

## REFERENCES

- [1] “Activity diagrams,” *www.ibm.com*, Sep. 25, 2020.  
<https://www.ibm.com/docs/en/rational-soft-arch/9.7.0?topic=diagrams-activity>  
 (accessed Nov. 19, 2022).
- [2] “Use-case diagrams,” *www.ibm.com*, Sep. 25, 2020.  
<https://www.ibm.com/docs/en/rational-soft-arch/9.7.0?topic=diagrams-use-case>
- [3] M. Aebersold, “The History of Simulation and Its Impact on the Future,” *AACN Advanced Critical Care*, vol. 27, no. 1, pp. 56–61, Feb. 2016, doi:  
<https://doi.org/10.4037/aacnacc2016436>.
- [4] L. Aufegger, R. Perkins, D. Wasley, and A. Williamon, “Musicians’ perceptions and experiences of using simulation training to develop performance skills,” *Psychology of Music*, vol. 45, no. 3, pp. 417–431, Sep. 2016, doi:  
<https://doi.org/10.1177/0305735616666940>.
- [5] D. H. Ballard, M. M. Hayhoe, P. K. Pook, and R. P. N. Rao, “Deictic codes for the embodiment of cognition,” *Behavioral and Brain Sciences*, vol. 20, no. 4, pp. 723–742, Dec. 1997, doi: <https://doi.org/10.1017/s0140525x97001611>.
- [6] M. Bauer, “Music from Motion A Motion-Sensing MIDI Controller as a Musical Instrument,” PDF, Uppsala Universitet, 2020.
- [7] Boston Dynamics, “BigDog - ROBOTS: Your Guide to the World of Robotics,” @*robotsapp*, May 18, 2018. <https://robots.ieee.org/robots/bigdog/>
- [8] A. Bundin, “Musical Instrument App,” *Motion Vox*, Oct. 20, 2021.  
<https://motionvox.app/> (accessed Dec. 22, 2022).

- [9] A. Clark, *Supersizing the Mind*. Oxford University Press, 2010.
- [10] A. Collins, *The Music Advantage*. Penguin, 2021.
- [11] B. Dobing and J. Parsons, “Use Cases in the UML,” *Encyclopedia of Information Science and Technology, Second Edition*, pp. 3909–3913, 2009, doi: <https://doi.org/10.4018/978-1-60566-026-4.ch623>.
- [12] B. H. Dobkin, “Wearable motion sensors to continuously measure real-world physical activities,” *Current Opinion in Neurology*, vol. 26, no. 6, pp. 602–608, Dec. 2013, doi: <https://doi.org/10.1097/WCO.0000000000000026>.
- [13] M. A. Fauzi, “E-learning in higher education institutions during COVID-19 pandemic: current and future trends through bibliometric analysis,” *Heliyon*, vol. 8, no. 5, p. e09433, May 2022, doi: <https://doi.org/10.1016/j.heliyon.2022.e09433>.
- [14] E. Frid, “Accessible Digital Musical Instruments—A Review of Musical Interfaces in Inclusive Music Practice,” *Multimodal Technologies and Interaction*, vol. 3, no. 3, p. 57, Jul. 2019, doi: <https://doi.org/10.3390/mti3030057>.
- [15] Google Developers, “Motion sensors,” *Android Developers*. [https://developer.android.com/guide/topics/sensors/sensors\\_motion](https://developer.android.com/guide/topics/sensors/sensors_motion)
- [16] Google Developers, “Meet Android Studio | Android Developers,” *Android Developers*, 2019. <https://developer.android.com/studio/intro>
- [17] J. Hannah, “What Is Lean UX? The Absolute Beginner’s Guide,” *careerfoundry.com*, Aug. 05, 2021. <https://careerfoundry.com/en/blog/ux-design/lean-ux-for-beginners/>

