Emotion-driven Music App Theming

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Assignment 3: Hi-fi prototype

3.1 APPLICATION PROTOTYPE (25 points)

Figma prototype (0 points, but mandatory)

https://www.figma.com/file/2ZlBdei7C2BYJ3xfsxAkvp/HCI-Project--Tanvir-Hasan?type=design&node-id=0%3A1&mode=design&t=SVniBZDtZf6P4eyC-1

Description of the application and its functionalities

In the course of this research, I meticulously crafted a prototype for an emotion-centric music application and an accompanying support system utilising the versatile design platform, Figma. The fundamental objective underlying the design of this app was to revolutionize the user experience in connecting with music applications by aligning them with their preferred emotions. The app encompasses an array of innovative features, including the provision of suggested songs tailored to selected emotions, the ability to curate a list of favourite songs, a comprehensive dashboard for user insights, and a dedicated support system. The incorporation of these diverse elements aims to provide users with a more personalized, engaging, and supportive musical journey, fostering a unique and enriching connection between users and their music preferences.

Design & Functionality

Starting page: When you first install the app, you will see a quote and a start button. When you click on the button you will be transferred to the login page.

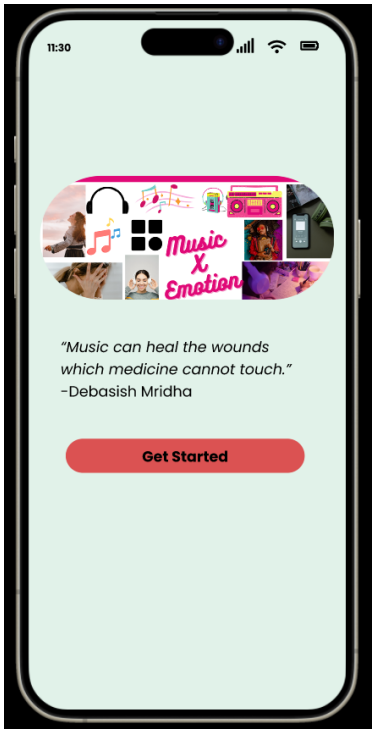

Figure 1. Starting page

Login screen: If you already have an account, you can log in using the email and password. On the other hand, If you do not have an account there is an option to sign up. If you click on sign up it will redirect you to sign up screen.

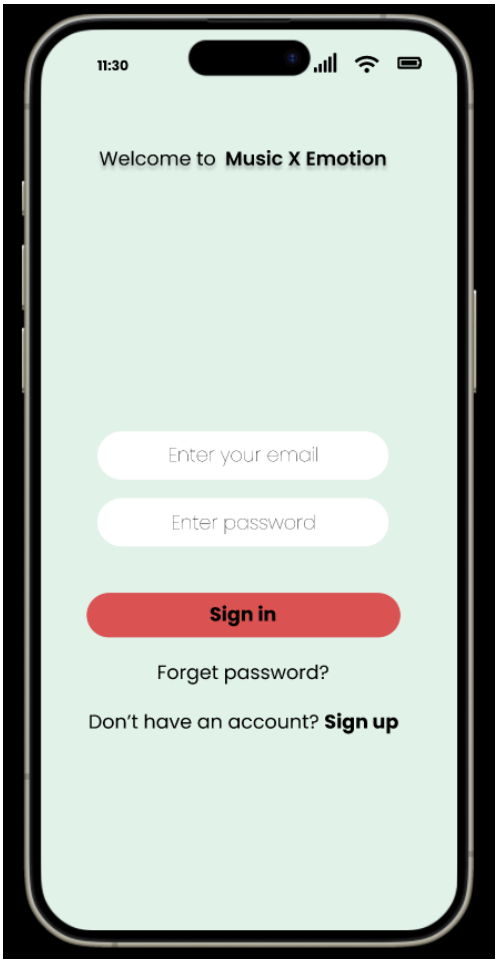

Figure 2. Login screen

Sign-up screen: If you do not have an account you have to insert your name, email, and password and confirm your password to open an account. Moreover, if you already have an account you can click on ‘sign in’ from this page.

