

Assignment 2: App Design and Prototyping

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Content

Mood Board

Persona

Scenario

Collection of Data

Content Description

Nouns and Verbs

Site Map

User Flow

Navigation Design

- Hub and Spoke

- Fully connected

Wireframe Prototype

High Fidelity Prototype

Graphic Design: Icon Design

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Goals

- Become a producer
- Stay with friends
- Be able to enjoy nights under the starry sky

Motivation

- Family
- Friends
- Listening to music

Frustration

- Perfection
- Order

Introvert

Extrovert



Messy

Organized



Analytical

Creative



About

 19 years old

 producer

 Reutlingen, Germany

 Music, Friends, Bike

Apps



Sceanrio

Maarten is still very quiet in the morning, also a so-called morning person, so he first puts on some quieter but also cheerful music in the morning to be able to start the day well. So he opens the App and uses the **BPMode** to select his **MORNING MODE**, where he selected a playlist with happy music. Due to the automatic increasing Bpm of the successive songs, his pulse increases and he becomes more awake from time to time and can now go to college. In the afternoon there is sports and for motivation there is intense hard- and metalcore music to bring the performance to its maximum, so it is now time to by specific Bpm regulation it is possible to warm up and cool down the body perfectly over the training process, so he starts the **TRAINING MODE**, with the added hard- and metalcore playlist. To learn something in the afternoon, melodic music is turned on to not be distracted by the lyrics, trance music provides the perfect focus and the certain motivation, so he uses his **LEARNING MODE**, where he setted the bpm to a lower bpm to not get overstressed at learning and with his chill trance music playlist he is now able to learn without problems. When he goes out in the evening, the bpm is turned up again to get everything out of him. It is now time for **PARTY MODE**. With the automaitc regulation of the bpm, he is able to control the crowd perfectly, he starts with lower bpm and when the crowd catches up with the beat he has full control of them and the bpm starts to rise. Later in the evening he goes into the reflective phase and has to lower the pulse again so its time for **RELAX/SLEEPING MODE**, with house and future music he wallows in nostalgia and is ready to go into the dreams.

Collection of Data

| JPG/PNG IMAGE | | TEXT | | MP3 | | GIF | | NAVIGATION | |
|-----------------|--------------------|------------------|--------------------|-------------|-----------------|--------------|----------------|--------------------|----------------|
| Profile Picture | Song/Album Cover | Lyriks | Artist / Interpret | Music Track | Voice assistant | Song Snippet | Ambiente Light | Scenario Selection | Bpm Regulation |
| Artist portrait | Icon | User Information | Songtitle | | | Mode Preview | Screen saver | Pre-Saved Modes | Playlists |
| Mode | Playlist Cover | Playlists | Profile | | | | | Search | Profile |
| Tools | Navigationelements | Navigation | Album | | | | | Downloads | Settings |

Content Description

| Content | Use of Content |
|----------------|---|
| MP3 Data | To be able to play and listen to music |
| JPG / PNG Data | <div>To view images like:<ul style="list-style-type: none">- Song Cover- Album Cover- Playlist Cover- Artist- User profile picture</div> <div>and Icons like:<ul style="list-style-type: none">- Navigation elements- Musicplayer controls- BPM and Bass Control- Information- Settings</div> |
| Text | <div>To view informations like:<ul style="list-style-type: none">- Playlist name- Information of the Playlist- Album name- Information of the Album- Songtitle- Artist name- Name of Genres- Navigation- Titles of each page- Information of use- Controls- Username</div> |

*no GIFs were used

Nouns & Verbs

| HOME | |
|----------|------------|
| listen | Song |
| interact | Navigation |
| discover | Artist |
| discover | Playlist |
| select | Settings |

