

SWE 432

Assignment 1

Group Members

- Nyamekye Kutortse
- Klayr DeFelice
- Max Syrett

Business Profile

Business profile that lays out the type of radio station and the target audience

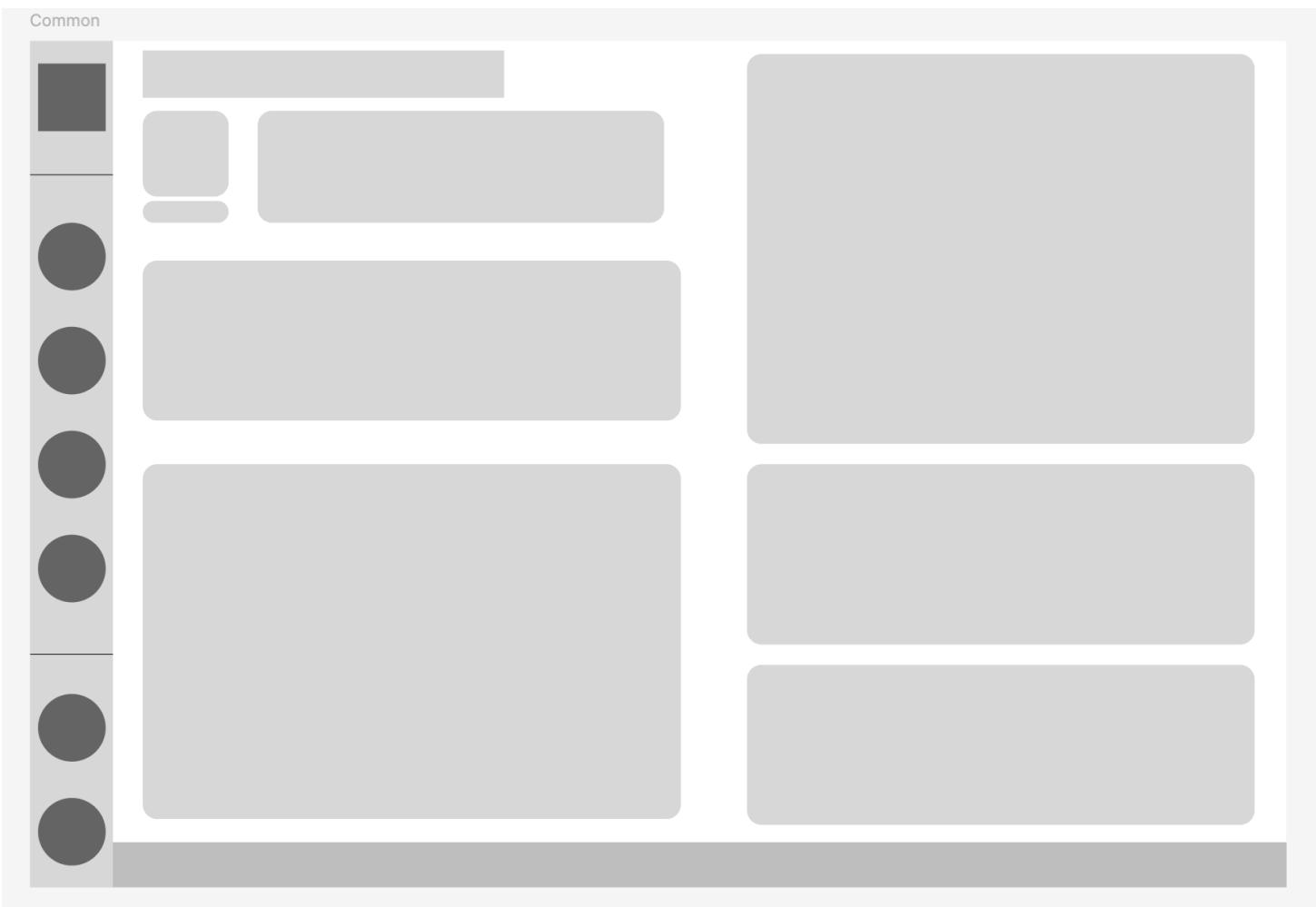
Name: MuSe[©] Radio

Category: Music Radio

MuSe radio offers listeners of all kind an exquisite selection of music for all times of the day and for all occasions. At MuSe our large selection of DJs paired with the best producers in the industry work together to curate music and events ideal for any and all kinds of the listeners. MuSe radio hosts events also for special occasions such as holidays and more. MuSe radio also runs ads and promos to generate revenue. MuSe radio would primarily cater to the young at heart with a primary focus on young adults discovering their taste for music. Our listeners are given a chance to explore. Our listeners are able to tune in to any event as well as get access to playlists built by Producers after the event should they wish to do so.

UX Sketch

UX Sketch and wireframe for the common page layout



Evaluation of the common page against the 8 Golden Rules

For the 8 Golden Rules, list each rule and then have a short explanation of how you meet that rule (or why you did not).

