

# FUI Final Presentation

## Moda' DJ



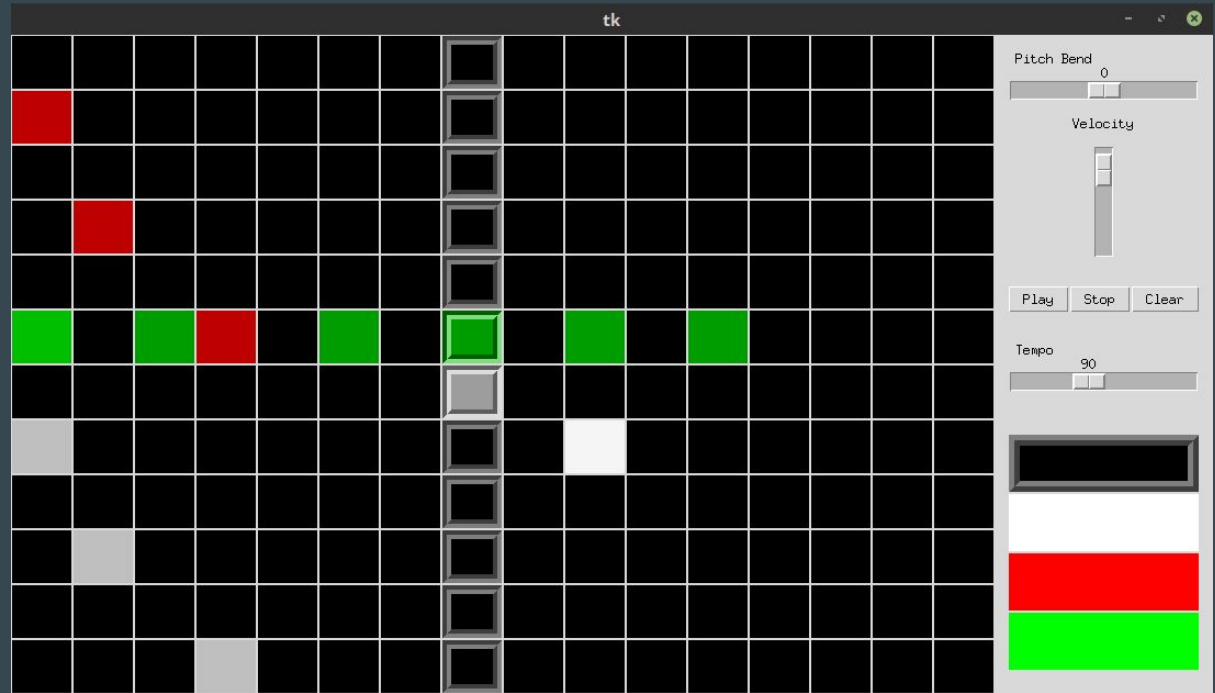
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# Overview

- The application
  - How to use it?
  - Modalities
  - User evaluation
  - Demo/video
  - Conclusion
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# The Application

- User-friendly
- Easy to use (pretty instinctive)
- Quite fashionable
- Very cool / nice
- Hahahahaha
- F\*\*\* good
- You should sell it



## How to use it with the mouse?

- User selects the instrument of the first notes with the mouse
- User chooses the notes that he wants on the grid
- User can also set the velocity of EACH note
- User can also set the pitch bend
- User then plays the application
- User can change the velocity and the pitch while the music animation is running

## How to use it with touch?

- User selects the instrument of the first notes with the finger
- User chooses the notes that he wants on the grid
- User can also set the velocity of EACH note
- User can also set the pitch bend
- User then plays the application
- User can change the velocity and the pitch while the music animation is running

## How to use it with the Kinect?

- User has to calibrate first:
  - colours on cube's faces
  - Kinect hand recognition
- User can then :
  - adjust ANY note's velocity by sliding his hand vertically
  - adjust the melody's pitch by sliding his hand horizontally
- User can also choose any instrument by rotating the cube to the desired colour

# Modalities

CASE / CARE Models

CASE (machine-side)

Concurrent

Alternate

Synergistic

Exclusive

CARE (human-side)

