

+



Replay

Players have to create new content + media which is replay.

+ Flow Opportunity

+



Musicians in the Loop

Humans or machine musicians are used as conductors.

+ Interface Opportunity

?



Main Mechanics

What are the most important score mechanics?

? Goal Question

?



Lighting/ Scenography

Can the score be enhanced with lighting and stage design?

? Interface Question

?



Challenge

Does the score challenge the musicians? audience?

? Flow Question

-



Extremity

Have any elements/tech been tacked on? Should these be more integrated?

- Design Challenge

?



Physicality

The physical nature of playing this score.

? Flow Question

-



2-Way Reading

How does the score read the musician?

- Goal Challenge