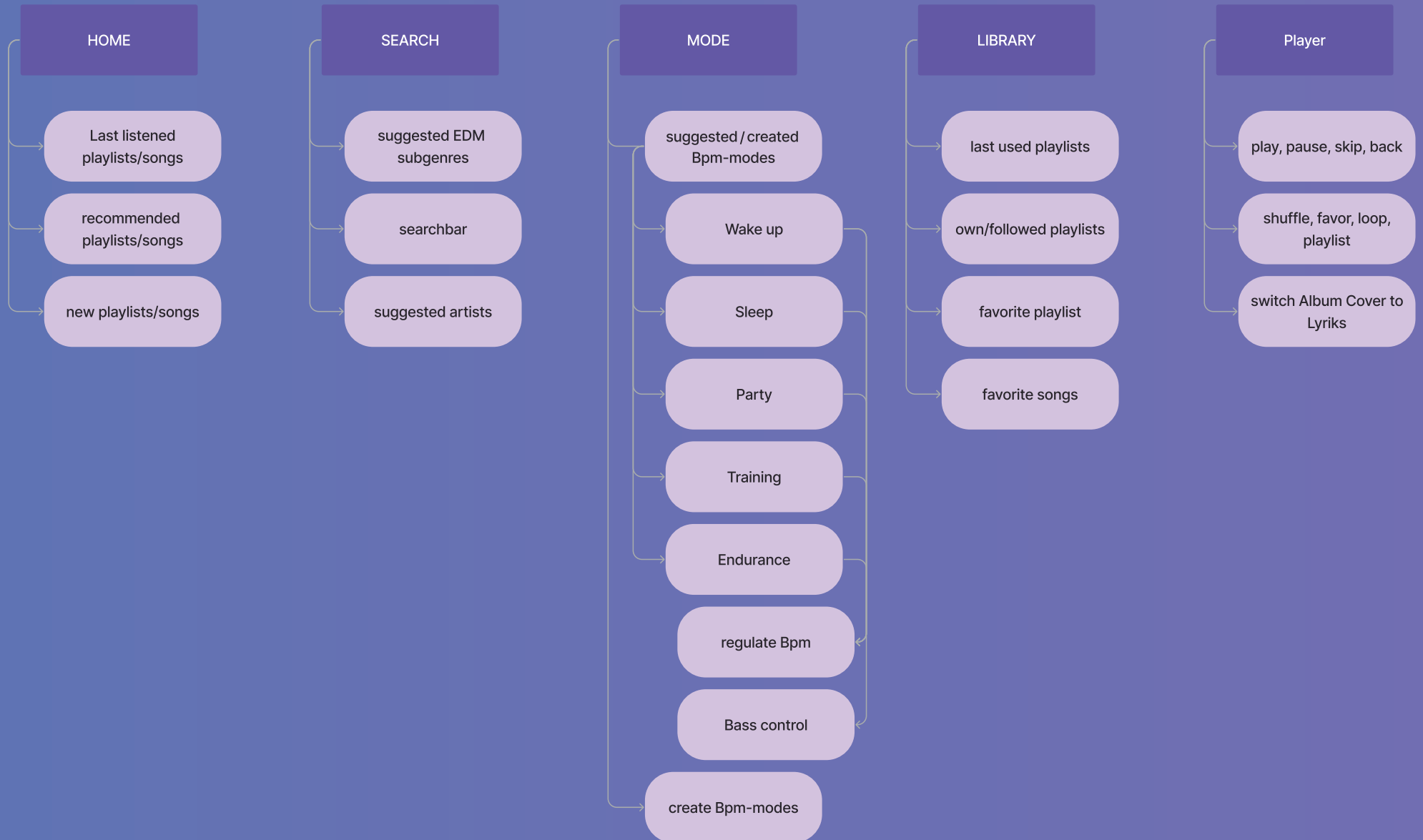
| Library | |
|----------|----------|
| select | Playlist |
| create | Playlist |
| select | Song |
| download | Song |
| download | Playlist |
| select | Settings |

| Search | |
|----------|------------|
| discover | Categories |
| interact | Navigation |
| find | Song |
| find | Album |
| find | Playlist |
| find | Artist |

