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# LIVESCORE

Computer software and its visible compo-
nent, the interface, not only determine how
we control machines, they also mediate our
interactions with other people. Taking tan-
gible action in the world with a mouse click
or a few keystrokes has become so common-
place that the layers of invisible mediation
and translation fade from our conscious-
ness. This kind of network interface gives
the illusion of control while hiding from view
the people who carry out our screen-bound
choices and commands. A few mouse clicks
set off a chain reaction as packets of infor-
mation hop from node to node, resulting in
stock trades, purchases, customized parts,
service requests. What human energy is
expended at the other end of the interface?
Is this experience empowering or alienating?
What is gained by systematizing our interac-
tions into a computer screen palette of lim-
ited choice? And what is lost?

*LiveScore* is a demonstration of these issues
at work in a musical setting. It was created
specifically for this music series whose title,
*You too can play difficult music*, is taken
literally and implemented in software. A group
of musicians, each with a laptop, is networked
together and coordinated by a computer
algorithm that affords you, the "end user,"
with an array of choices and controls affecting
the music notation that is published in real
time to the musicians computer screens. In
this initial version, the musicians serve only as
translators of notation into sound. (In future
versions, they will also have input into the
system.) They are the back office of this music-
making endeavor. Together, the software and
the network form a conduit between you and
them. A knob box serves as your instrument.

This performance is in fact a focus group.
We will be gauging not only the qualities of
the resulting music, but also your level of
satisfaction.