Ever since the electric guitar was invented in the early 30s, it has been subject to massive exploration among performers because of its abundance of creative sound opportunities. This exploration has concerned both extended and alternative playing techniques together with a large variety of sound shaping opportunities enabled by different amplifiers and effects. With the introduction of digital technology the concept of sound production in general has changed dramatically when it comes to availability, level of cost and portability of technical equipment. This has changed the working procedures of traditional sound production dramatically. However, this development hasn’t changed the concept of the traditional guitar set-up very much, with most control interfaces still being largely based on pedals and floorboards. At the same time the variety of different effects is still quite conventional compared with tools found in most DAW`s. Seeing this as a challenge, this project has since 2009 investigated several solutions for attaching different low cost interfaces directly to the guitar in order to control both software and hardware while playing. This paper concerns experiences gained from using a touch screen device attached to the guitar for wirelessly controlling the guitar set up during performance.

The investigation includes:

a) Premises for functionality, choice of interfaces and physical placement for playability
b) Technical solutions, choice of software and mapping
c) Possibilities for unconventional guitar effects through extended dynamical interface control
d) Artistic results as part of real–time performances with different ensembles