- [18] A. Hathibelagal, “Android Sensors in Depth: Proximity and Gyroscope,” *Code Envato Tuts+*, Aug. 23, 2022. <https://code.tutsplus.com/tutorials/android-sensors-in-depth-proximity-and-gyroscope--cms-28084>
- [19] P. Hunter, “Remote working in research,” *EMBO reports*, vol. 20, no. 1, Dec. 2018, doi: <https://doi.org/10.15252/embr.201847435>.
- [20] S. L. Hurley, *Consciousness in action*. Cambridge, Mass. ; London: Harvard University Press, 2002.
- [21] JetBrains, “Mixing Java and Kotlin in one project – tutorial | Kotlin,” *Kotlin Help*, 2022. <https://kotlinlang.org/docs/mixing-java-kotlin-intellij.html#converting-an-existing-java-file-to-kotlin-with-j2k> (accessed Feb. 04, 2023).
- [22] M. Miller, “Embodied Cognition 1,” *Media Hopper Create*, Nov. 11, 2021. [https://media.ed.ac.uk/media/1\\_ak97m940](https://media.ed.ac.uk/media/1_ak97m940) (accessed Mar. 05, 2023).
- [23] National Research Council, *Modeling and Simulation*. Washington, D.C.: National Academies Press, 1997. doi: <https://doi.org/10.17226/5830>.
- [24] J. Nugent, “The 7 hardest instruments to learn, play, and master,” *Higher Hz*, Dec. 11, 2020. <https://higherhz.com/hardest-instruments-to-learn-play-master/>
- [25] X. Pan, J. Wilson, M. Balukoff, A. Liu, and W. Xu, “Musical Instruments Simulation on Mobile Platform,” *Electronic Imaging*, vol. 28, no. 7, pp. 1–8, Feb. 2016, doi: <https://doi.org/10.2352/issn.2470-1173.2016.7.mobmu-300>.
- [26] D. B. Lenat, R. V. Guha, K. Pittman, D. Pratt, and M. Shepherd, “Cyc: toward programs with common sense,” *Communications of the ACM*, vol. 33, no. 8, pp. 30–49, Aug. 1990, doi: <https://doi.org/10.1145/79173.79176>.

- [27] M. Raibert, K. Blankespoor, G. Nelson, and R. Playter, “BigDog, the Rough-Terrain Quadruped Robot,” *IFAC Proceedings Volumes*, vol. 41, no. 2, pp. 10822–10825, 2008, doi: <https://doi.org/10.3182/20080706-5-kr-1001.01833>.
- [28] S. Sepp, S. J. Howard, S. Tindall-Ford, S. Agostinho, and F. Paas, “Cognitive Load Theory and Human Movement: Towards an Integrated Model of Working Memory,” *Educational Psychology Review*, vol. 31, no. 2, pp. 293–317, Feb. 2019, doi: <https://doi.org/10.1007/s10648-019-09461-9>.
- [29] H. Y. So, P. P. Chen, G. K. C. Wong, and T. T. N. Chan, “Simulation in medical education,” *Journal of the Royal College of Physicians of Edinburgh*, vol. 49, no. 1, pp. 52–57, 2019, doi: <https://doi.org/10.4997/jrcpe.2019.112>.
- [30] Søderberg, E. A., Odgaard, R. E., Bitsch, S., Høeg-Jensen, O., Christensen, N. S., Poulsen, S. D., & Gelineck, S. (2016). Music Aid: Towards a Collaborative Experience for Deaf and Hearing People in Creating Music. In *Proceedings of the International Conference on New Interfaces for Musical Expression (NIME 2016)*
- [http://www.nime.org/proceedings/2016/nime2016\\_paper0063.pdf](http://www.nime.org/proceedings/2016/nime2016_paper0063.pdf)
- [31] M. Sprevak, “Framing for Theme 3 (‘Situated Cognition’) - 2. Examples of situated cognition,” *Media Hopper Create*, Sep. 29, 2020.
- [https://media.ed.ac.uk/media/1\\_7jm5u3k3](https://media.ed.ac.uk/media/1_7jm5u3k3) (accessed Mar. 05, 2023).
- [32] TechAhead, “How does a Gyroscope sensor work in your smartphone?,” *TechAhead*. <https://www.techaheadcorp.com/knowledge-center/how-gyroscope-sensor-work-in-smartphone/>
- [33] The Editors of Encyclopedia Britannica, “violin | Definition, Structure, History, & Facts,” *Encyclopædia Britannica*. May 28, 2018. Available: <https://www.britannica.com/art/violin>

- [34] Unfa, “Seamlessly Looping Audio (7 examples) with Free Software,” [www.youtube.com](http://www.youtube.com), Jul. 06, 2021.
- <https://www.youtube.com/watch?v=5DYs6ppvRyU&t=3824s> (accessed Feb. 22, 2023).
- [35] S. Willeart, “Digitizing collections of musical instruments in Africa,” *Unlocking Sound and Image Heritage: Selected Readings from the 2015 SOIMA Conference*, 2017, doi: <https://doi.org/10.18146/soima2015.1.05>.
- [36] Yamaha, “The Structure of the Violin: The structure of the bow - Musical Instrument Guide - Yamaha Corporation,” [www.yamaha.com](http://www.yamaha.com).
- [https://www.yamaha.com/en/musical\\_instrument\\_guide/violin/mechanism/mechanism003.html](https://www.yamaha.com/en/musical_instrument_guide/violin/mechanism/mechanism003.html)
- [37] R. Zatorre, “From Perception to Pleasure: How Music Changes the Brain | Dr. Robert Zatorre | TEDxHECMontréal,” [www.youtube.com](http://www.youtube.com), Apr. 12, 2018.
- <https://youtu.be/KVX8j5s53Os>