**Performance Overview**

- **MalLo March** features a trio of MalLo instruments played live on stage while audience members listen on personal devices.
- **Movement 1:** Listen to the performance via a web application
- **Movement 2:** Use an interface to customize the performance

**MalLo Instrument**

- MalLo is an instrument that capitalizes on the long distance traveled by percussion mallets to predict when they will strike the surface [1].
- Continuous predictions are sent to each audience member’s device, until the predicted time reaches a specified accuracy threshold when the device then sonifies the note.

**Time Synchronization**

1. Time Request [client_send_time]
2. Time Response [server_send_time]

**Performance Goals**

- Demonstrate MalLo’s use on local area networks
- Observe audience as they design and utilize their own sonifications of the performance

- With permission from the user, each change of the interface will be logged in a file on the server

- Information of interest:
  - Time spent in each interaction mode
  - Which aspects of interface were never used/used most often

- Gather feedback from audience
  - What is gained/lost with the interaction in Movement 2?
  - How does interaction affect the audience’s experience?

**References**


Website: https://tonywallace.ca/articles/web-drum, 
Source Code: https://github.com/irritant/WebDrum

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