

MusicHub

Branching Tool

Team 3

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User Profile



People working on **post-production & mixing**, who likes to **experiment** with sound, usually records **multiple versions** of the same track and **test** different **effects**

Personas



Alice

Movie soundtrack
composer



Bob

Guitarist in a
indie/rock band



Kate

Music producer
with single-sided
deafness (SSD)

EXTREME CHARACTER

Design Problem

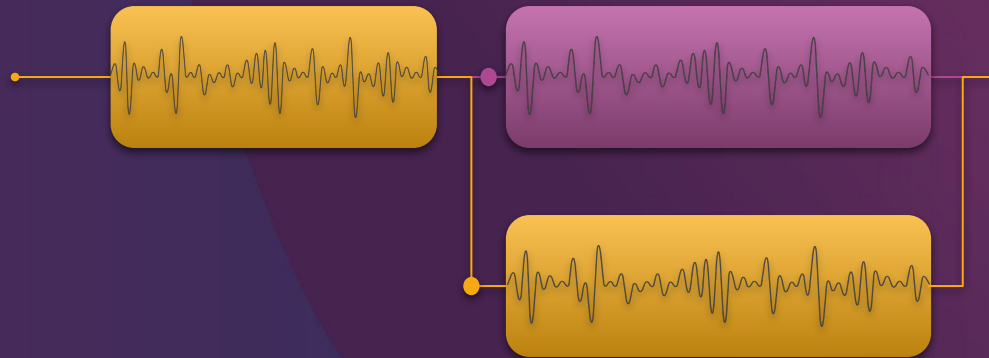


Trying **different versions** of the same track requires to create **copies** of the same track, otherwise changes will **overwrite** the previous version.

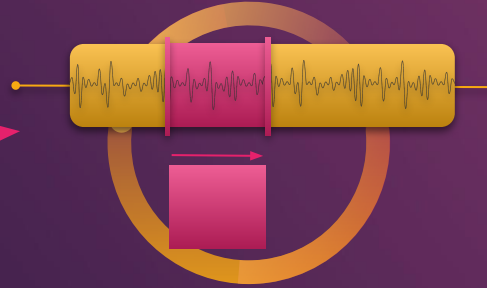
- Time consuming
- Disorganized
- Difficult to track differences between tracks

Design concept

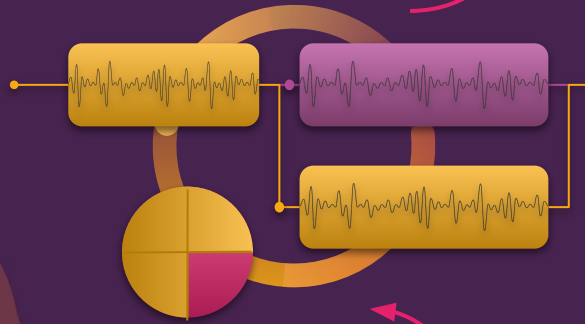
Tool that allows **music creators** to easily test different **branches** of tracks in their song so they can **experiment** with different sounds, effects and results



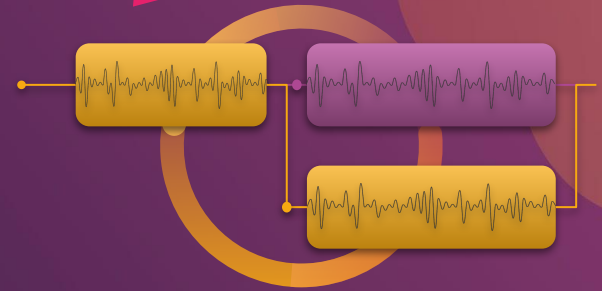
Select



Merge

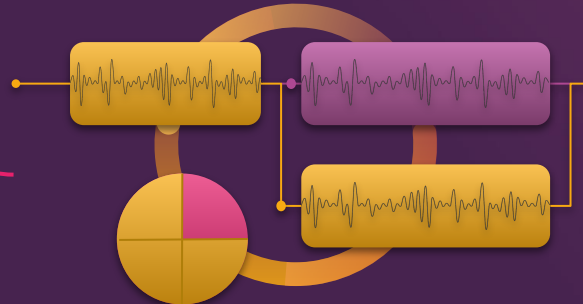


Create

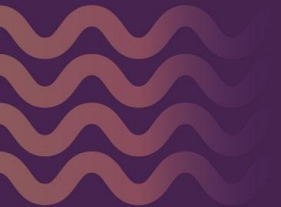


Design
Diagram

Edit





Video Prototype





File Edit View Insert Track Options Actions Help

- □ X

VOICE (MAIN) 