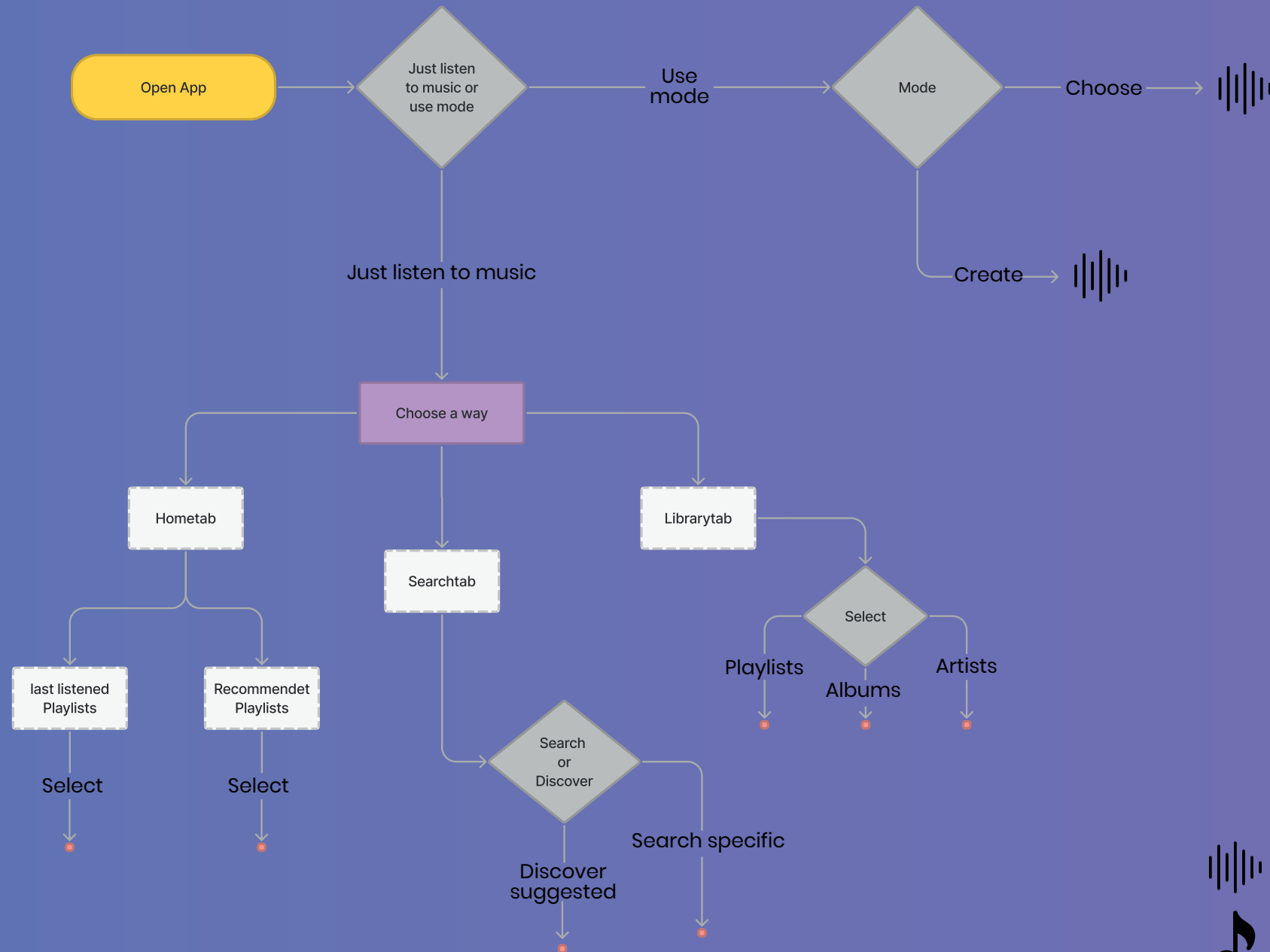
| Mode | |
|---------|----------|
| select | Bpm-Mode |
| create | Bpm-Mode |
| listen | Song |
| control | Bass |
| control | Bpm |

| Player | |
|-----------------|-------------|
| play | Song |
| pause | Song |
| skip | Song |
| loop | Song |
| repeat | Song |
| add to playlist | Song |
| listen | Song |
| read | Lyriks |
| read | Information |

