# Interactivity Effectiveness in the AlgoRythmics Universe

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For many years, dance choreographies have been the center of the AlgoRythmics universe. This year we have expanded it with new dimensions. We have created an interactive learning environment in the form of an intuitive software which guides the students in the development of algorithmic thinking through multifarious levels of interactivity. This platform is unique, artistically enhanced, human movement effect enriched, multisensory and interactive. This is a "dance floor", where the "choreographer" can predefine courses and can specify the level of user interaction. As the "dancers" pick up the "rhythm of the algorithm" the possibility of controlling it will be also given to them. The code of the algorithm will also appear on the "scene", being built by the user, then "becoming alive", by being executed together with the animation. In this paper we focused on identifying the optimal interactivity level (no/partial/full) during the animation phase of AlgoRythmic learning sessions.