Consistency

All of our pages will have almost the same layout with different content but the navigation and similar tools in the same places.

Shortcuts

our pages will implement copy and paste in relevant sections and provide keyboard navigation using arrows and tab, where applicable page selection will be available with ctrl-[tab index]

Informative Feedback

Page will indicate user actions with highlighted colors and graphics for actions

Dialogue

We will have useful feedback if there is an error, and relevant information to user actions

Error handling

We will have thoughtfully written and informative error messages

Permit reversal of actions

We will have undo buttons and back button support

Support internal locus of control

Will be able to edit add and delete song entries

Reduce short-term memory load

We won't have over complicated pages and will segment functional

DJ Role

Developer: Nyamekye Kutortse

Proto-persona

Name: Jenny Roberts Age: 22 Stage Name: MollyRocks Hometown: Little Italy

Demographics:

- Female
- Immigrant from Kuwait
- Single
- Lives in Connecticut

Behaviors:

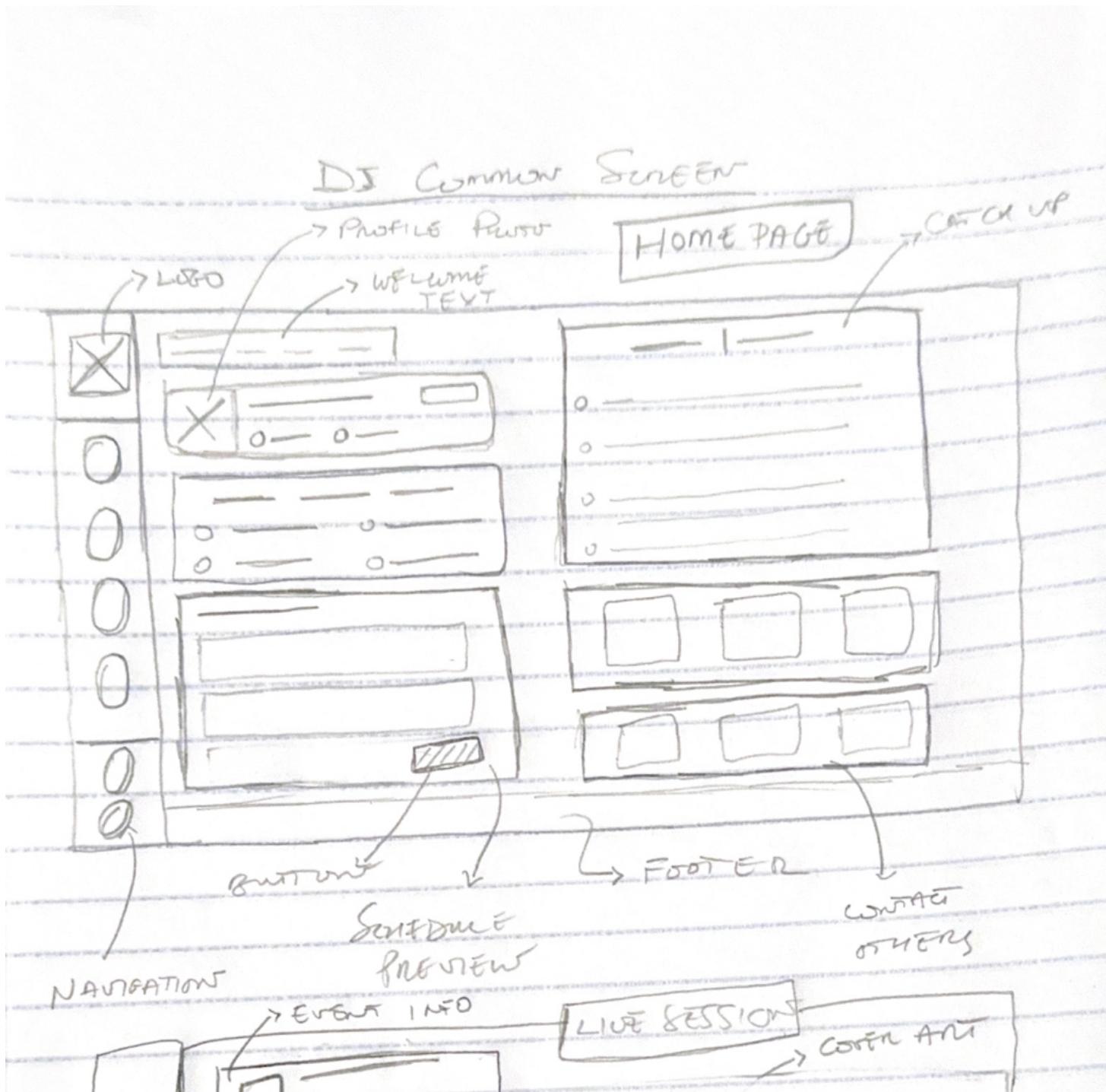
- Bartends at night
- Currently working to get into music school
- Owns two cats
- Loves pop rock

