



Enhancing Musical Interaction In Computer Music Systems



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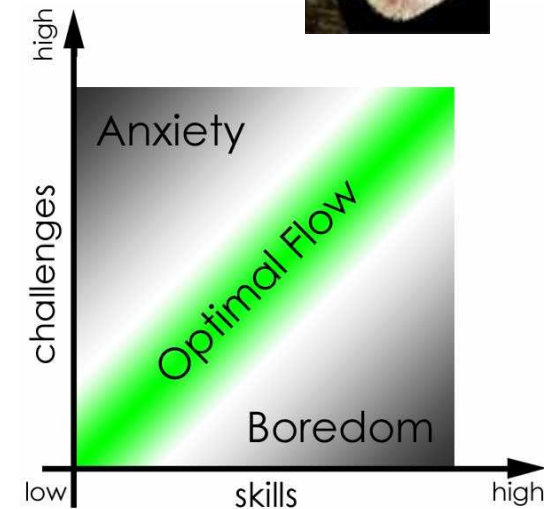
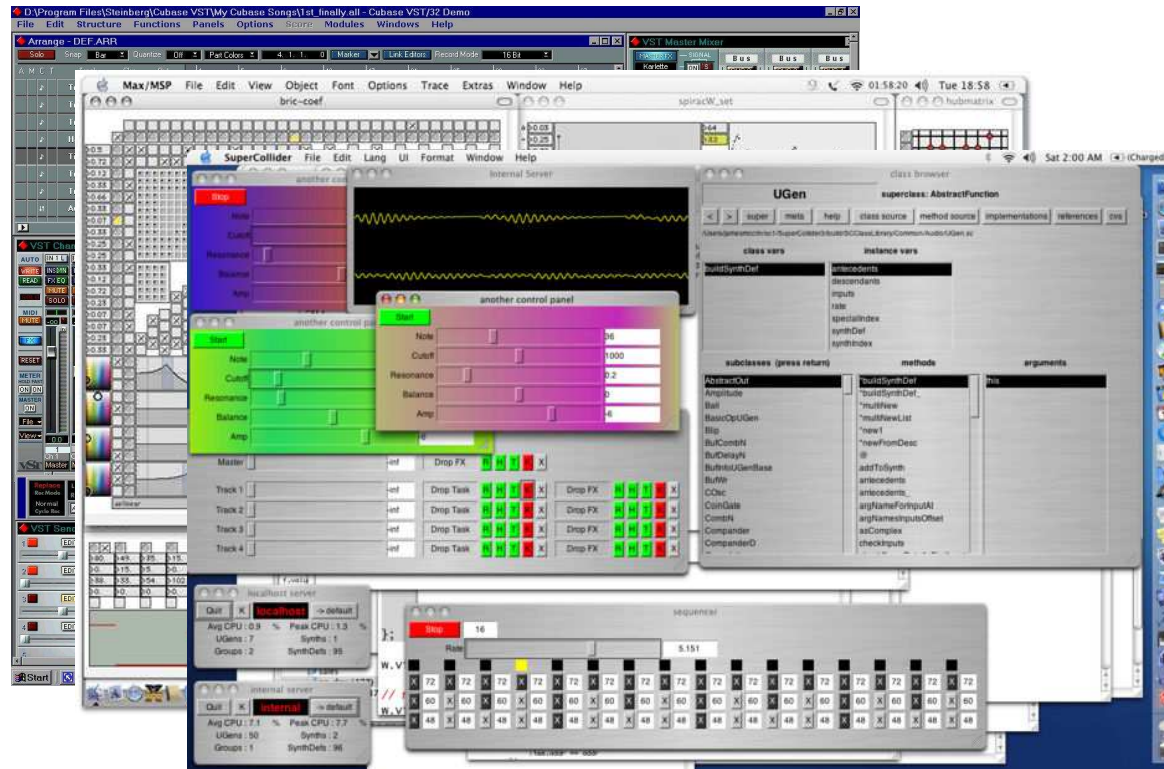


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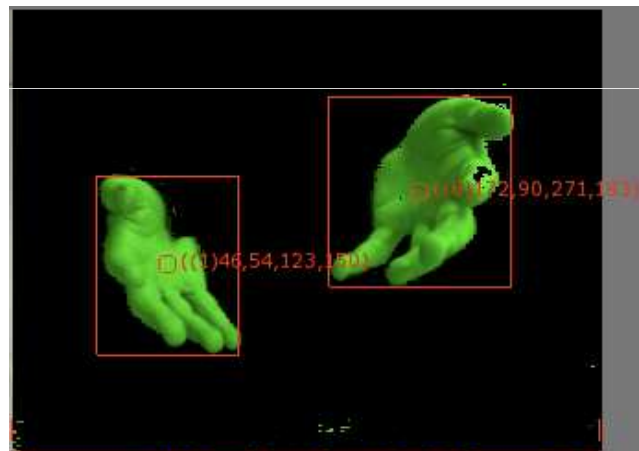
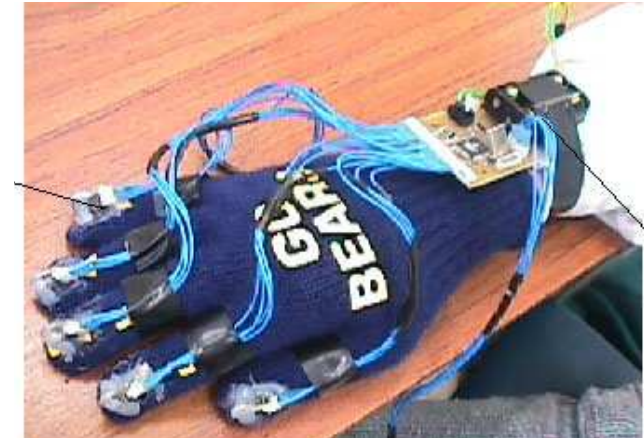
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Interaction design problems in computer music systems can interrupt a user's sense of *flow* and inhibit creativity.



Perhaps novel modes of interaction can help to solve these problems.



How can you evaluate musical experience?

