



Nicole Kibert (CC BY-NC-ND 2.0)

Fitting Locations

The atmosphere of the location supports the music aesthetic.

+ Feedback Opportunity



Abby (CC BY-NC 2.0)

Fixed or Free

Which parts & elements of your score need to be fixed?

? Language Question



David Lopez (CC BY-NC-ND 2.0)

Observing Players

Is it important to know what the players are doing while playing?

? Feedback Question



Alfred Hulse-Woo-Hoo (CC BY-ND 2.0)

Message Confusion

Different media can cause conflict. Do all the elements in your score work together?

- Design Challenge



May (CC BY-NC-ND 2.0)

Low Tech

The score employs old fashioned but reliable tech.

+ Interface Opportunity

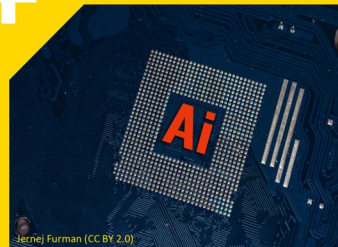


Mandy Vercy Professional (CC BY 2.0)

Sonic Instructions

Instructions (live or pre-recorded) are sent to the musicians using headphones.

+ Language Opportunity



Jernej Furman (CC BY 2.0)

AI Agent

AI nonplayer characters engage directly with musicians.

+ Content Opportunity



This is Engineering (CC BY-NC-ND 2.0)

Gamification

Musicians interpretations are analyzed by the score & 'marked' on screen.

+ Feedback Opportunity