





## 4. Preliminary results and discussion

*'A very helpful tool for increasing drum vocabulary'* (participant 5)

*'I can definitely see this benefiting my playing'* (participant 9)

*'A very useful tool to improve response time'* (participant 4)

Six out of seven participants found our conversational design engaging or very engaging and all the participants said they would like to repeat this type of conversational drum interaction in the future as well as incorporate it into their practice routine. Four out of seven participants found scenario 1, drumming along to famous drummers, difficult or very difficult while interestingly none of the participants found scenarios 2 or 3 difficult, suggesting that the refinements discussed above were effective. All the participants found scenario 3, interacting with a drummer and a rapper, engaging or very engaging. Six out of seven participants chose this as their favourite scenario.

All the participants found the study as a whole engaging. The *unknown* elements of this type of improvised real-time interaction were mentioned during the interviews as inspiring. Most participants said they enjoyed the practical drumming task as our tool enabled them to investigate their drumming language in a safe and non-judgemental environment. Preliminary results from the interviews suggested that the participants resonated with the stylistic diversity and authenticity of our agent. However, many commented that having additional stylistic options in the future would be useful. Preliminary results from the interviews also suggested that the rap interactions in scenario 3 were found inspiring, largely because of the laid-back swung rhythm used by the rapper.

## 5. Future work

1. Implement our conversational agent design in future studies in code using Supercollider.
2. Conduct a large-scale study with professional drummers to test the next stage of the proposed agent.
3. Explore further the relationships between spoken art forms and drumming with the aim to include more of these types of interaction in our agent.

## 6. References

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