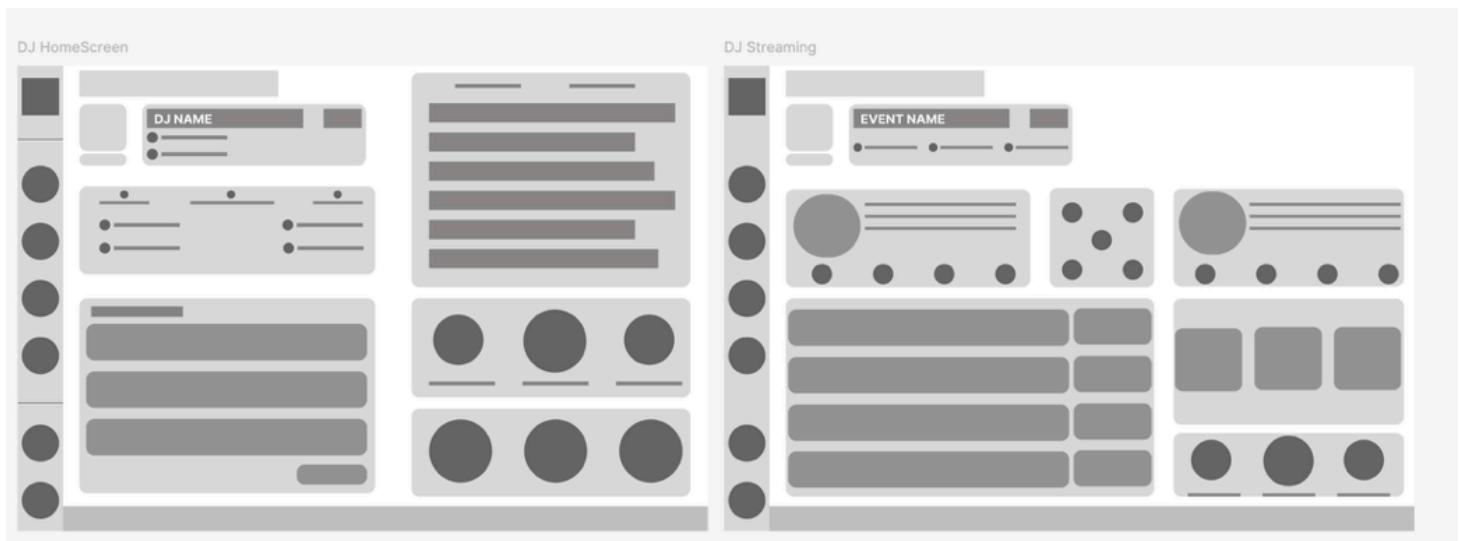
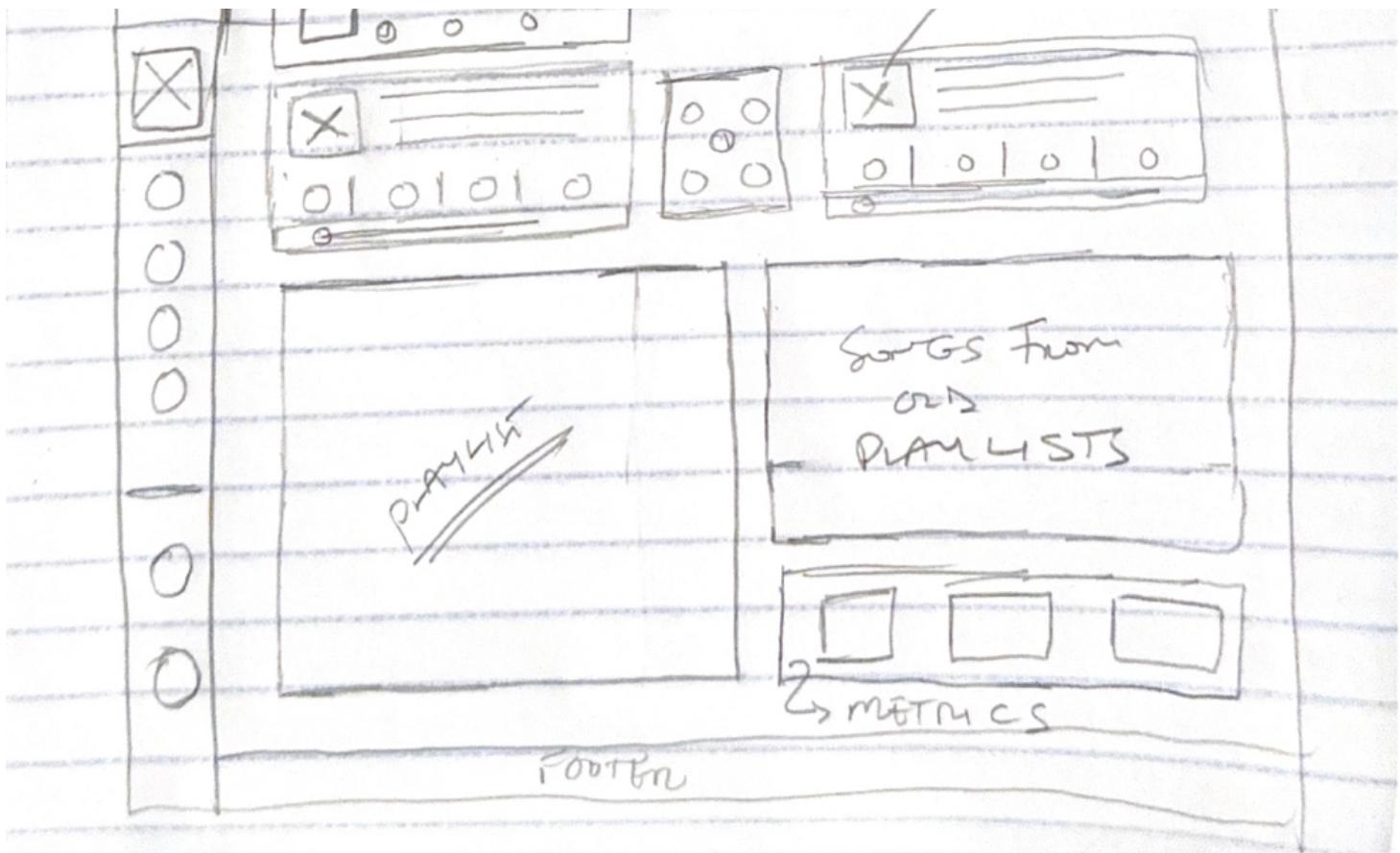
Needs and Goals:

