Standard Usability Scale (SUS) questions

Q1. I think that I would like to use this system frequently. (1-5)
Q2. I found the system unnecessarily complex. (1-5)
Q3. I thought the system was easy to use. (1-5)
Q4. I think that I would need the support of a technical person to be able to use this system. (1-5)
Q5. I found the various functions in this system were well integrated. (1-5)
Q6. I thought there was too much inconsistency in this system. (1-5)
Q7. I would imagine that most people would learn to use this system very quickly. (1-5)
Q8. I found the system very awkward to use. (1-5)
Q9. I felt very confident using the system. (1-5)
Q10. I needed to learn a lot of things before I could get going with this system. (1-5)

Controllability questions

Q1. I find the system easy to control (1-10)
Q2. I would like more control over the system generation (1-10)
Q3. Comment your ratings about the controllability of the system (Open text)

Creativity support questions

Q1. It was easy for me to explore many different ideas, options, designs, or outcomes, using this system or tool. (1-5)
Q2. I was very absorbed/engaged in this activity – I enjoyed it and would do it again. (1-5)
Q3. I was able to be very expressive and creative while doing the activity. (1-5)
Q4. I enjoyed using the system or tool. (1-5)
Q5. My attention was fully tuned to the activity, and I forgot about the system or tool that I was using. (1-5)
Q6. What I was able to produce was worth the effort I had to exert to produce it. (1-5)

User Experience Questions (Part 1)

Q1. How much do you have trust in <AI Music System>'s capabilities as a creative partner the system after using it? Why?
Q2. How much do you feel you contributed and own authorship over the musical output created using the system?
Q3. How much do you feel the system was flexible and you had control over the outcomes?
Q4. What was most challenging about interacting with the system?

User Experience Questions (Part 2)

Q1. (Features) How was your experience with the features offered by the system?
Q2. (Workflow) How does the proposed workflow compare to any other way you've made music in the past?
Q3. (Concerns) What are your concerns with <AI Music System> as a creative music assistant?
Q4. (Benefits) Did you find the usage of the system helped you compose better? In which ways?

Q5. (Musical Quality) How do you generally rate the quality of musical content generated by the system? (1-10)
Q6. (Future Use) Would you want to use AI Music System> again in the future? If so, in which contexts would you consider integrating such a system into your way of composing music?
Q7. (Releasesable) Do you think the <AI Music System> software should be released as such?
Q8. (Final Thoughts) Any additional thoughts about your experience?