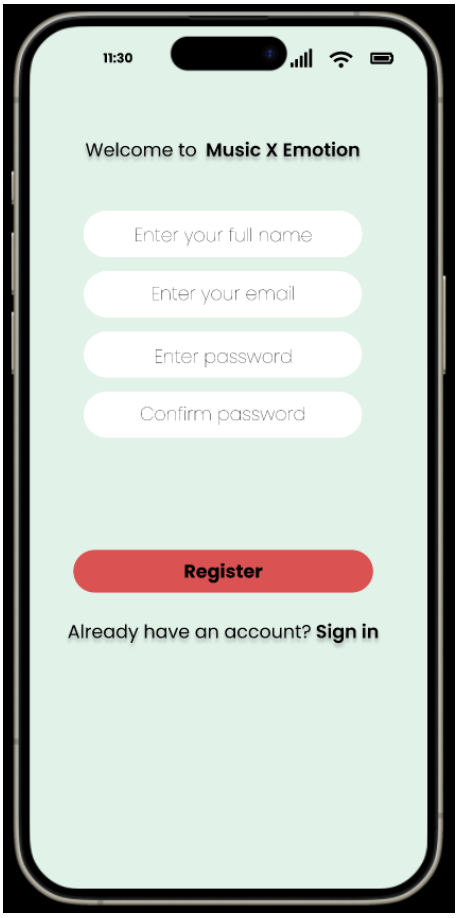

Figure 3. Sign-up screen

Home: In the home screen you will see your profile picture in the top right corner. There are multiple buttons related to the current mood of a user and a support button.

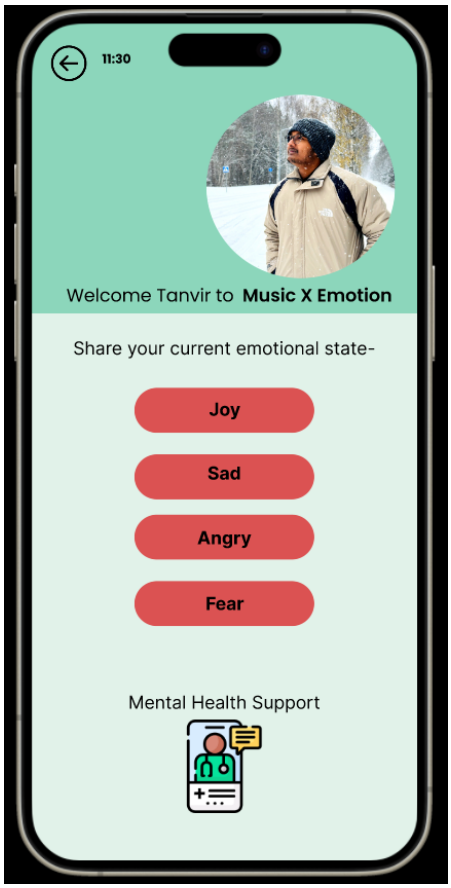

Figure 4. Home screen

Dashboard/profile: In this screen, a user can see multiple functionalities such as all songs available on their device, their favourite songs, and in the top right corner of their profile. Based on their usage, this page will show a user some statistical information such as how much time they spent on this app for any particular day, month and year. Their favourite music category such pop, rock, and jazz including time. Moreover, a user can see their mental health status in the different periods of the day (e.g., morning). This information will be helpful for the mental health assessment.