BASS 

GUITAR 

BASS 

SHIFT

User

The background is a gradient of purple and blue. It features several musical notes in a light orange color. In the bottom left corner, there are three horizontal wavy lines in a light purple color.

Key Improvements

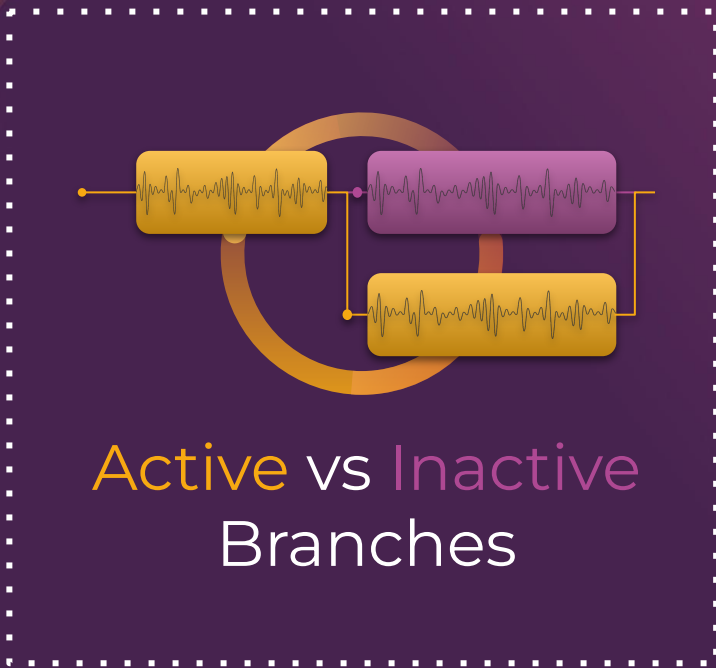
Key Improvements



Branching Mode

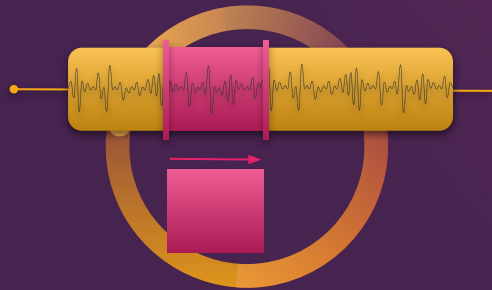
- Eye-catching button to activate the tool
- Usual interactions paradigms to use the tool functions
- Increased easy of use

Key Improvements



- Clear representation of which branch will be played when listening to the song
- This selection will be used for future merges and/or other actions

Key Improvements



Drag & Drop
Modifiable Selection

- Visual feedback while selecting the section to be divided in branches
- Possibility to modify the selection to overcome and decrease precision errors

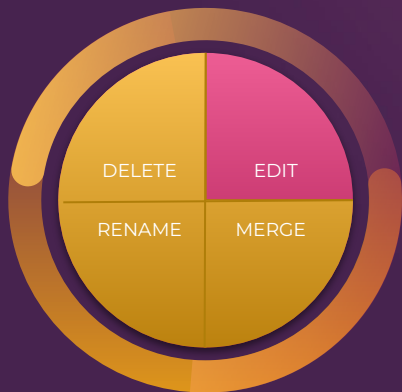
Key Improvements



Whole track
branching

- Clicking on the point at the beginning of each track for the whole track to be selected
- Avoids long drag & drop actions

Key Improvements



Radial Menu

- Right click fires the interaction with the selected branches
- Radial menu for a faster selection of the action to perform on the track

Conclusions



We learn how to:

1. Convey information, understand and design for an **unknown domain** to us
2. **Experiment** with different design methods; learn new **tools & steps**
3. Realize about **real interaction**
4. Do different **prototyping methods**, like video and paper