



Time And Form

Sections and paths through the score are indicated.

+ Feedback Opportunity



Audio

The score uses audio pre-records or generated sounds.

+ Content Opportunity



Interactions

The score interacts with the musicians in realtime creating a shared journey.

+ Flow Opportunity



Subjectivity

The purpose of the score is confused by the individual interpretation.

- Content Challenge



Playfulness

Is the score playful?

? Goal Question



Intelligent Agents 2

Parts of the score are intelligent and make decisions about next steps.

+ Design Opportunity



Riddles

Musicians have to solve puzzles, riddles, game challenges and other mysteries.

+ Flow Opportunity



Replay

Can the score be performed without you there?

- Design Challenge