT4D at (CC BY-SA 2.0)

## Dynamic Recordings

Can the recorded media be split into smaller chunks and randomised?

? Content Question

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Quinn Donohue (CC BY-SA 2.0)

## Fixed Notation

Does the notation need to be animated or dynamic?

? Content Question

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Live Once Live, wild (CC BY 2.0)

## Clear Goals

Are performers' instructions clear? Do they have a sense of purpose?

- Goal Challenge