Complementarity

Assignment

Redundancy

Equivalence

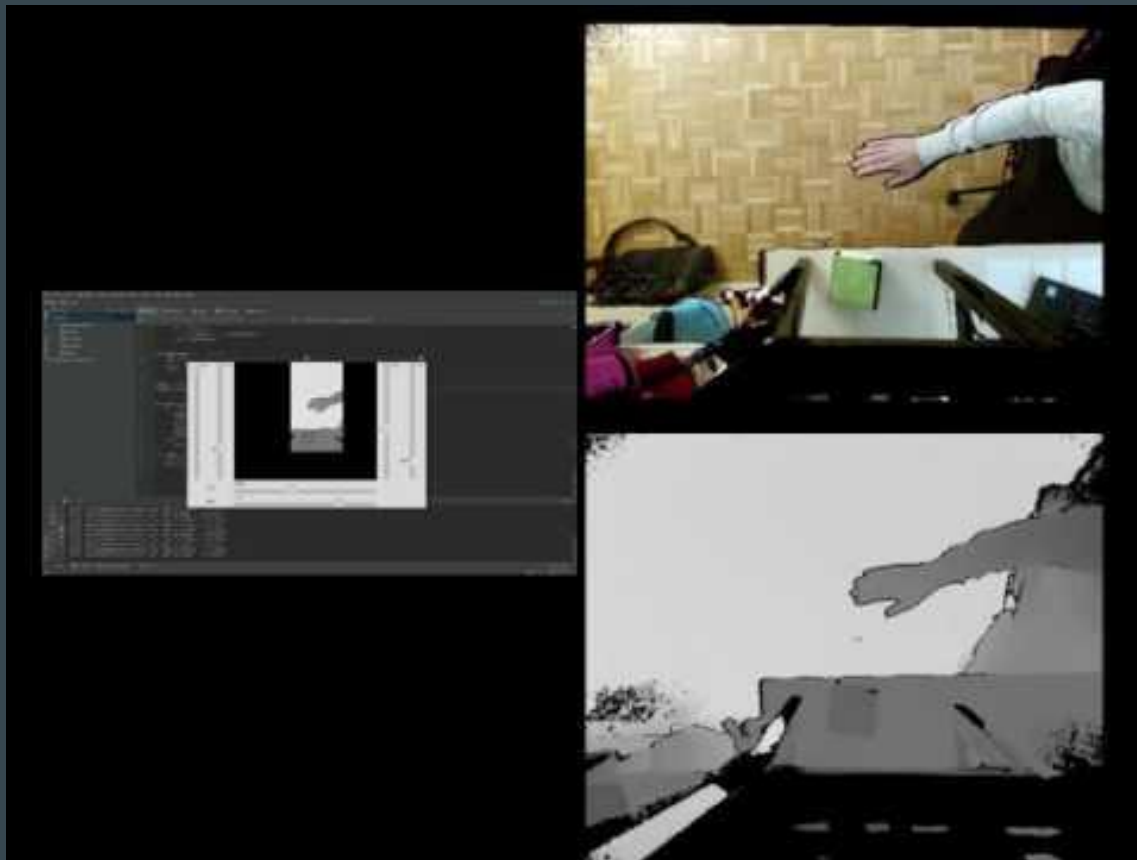
# User Evaluation

## POSITIVES

- The ability to volume up any note with the Kinect by sliding the hand up and down
- The ability to pitch the melody in live by sliding the hand left and right
  - => these two methods were highly appreciated because they were faster than touching the actual screen

## NEGATIVES

- The cube was often not instinctive
- The cube's sides should have an actual image of the instrument instead of the colour (for example for people with colorblindness problems)
- Make the buttons on the right panel bigger (when using them with the touch)



<https://www.youtube.com/watch?v=8i9IMRDIIhl&feature=youtu.be>

# Conclusion(s)

- Lots of fun (and angriness)
- Cube was not really appreciated
- Users liked gesture recognition
- Future improvements
- Overall design of the user interface
- Other inputs? Too much inputs?
- More testing: How do people use modalities to get a task done?



# ! Thank you for your attention !

(: hope you liked it :)

? any questions ?