Site Map



User flow

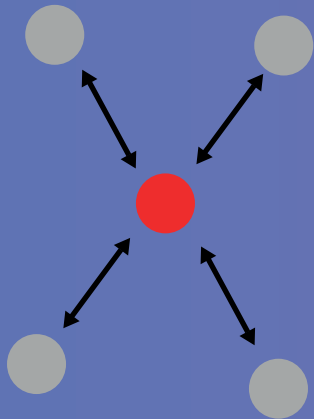


BPMode

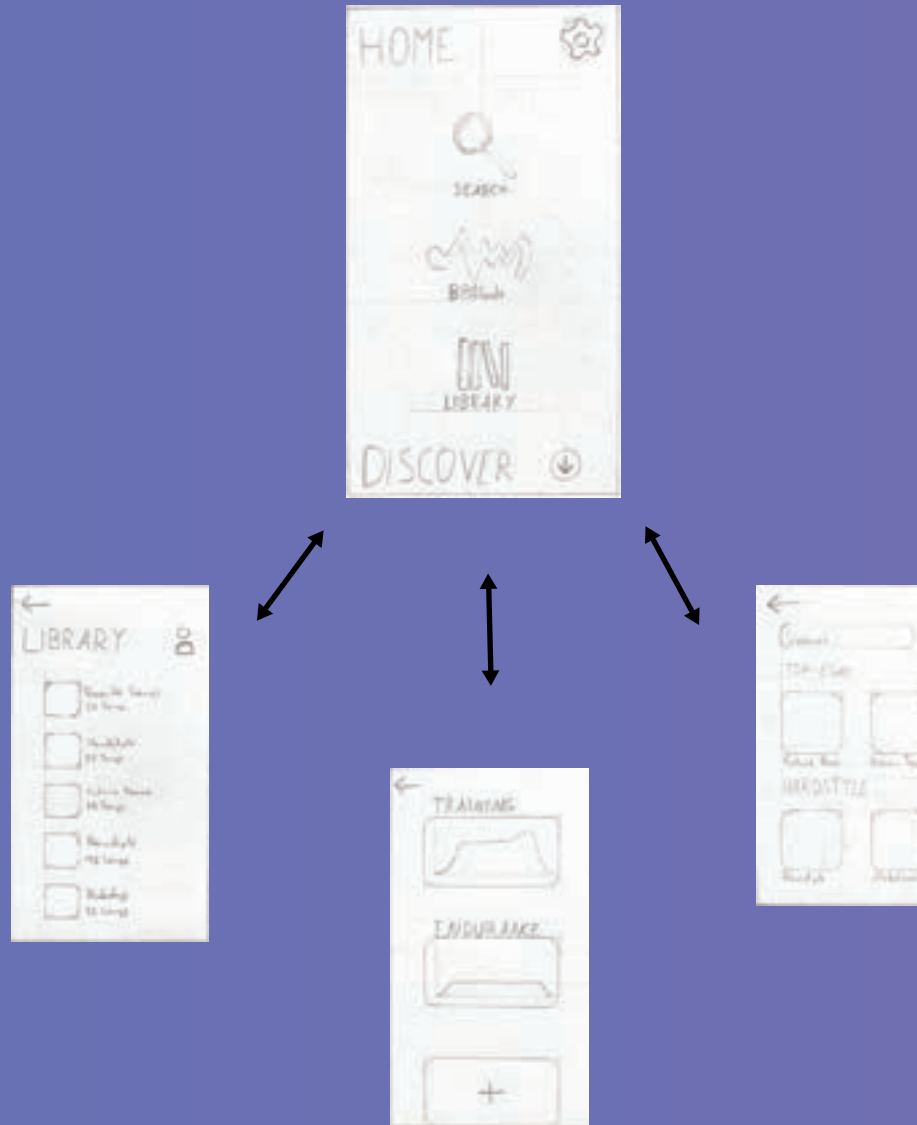
Listen to music

Navigation Design

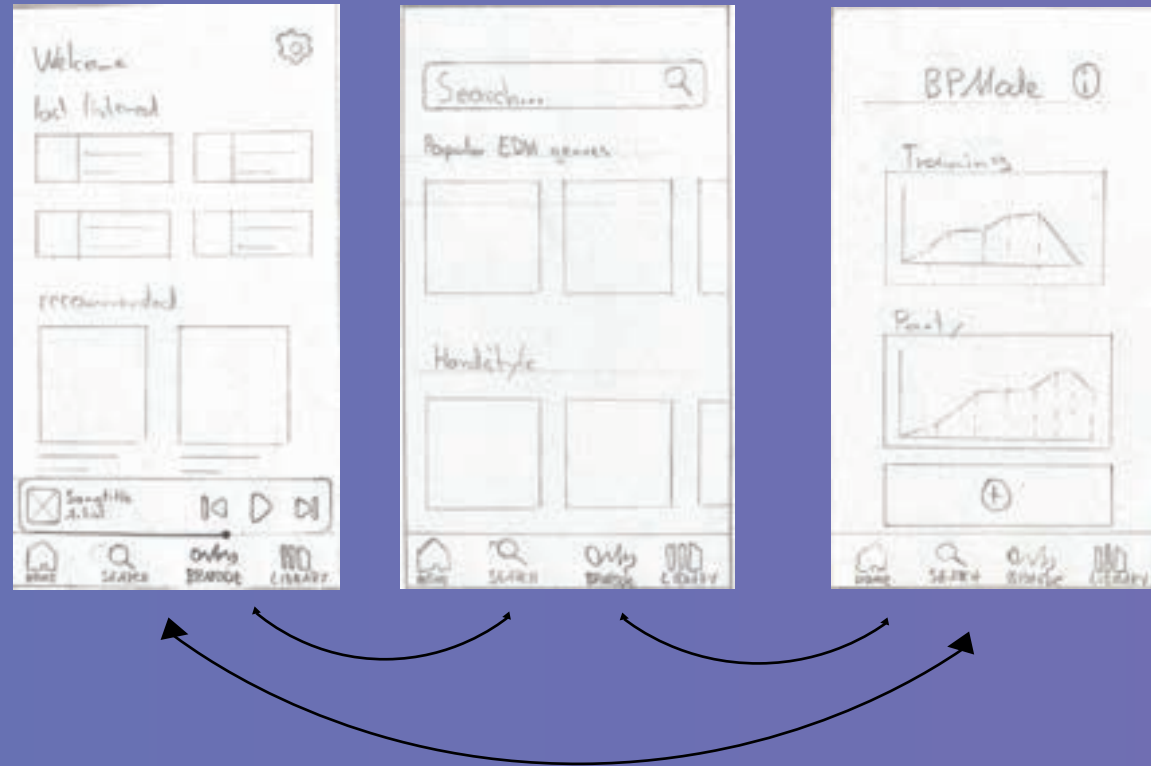
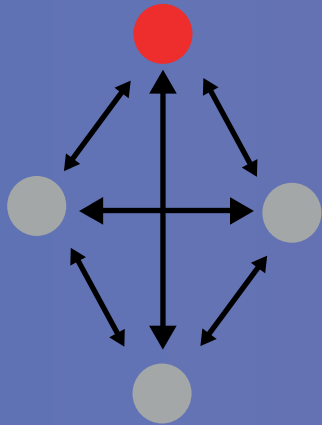
Hub and Spoke



Hub and Spoke has one Hub and many „Spokes“, so when you want to switch between different Spokes, or subpages, you first have to go back to the hub.