- Apply and get into music school in the next year and a half
- DJ at night clubs and fancy events
- Dive into the world of classical music

UI Sketches and wireframes of the screen(s)

The UI screens then start with the UX layout but fill in all the details. (Basically so it is ready to give to a developer to implement.)





User Flow Diagrams

User flow diagrams that show how the screen changes based on user input. The user flow diagram that I am referencing is from the article in the lesson

Evaluation of the UI pages against the 8 Golden Rules

For the 8 Golden Rules, list each rule and then have a short explanation of how you meet that rule (or why you did not).

Consistency

All the pages use similar widget like layouts, grouping similar functions together

Shortcuts

Cards will have controls and work with navigation menu to navigate the platform effectively

Informative Feedback

Page will indicate user actions with highlighted colors and graphics for actions

Dialogue

We will have useful feedback if there is an error, and relevant information to user actions as well as alerts that would pop up in a notification pane regarding things like event updates

Error handling

We will have thoughtfully written and informative error messages that would pop up in the center of the screen to give user concise details as to how to navigate the error this action would be reserved for a specific class of errors though.

Permit reversal of actions

We will have undo buttons and back button support

Support internal locus of control

Will be able to edit add and delete song entries

Reduce short-term memory load

We won't have over complicated pages and will segment functional

Manager Role

Developer: Max Syrett

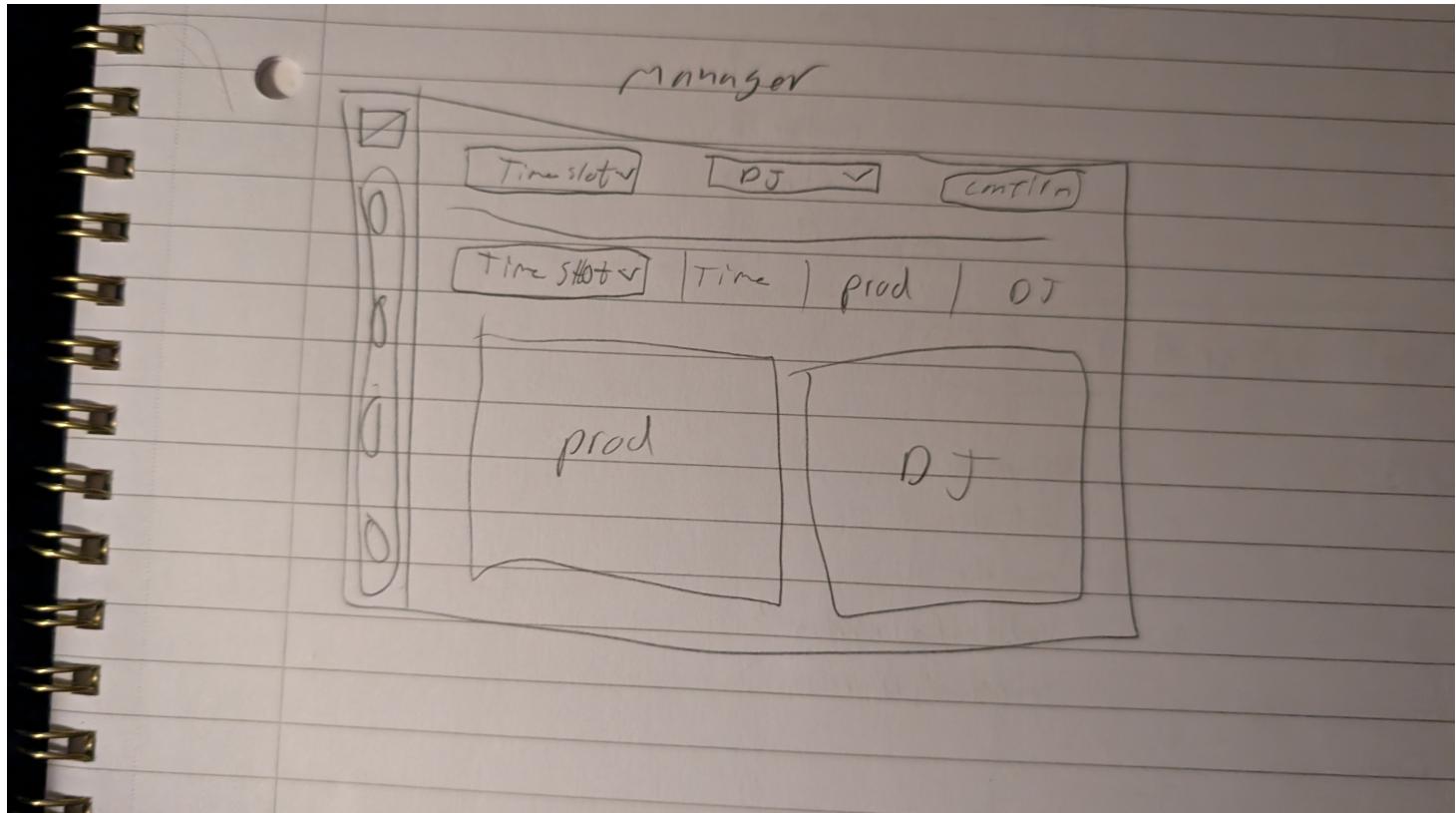
Proto-persona

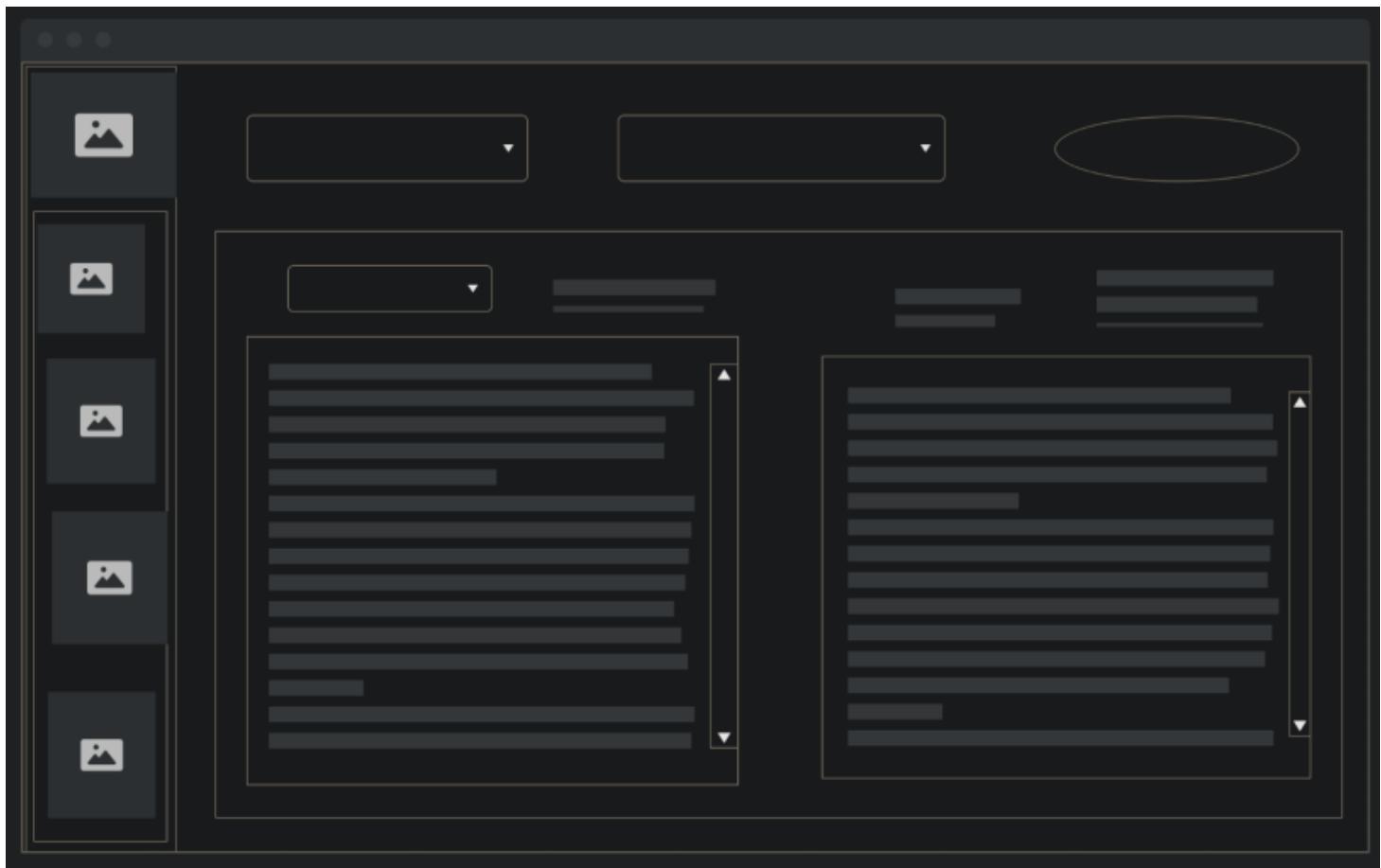
Tim: -70's elderly man, retired but works at the station for fun, married, 3 adult kids -likes 20s jazz

