Man, Machine and Music
Optimising Creativity in Computer Music

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virtuosity

domain knowledge
concepts of musical structure and syntax

device knowledge
the workings and layout of the device
(e.g. spatial schemata)

device experience
development of motor and subconscious control methods
(e.g. neuromuscular facilitation)
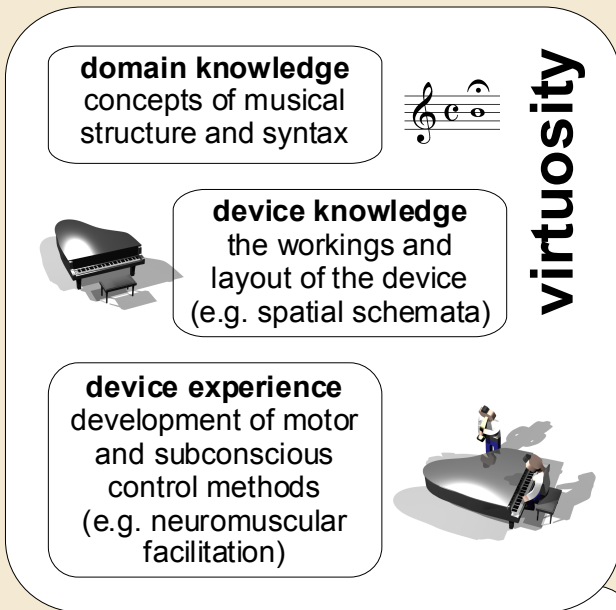
Virtuosity in Computer Music

The goal of this research is to study human computer interaction (HCI) in music with a mind to increasing the efficiency of computer music interfaces so that *computer-aided composition* is more spontaneous and better facilitates creativity and originality.
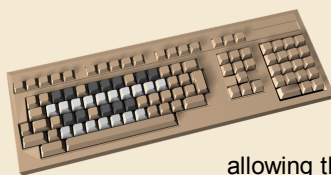
reViSiT

a tool that displays music as text so that it can be quickly edited with the QWERTY keyboard.

Our work endeavours to evaluate, adapt and extend existing perspectives in HCI (such as direct manipulation, ubiquitous computing, transparency) with specific provisions for creative and expert use.

To this end, we introduce the notion of **virtuosity**, the ability to master an instrument or interface to interact 'directly' with the music.

keyboard

the reViSiT focuses all program operations on the computer keyboard, allowing the user to work quickly and develop expert skill to get closer to the music.

iMPULS

Internet Music Program User Logging System
the program logs user input and program use, sending the data over the Internet to be studied, so that we can observe learning curves and the development of skill.

RAINBOW RESEARCH GROUP

reViSiT
For more information:
http://revisit.nashnet.co.uk