

**ERRATA** for *New Digital Musical Instruments* by Eduardo R. Miranda and Marcelo M. Wanderley, DAS 21 (2006), first printing

The first three paragraphs of section 5.2.2, pages 223 and 224, lack a reference to a paper published in *Organised Sound* by Garth Paine, which was quoted in part in the text.

The corrected paragraphs should read as follows:

Interactivity has become a major consideration in computer-mediated performance. Composers have applied a number of technologies in order to make music interactively, from artificial intelligence to haptic interfaces. The output of such systems often consists “of either a collection of predefined material, triggered on the basis of distinct conditions, or generated algorithmically in real time” or a combination of both. “Much of this work is called interactive (Paine, 2002; p. 295).”

Quoting Garth Paine (2002; p. 296) “The *Collins English Dictionary* definition of interaction outlines an action that involves reciprocal influence. In the field of physics, the term leads us to understand that an exchange of energy takes place.” In the context of computer music, an interactive music system may be defined as one whose behavior changes in response to musical inputs.

Paine suggested that in human conversation, the starting point of a dialogue is known by only one of the parties. Although some discussions have a preexisting agenda, in general the terrain of the conversation is not known in advance by the other party. It is a process of the exchange of ideas. “This process of interaction is extremely dynamic, with each of the parties constantly monitoring the responses of the other” and using their interpretations of the input from the other parties “to make alterations to their own response strategy, “picking up points of personal interest, expanding them, and negating points of contention (Paine 2002; p. 297).”

The References (pp. 257-83) should include the following:

Paine, G. (2002). “Interactivity, where to from here?” *Organised Sound*, 7(3):295-304.