because he dad listened all the time growing up, lots of free time, people person -lawn and house care, social events, expanding his vast music collection

UI Sketches and wireframes of the screen(s)

The UI screens then start with the UX layout but fill in all the details. (Basically so it is ready to give to a developer to implement.)





Evaluation of the UI pages against the 8 Golden Rules

Producer Role

Developer: Klayr DeFelice

Proto-persona

Demographic

- Music producer
- Not the best at using computers
- 42 years old

Behaviors

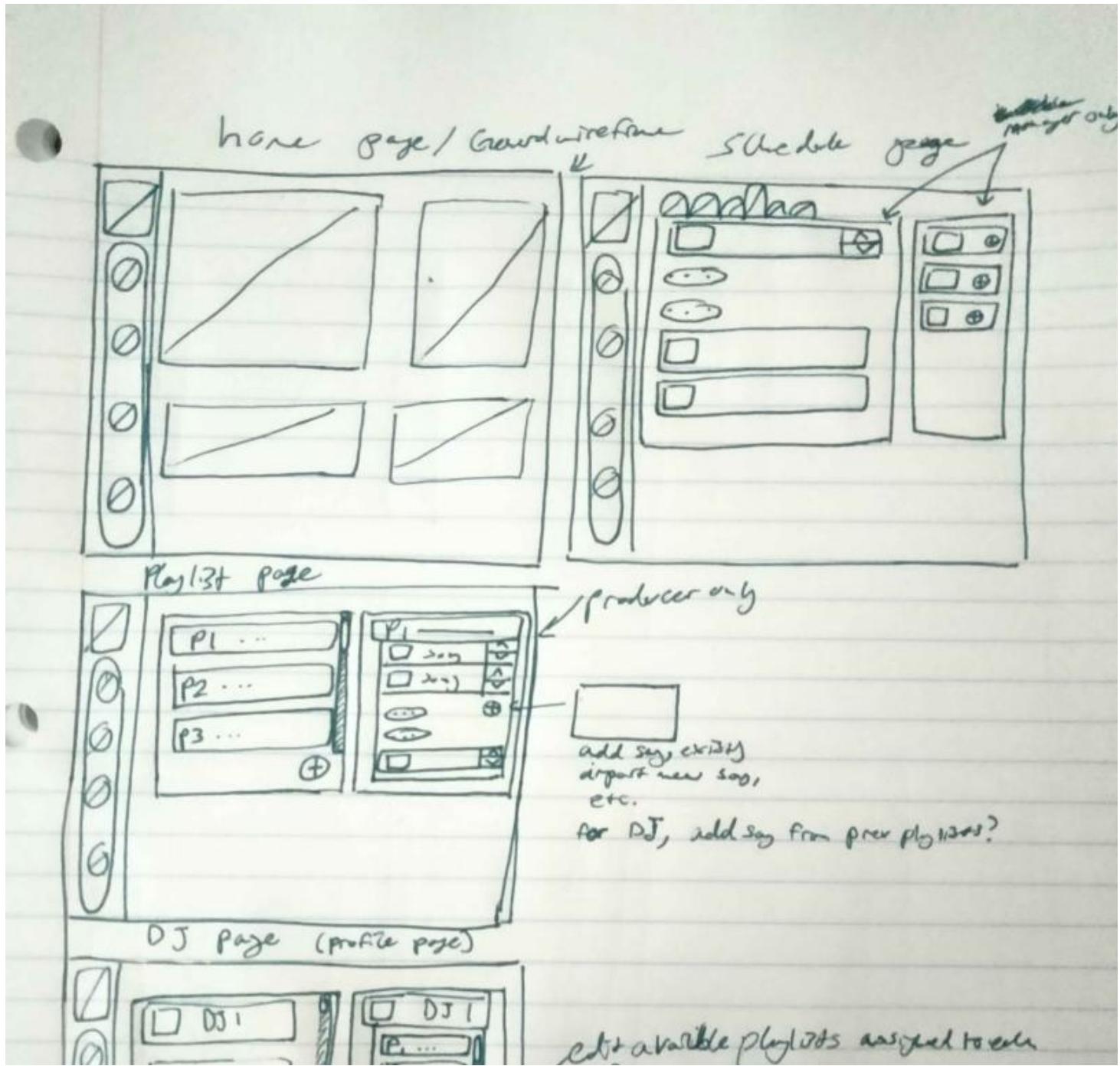
- Limited on time
- Confuses DJs in notes, requires simple organization structure

