



# Team Gloin Moodify Project

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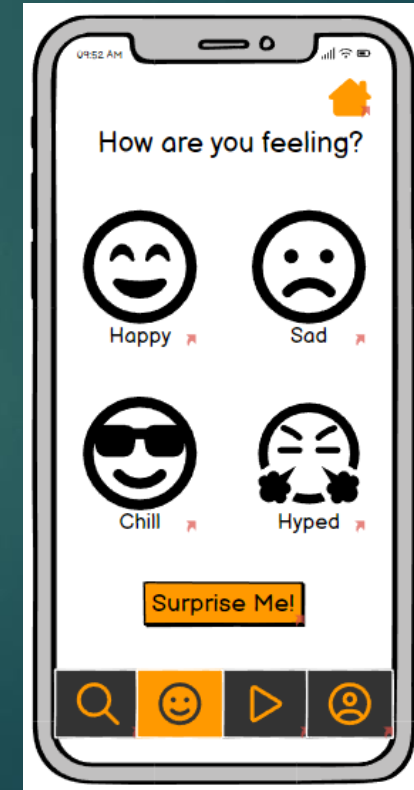
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# Project Description

- ▶ Moodify is a music app that recommend music based on mood.
- ▶ The recommendation based on mood user selected.
- ▶ Moodify can also be a general music app as well.
- ▶ Moodify connect user emotionally and mentally.



# Research Methods

- ▶ For initial interview to find requirement, we use interview and questionnaire.
- ▶ Most questions in interview and questionnaire are closed-answer.
- ▶ We mostly do quantitative analysis to find requirements.
- ▶ We did paper prototype and did quick-and dirty evaluation.
- ▶ We did heuristic evaluation for digital prototype.
- ▶ We did usability testing and analysis using critical incident method.

# Highlights of Milestone 1

- ▶ We find the closed-answer did not provide much info in interview.
- ▶ We find album cover cannot draw conclusion but in later milestone, we find it is needed.

Appendix

[1]

Questionnaire

How many hours do you listen to music?

0   1   2   3   5+

☐   ☐   ☐   ☐   ☒

How much do you like the shuffle function?

Not interested   Neutral   Very interested

☐   ☐   ☒

How often you use equalizer setting?

Never   Sometime   Always

☒   ☐   ☐

How often you look up the lyric?