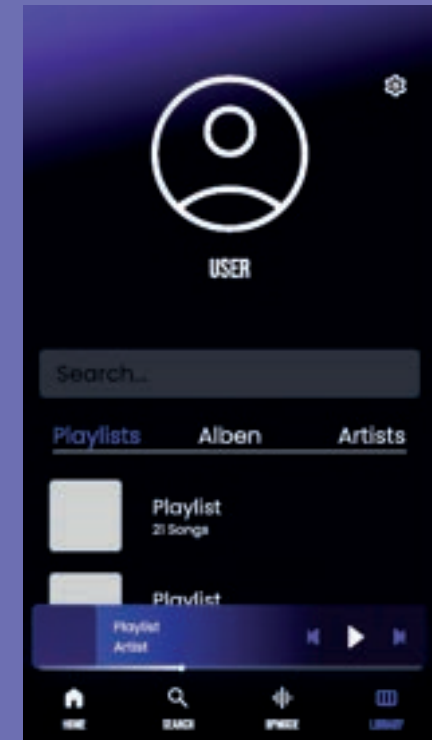


Fully connected



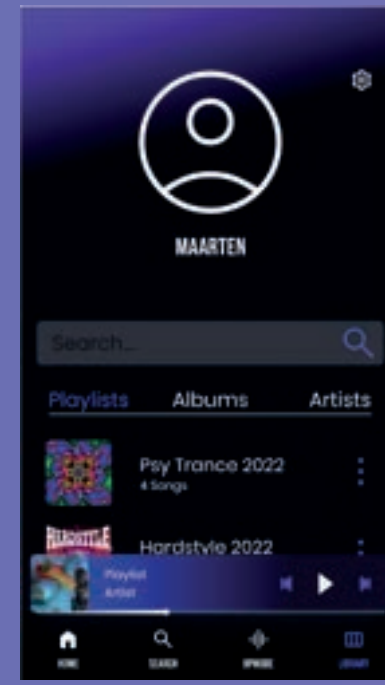
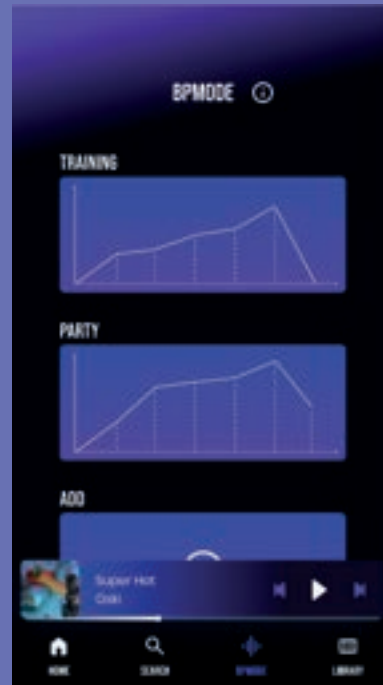
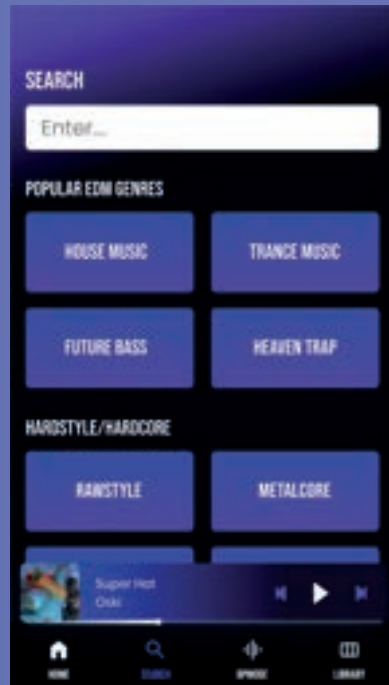
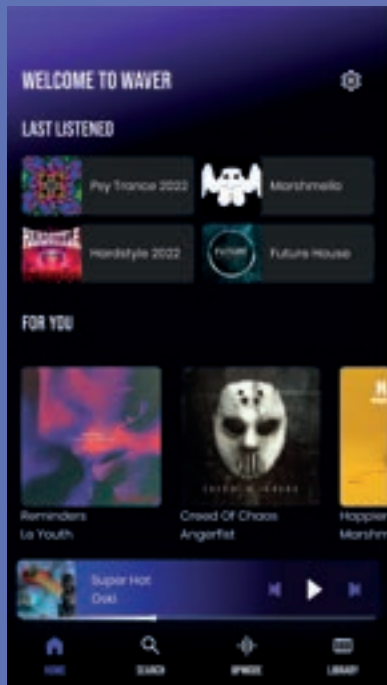
The main pages are connected to each other and from any page you are able to reach any other of the main pages, this design pattern is the most common among OS devices and therefore a good choice, as it directly represents a familiar navigation environment for many users and also directly presents a simple navigation structure for other users. It is a faster way to get from one subpage to another, comparing it to hub and spoke, it is more likely to get used in an app like this. You do not have to lose time by searching for the specific target, which may be a reason for some user to just close the app.

Wireframe Prototype



Link to the Wireframe-Prototype: <https://www.figma.com/file/Z9xwyyZugBFO3OBiPLLeKQL/Wireframe?node-id=0%3A1>

High Fidelity Prototype



Here you can find my High Fidelity Prototype

<https://www.figma.com/file/cpinDnMzyLVhT3jpv7D2PR/Prototype?node-id=0%3A1>