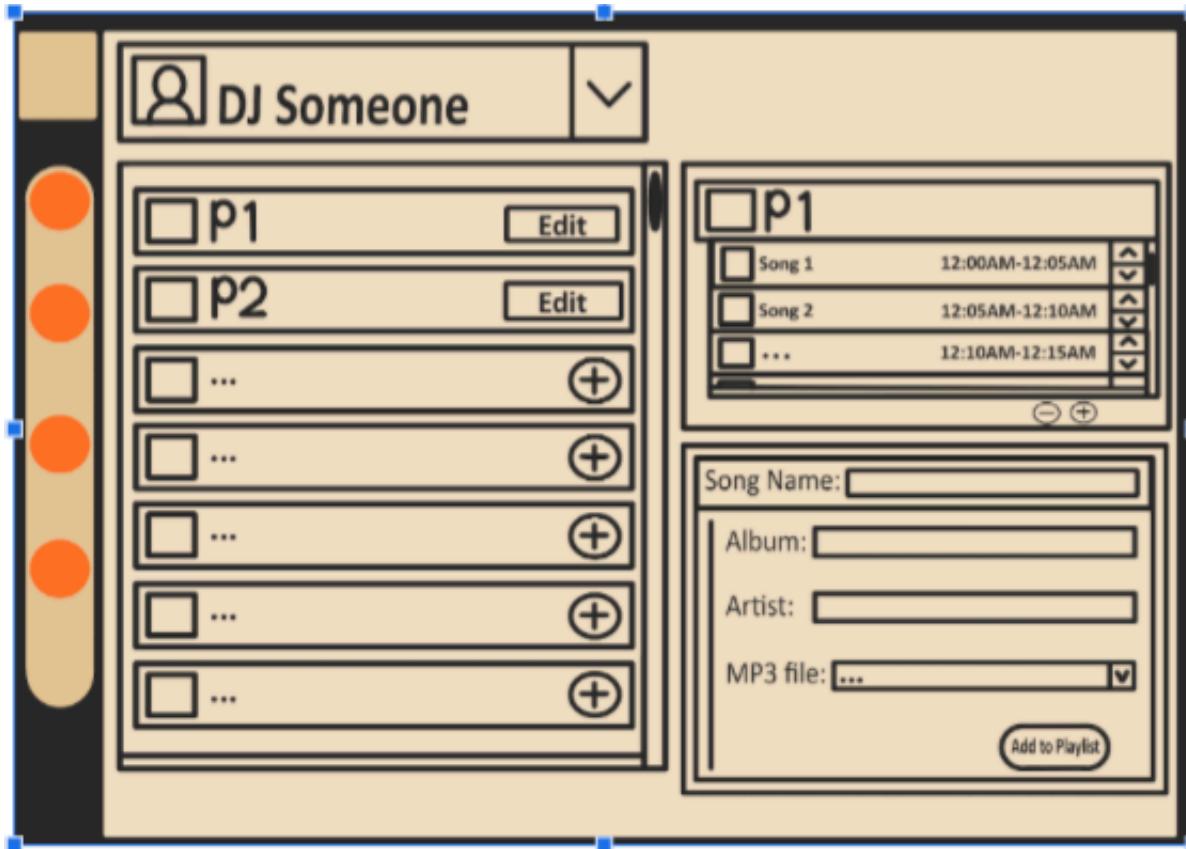
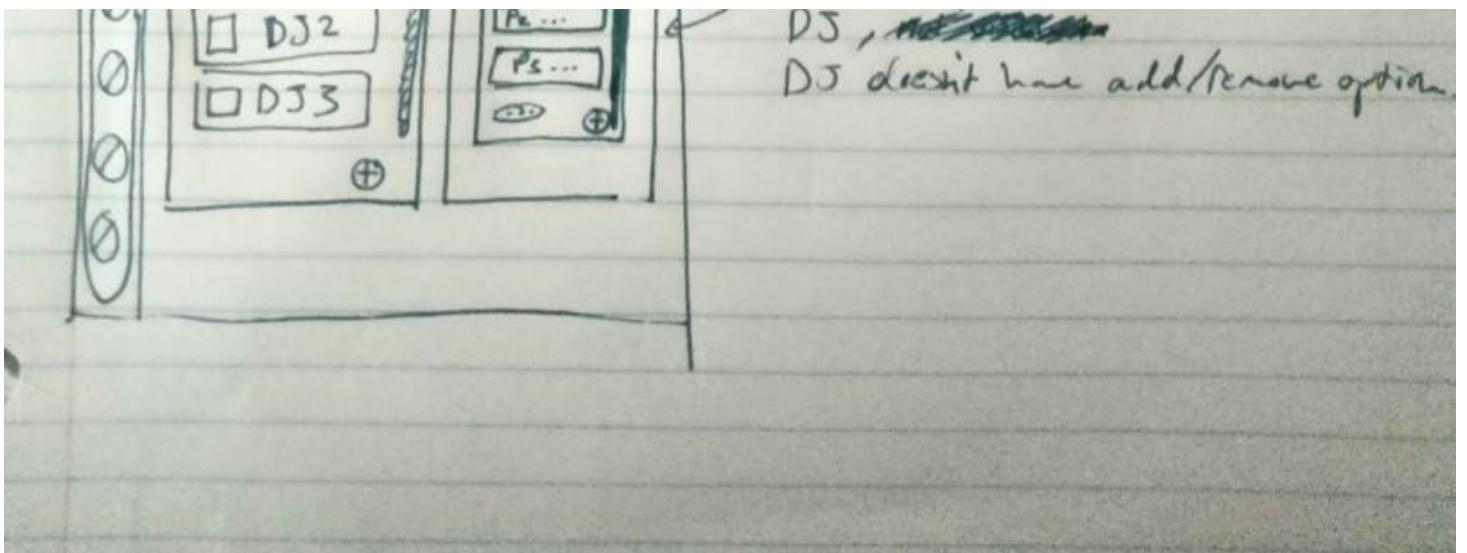
Needs and Goals:

- Ability to edit playlists associated with any specific DJ
- Ability to add songs to DJ playlist
- Ability to remove playlists and songs
- Clean work environment

UI Sketches and wireframes of the screen(s)

The UI screens then start with the UX layout but fill in all the details. (Basically so it is ready to give to a developer to implement.)





Evaluation of the UI pages against the 8 Golden Rules

Consistency

Maintain same basic layout for every "item" on screen, such as DJ, Playlist, and Song Circle with a plus always adds things, circle with a minus always removes things Only exception is the form for importing new songs, which requires user input, and has an "Add to Playlist" button, to clarify

where the new song is going. Once a song is imported, it should be stored, so that in the future the producer can press the add song button and directly select a song from a pop up drop-down menu, rather than importing from scratch.

Shortcuts

Select a song, ctrl + C to copy, select an empty time slot, ctrl + V to paste Select a playlist, ctrl + C to copy, select an empty playlist slot, ctrl + V to paste Press an arrow key to begin keyboard navigation. Starts with DJ highlighted. Pressing enter opens DJ drop-down, navigate between DJs with arrows, enter to select DJ from drop down. Pressing down (while dropdown is closed) moves on to playlist section. Use arrow keys to navigate playlists. Enter to edit playlist. Enter on empty slot to start making new playlist. This enters playlist edit box. Pressing enter while playlist at the top of the box is selected returns to playlist screen, alternatively press left. Press enter to move a song, arrow keys move song until enter is pressed. Press enter on an empty time slot to add a song. Select import from dropdown to enter import menu, otherwise select song to add song. Navigate import menu with arrow keys. Enter on add to playlist button to return to playlist editing box.

Informative Feedback

Items are highlighted when selected.

Dialogue

Didn't cater to this one much.

Error handling

Cannot add more songs than timeslots in a day (not physically possible) Otherwise, shouldn't be any foreseeable user error, other than an error message for failing to upload mp3 file

Permit reversal of actions

Users can remove songs and playlists

Support internal locus of control

Not sure there's an equivalency in this project. Playlists autosave after each update, so if the user quits the website there will be no information loss.

Reduce short-term memory load

Screen is broken into vertical sections, each containing a box with relevant information. As the user interacts with the UI, there is a natural flow between boxes as needed. The user need only

focus on one box at a time, and boxes seek to limit how many items are in view using scroll bars.

User Flow Diagrams