Never   Sometime   Always

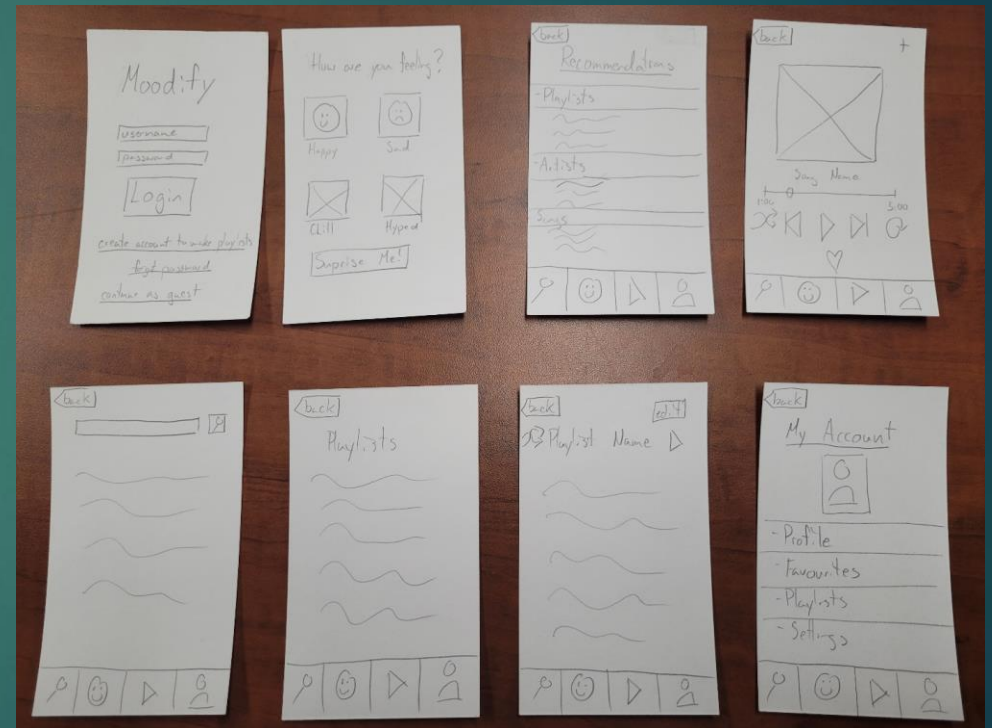
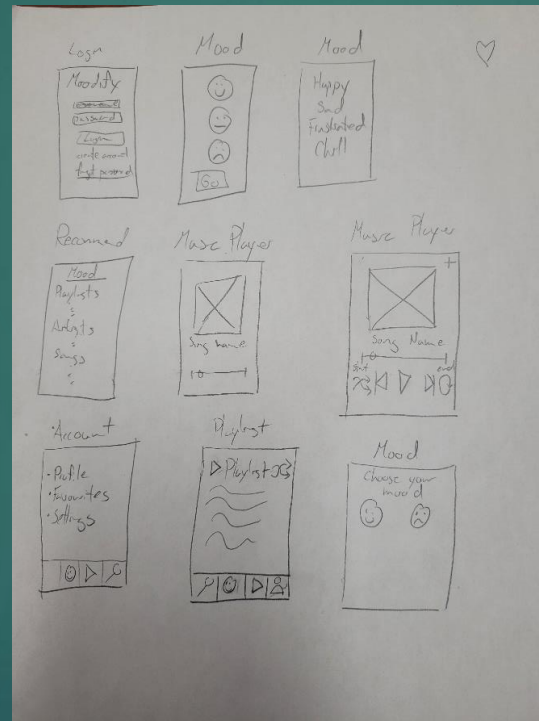
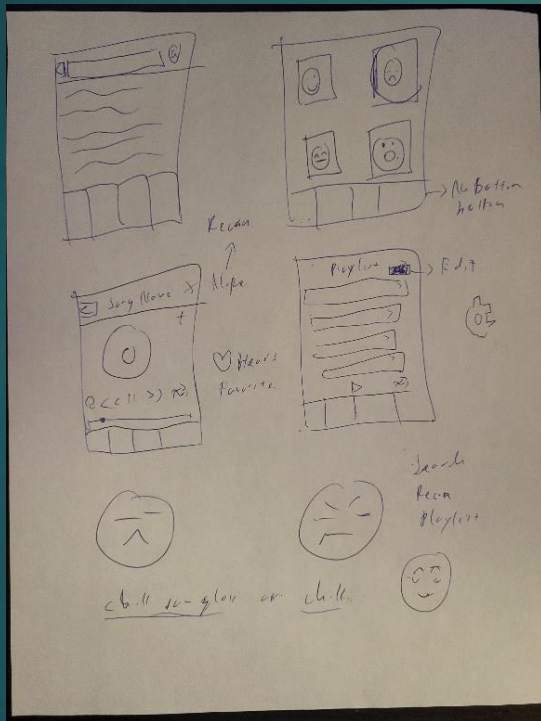
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How important album cover to finding your music?

Not needed   Neutral   Needed

☒   ☐   ☐

# Highlight of Milestone 2



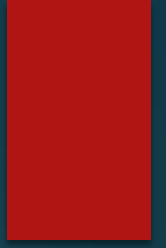
# Highlight of Milestone 3

- ▶ We found that we need to create a home screen.
- ▶ We found user thought password should be setting.
- ▶ We found user want more color in the app.
- ▶ We did not have major problem when conducting usability testing.
- ▶ We were surprise that the user really enjoy our app.
- ▶ We found major improvement going from paper prototype to this iteration prototype.



# Future considerations

- ▶ We should add more open-ended question in our interview and usability testing.
- ▶ We should improve the visual appeal of the app by adding more icon, color, picture.
- ▶ We should implements changes found in usability testing.
- ▶ Add more content on Home screen.
- ▶ Reorganize contents on MyAccount screen.



Thank you for  
listening