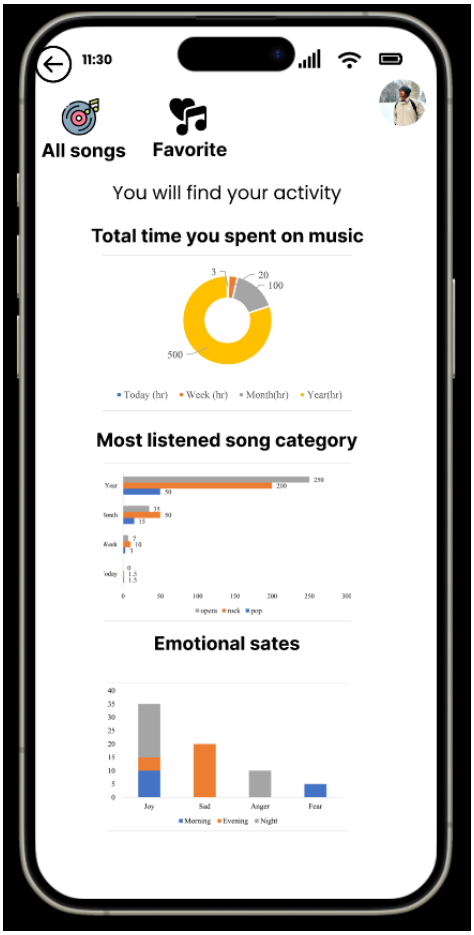

Figure 5. Dashboard/profile

Joy: I have designed a screen for a user who feels joy. A group of cheerful songs is automatically suggested here. I focused mostly on the colour combination of UI because a study found that yellow and red are the colours of love, passion, joy, and happiness. Moreover, a user can move any pages whenever they wish.

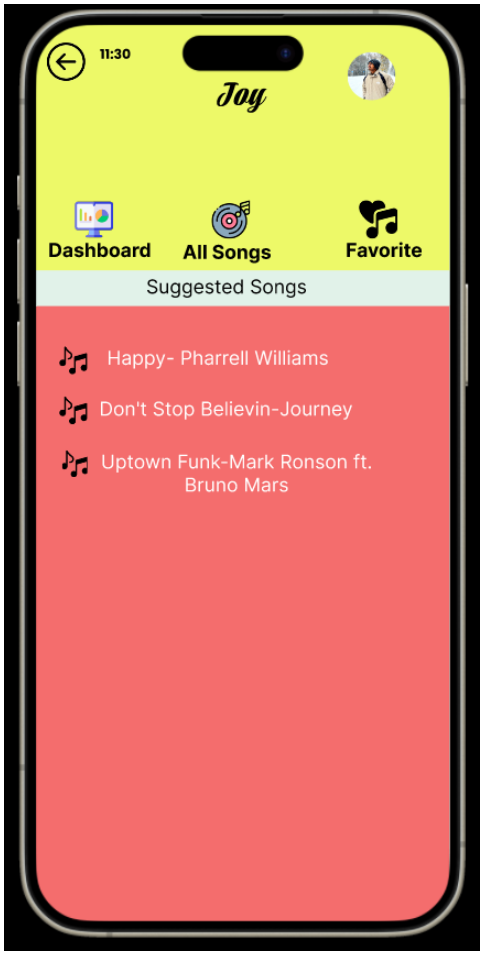

Figure 6. Joy emotion screen

Sad: It was very difficult to deal with negative emotions. However, I tried to use blue and grey colours which will provide comfort and calmness and we tried to suggest songs which are a little bit funny so that users feel happy. Moreover, I tried to use interactive icons.

