# Browse Screen Prototype

## Play live

<https://xd.adobe.com/view/d7856b9a-251d-4307-a368-ee5f137c0ade-82d6/?fullscreen>

### Tasks

1. How might you expand the player to see more detailed info and controls?

<https://xd.adobe.com/view/d7856b9a-251d-4307-a368-ee5f137c0ade-82d6/?fullscreen>

1. When you pause live audio for 15 minutes, and then unpause later - where do you expect to resume from?
2. How might you go back to a show that aired earlier in the day?

How might you go back to live radio from something that aired earlier?

## Featured audio

<https://xd.adobe.com/view/4c270c7b-89e2-4640-be30-9e21fa6eb38b-1974/?fullscreen>

## Recent Highlights

### How Are Chicago-Area Insects Impacted By Climate Change - (7/26) 17:44:00

* [insect-seg.mp3](https://drive.google.com/file/d/11DHGio4PislSjvQyL68nP-epWUHawPSA/view?usp=sharing)
* 20min 04sec

### JANUARY 6 SELECT COMMITTEE HOLDS FIRST HEARING - (7/27) 07:07:30

* [jan-6-seg.mp3](https://drive.google.com/file/d/1eaCcvvV09NtCErUeIUEHu1_Pc6Gri584/view?usp=sharing)
* 20min 04sec

#### Bar progression

| Expanded player progress bar width = 277px  Easier:  Red and buffer 10 px progression per frame  20min \* 60 + 04sec = 1204sec  1204sec / 10 = 120 frames  Accurate:  1204sec / 5s (maximum animation length) **= 241 frames**  Width of collapsed progress bar / frames = px progression per frame  **Px progression per frame = 1.15px**  \*This means creating 241 separate frames / interactions for the prototype to be accurate | Collapsed player progress width: 375px  Double checking my math:  Audio length / maximum duration for animation = number of frames for accurate progress indication  1204s / 5s = **241 frames**  Accurate:  Width of collapsed progress bar / frames = how many px the bar increases every 5 sec  375px / 241 = 1.56 px  **Px progression per frame = 1.56px** |
| --- | --- |

| 241 frames with an option to skip forward 30 sec/backward  For each frame (241) I need to create a forward 30 and a behind 30  **6 frames 5s each required for skip 30** | |
| --- | --- |
| 0.23 px per sec  **6.9 px = 30 sec** | 0.312 px per sec  **9.36 px = 30 sec** |