COS/MUS 314

Midterm Assignment: Interactive Performance
Submission: due Monday 3/26, 11:59 pm
Performance: Tuesday 3/27, 8:00 pm (Be there at 8 to set up, perform at 8:30)

Assignment:
Prepare a short laptop piece and perform it on March 26.

Requirements:
- Work alone or with a group of up to 4 people.
- Individual performances should be no more than 5 minutes long. Group performances should be no more than 8 minutes long.
- Include some interactive performance component. This might include live-coding, manipulating shreds in miniAudicle, controlling music via the keyboard/mouse/webcam/controllers/some other input, applying processing to live audio input (e.g., you playing an instrument or singing), or something else we haven't thought of! You might exercise control over the sound at a low level (like playing an instrument), control high-level structure, or do something in between or more complicated.
- Your piece should run on one to four PLOrk stations (hemi + sub), and it should ideally play on all 6 channels of the hemi(s). (If you specify individual output channels in your code, make sure you have a version of your code that uses channels 0-5 and not just 0 and 1; if you just chuck everything to the dac without specifying channels, your code should run fine on the hemi without modification.)
- You are welcome to use input devices from the PLOrk stash (e.g., joystick, DDR pad, tether, game controller). If you do, please check them out by the Thursday 3/15 rehearsal at the latest.
- You are free to incorporate code from your assignments and class, but we expect you to have a substantial new component in this work. If you do incorporate existing code, please explain to us in your written work how it was used and which aspects of your project are new.
- Make your performance musical and fun! Play something that you are happy to share with the audience.

You'll be graded on originality, creativity, code quality, and written work. We will take group size into account when grading; larger groups should do proportionately more substantial projects.

What to turn in on Blackboard (one submission per group):
1. A .zip of your code, along with any associated files (e.g., sound files)
2. A few written paragraphs discussing your piece: Describe your piece. How should it be played? What were your goals in making it, and do you feel you met them successfully? Reflect on the success with which you feel you were able to

create a compelling musical experience for the performer and audience. Discuss thoughtfully how you might improve the piece if you had more time, knowledge, or resources.

Other Information
We will be available for extra meetings and office hours during the two weeks before spring break to help you work out any aspect of your projects. We will do our best to help you via email over break, but we cannot guarantee timely last-minute help during that week. Please use Piazza as your first stop for help if you run into technical challenges.

One letter grade will be lost for each late day turning in the assignment materials on Blackboard. Four letter grades will be lost for people skipping the performance without a pre-approved excuse or doctor's note.