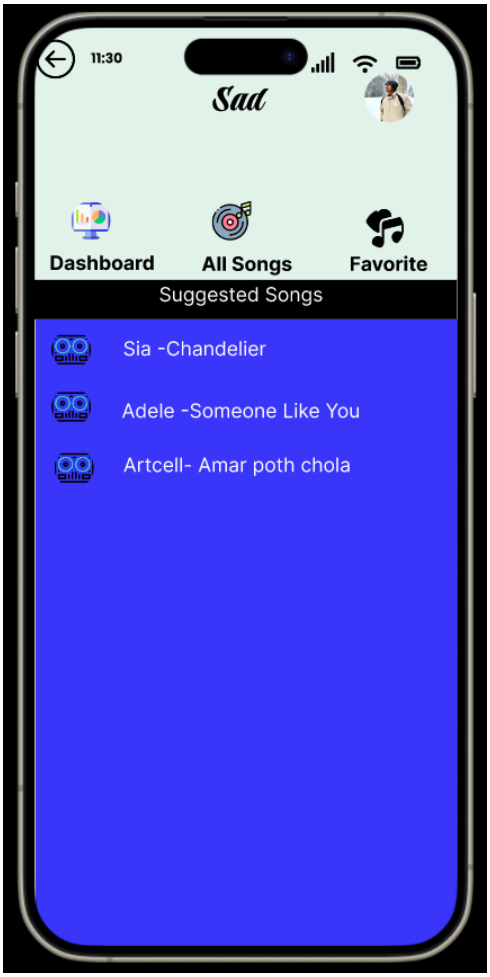

Figure 7. Sad emotion screen

Anger: When a user feels angry, the app will suggest soft songs so that anger decreases. The background colour of the screen is kept soft which will remain calm. I tried to keep the UI as simple as possible.

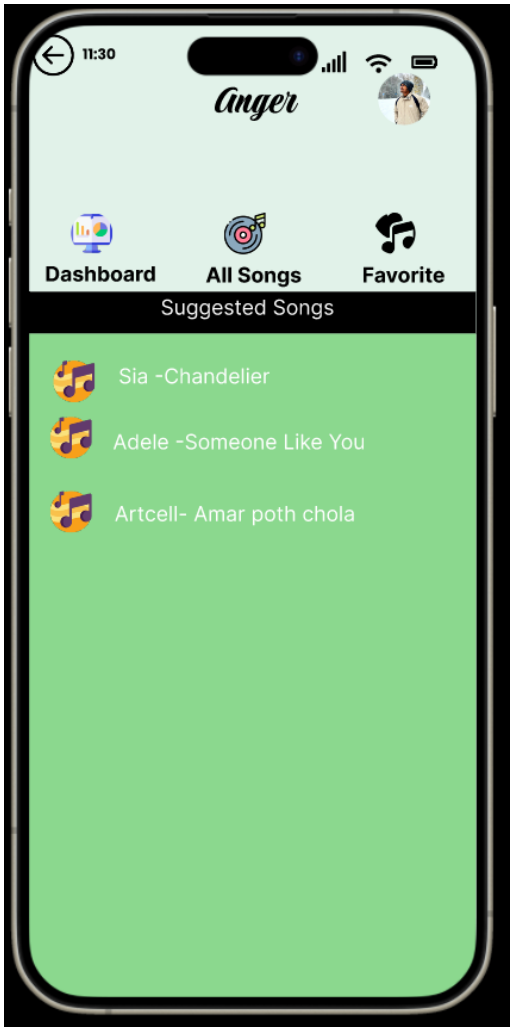

Figure 8. Angry emotion screen

Fear: For the user who feels fear this app automatically suggests songs which will reduce their fear. In the background of the interface, I used colourful so that the user feels excited while listening to music.

