

# ARTS 244 Project III Report

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## 1 Introduction

The fascination of how people store and retrieve geolocation data helps with a better understanding of our surroundings, to a greater extent the landscapes that influence people in generations. And music plays an important part here to shape the place. In terms of store geolocation data, personally I have paid close attention to the places I have been to and have developed the habit of creating playlists named after all the places I was visiting for all the music I was listening to at that time. Then I'd revisit these playlists as if it brings me back to the trip, reminding me all the people and places. Yet the game moves up to a higher level when it comes to data retrieving. It becomes a social study where this form of recording may be critical in understanding the place and the people.

## 2 Decision Making

I feel terrible that I could not speak well to convince my partner Jinny that the limitation of "moods" could not work functionally as filters. Even genres would do better. And as for the retrieving part I felt inclined to both ideas of having control over the music and going with the flow. I definitely had a hard time delivering my thoughts. Eventually we agreed that I would have total autonomy on the shooting and editing of the discovery mode.

## 3 Responsibilities

After we decided to commit to the music dropping idea. I completed the hand-drawn wireframing based on my understanding over the concept and Jinny voluntarily to digitize it on the Adobe XD which she seemed to be so confidently familiar with, and left me with majority work of video producing. Both of us came up with one storyboard but I got to film everything with no additional help other than those from my friends. Then we edited all the clips in class. All the responsibility for presenting was all left to me, in which I need to speak for the core idea I may not completely agree at the first place.

## 4 Problems: Communication

Never had I imagined it would be so hard for me to work with others. For this project, the main challenge for me is to communicate with Jinny.

I've always dislike being cut off from the process of making things, and the lack of communication happened basically throughout this project.

I sent Jinny the wireframing via messages, she completed the interface design which completely discarded my original workflow diagram without running through her ideas with me. I admit that my first wireframing was not drawn clearly but asking wouldn't hurt. Even after me asking, I still did not get the chance to join the revision of interface design. And it almost feels like that my ideas were not really respected.

## 5 Conclusion

This is my first-time experience with interface design, which I had high expectation to learn a lot from others. Unfortunately this project ended up with me being extremely unsatisfied with a lot of things, especially that I could not collaborate well with this partner. It frustrates me and I really wanted to be a team player here.