



Abstract

Our system is a multi-touch audio mixing with remote audience feedback, called PlanMixPlay. It features:

- Time-Line integrated 'Likes' and comments
- Time-Line integrated audience histogram
- Intuitive direct touch interaction

Two studies were conducted to test PlanMixPlay:

- Qualitative exploratory in-lab formative study
- Qualitative/Quantitative live broadcast study



Live Broadcast Study

Four live broadcasts were performed:

- Each show featured a different DJ and lasted 2 hours
- DJs received bronze and gold feedback from unknown and known listeners respectively
- Data shows a minor engaged portion of the audience

Day of Show	Min. Listeners	Max. Listeners	Avg. Listeners	Likes (Bronze/Gold)	Comments (Bronze/Gold)
Sunday	96	111	104	38 / 4	96 / 28
Tuesday	121	152	134	13 / 4	84 / 8
Thursday	131	157	145	29 / 1	85 / 21
Sunday	94	122	104	14 / 15	58 / 52

[PlanMixPlay] would help me understand my audience better, know what they want to hear, which could lead to better parties or sets. That's important. [...] I can see a lot of uses for that.

User-Study DJ Participant 3

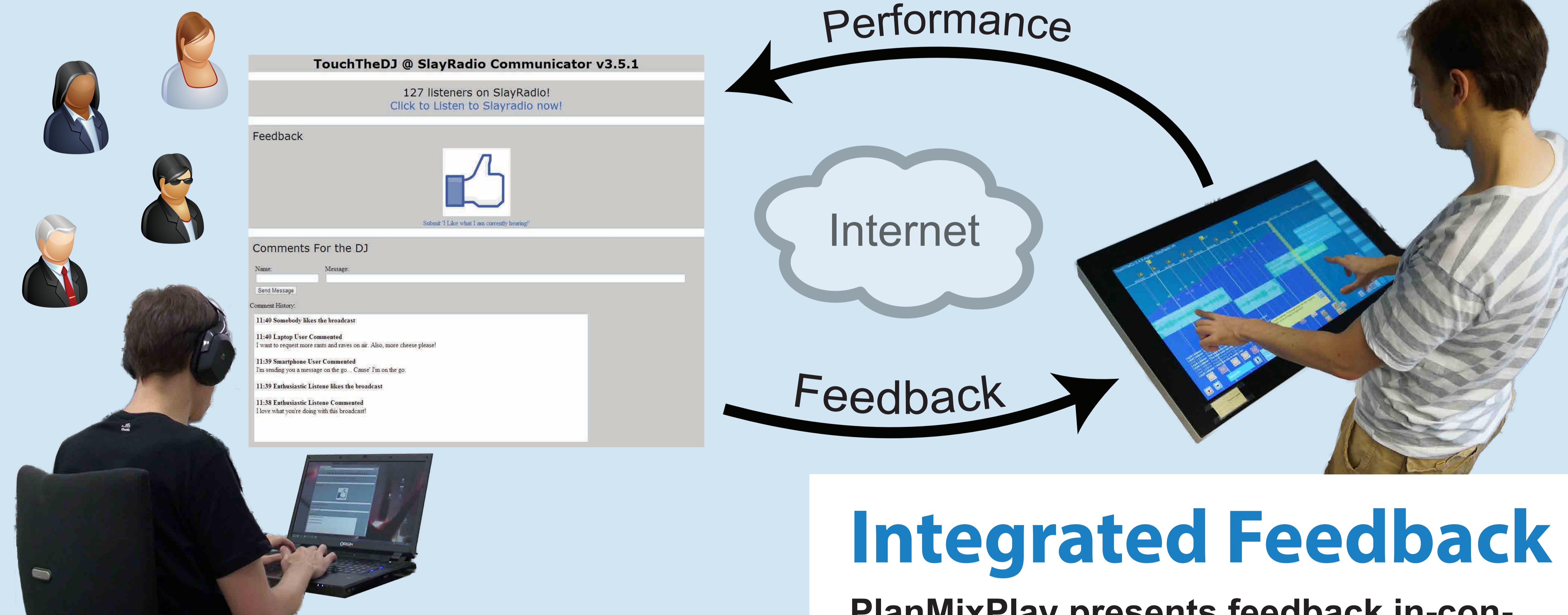
[PlanMixPlay] gives you inspiration and energy. [...] It works. I was surprised.

User-Study DJ Participant 1

Introduction

Internet broadcasting (e.g. via Twitch.Tv, Ustream and YouTube) present DJs with an attractive and natural way to reach bigger audiences. However:

- Spatially separating the DJs from the audience impedes the DJ's traditional method of gaining awareness
- Existing broadcasting interfaces provide feedback (via chat windows) in a separate interface, dividing the DJs attention
- Existing broadcasting interfaces present the feedback out of context in regards to the performance



The feedback [from PlanMixPlay] was helpful. Particularly if I was doing an online set, that would be really useful. [The feedback] is more direct. If we use a dance floor analogy; People will leave the dance floor [due to fatigue or to get a drink,] not cause they don't like the music [...]. [...] So in that way, dancing is kind of an imprecise metric.

User-Study DJ Participant 2

Integrated Feedback

PlanMixPlay presents feedback in-context with the performance:

- DJs can easily tell what the audience is responding to
- Feedback can be individually toggled on and off at any time

Conclusion

- All DJs expressed interest in receiving integrated feedback during remote performances
- Some DJs expressed interest in receiving integrated feedback during local performances
- We believe local integrated feedback to be most useful in situations with limited direct audience interaction, e.g. large concerts or festivals

Acknowledgements

We thank all seven DJs who participated in our user study, Slayradio.org, the associated staff for their assistance, and all our listeners. This work was supported by JSPS KAKENHI Grant Number 24-02734.