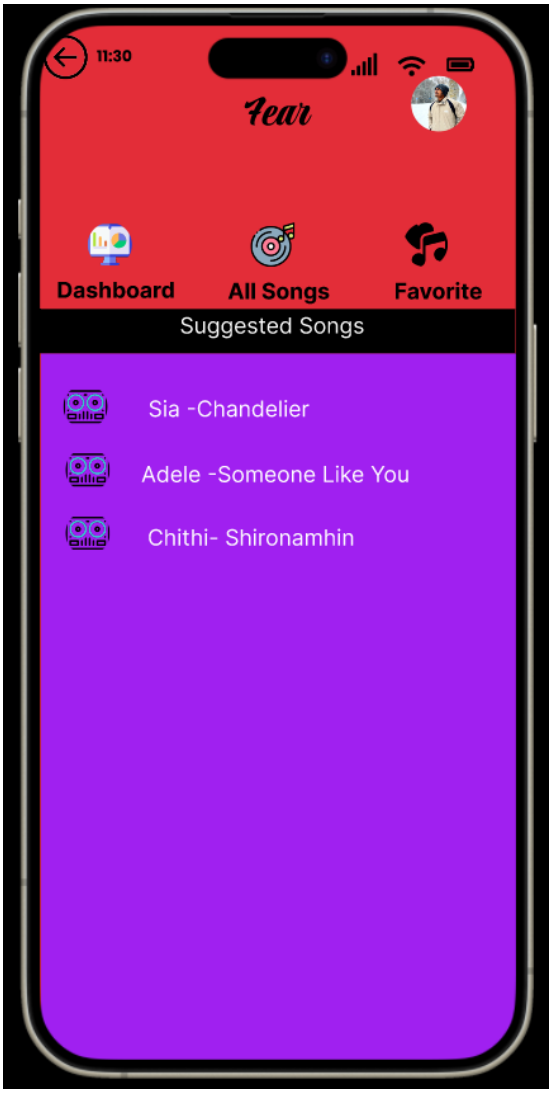

Figure 9. Fear emotion screen

All songs: In this screen, a user will find all songs available on their device. Along with that, a user can see their favourite songs that they marked already. Moreover, they can go to their dashboard, their favourite song playlist, their profile and the back page.

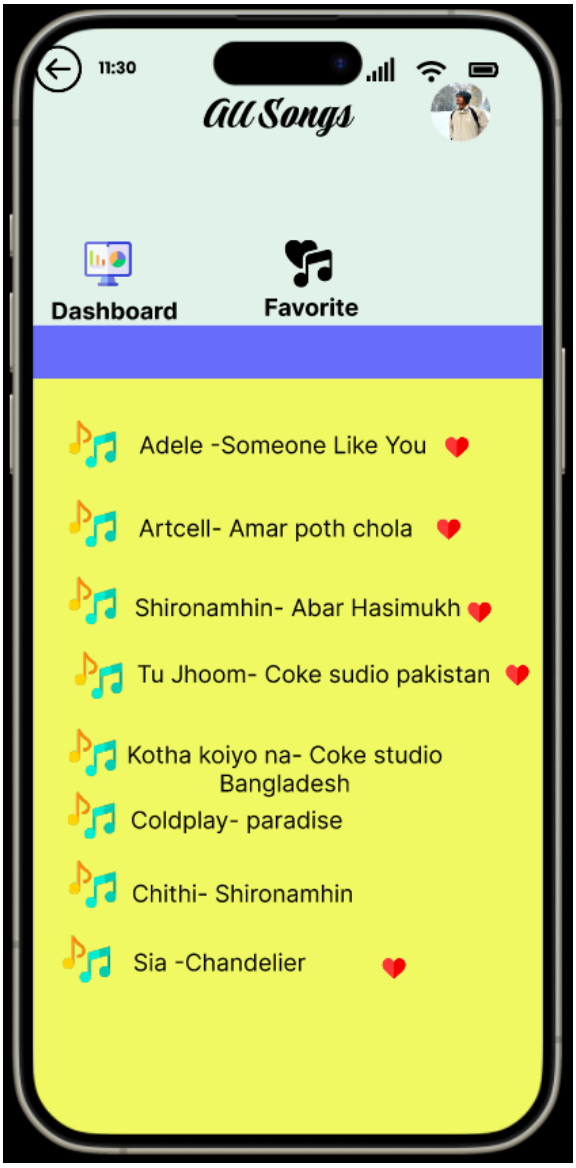

Figure 10. All songs

Favourite songs: On this screen, a user can see all their favourite songs they marked. While developing this UI, the icons came to my consideration. Moreover, the dashboard, all songs, profiles and back icons are available on the screen.

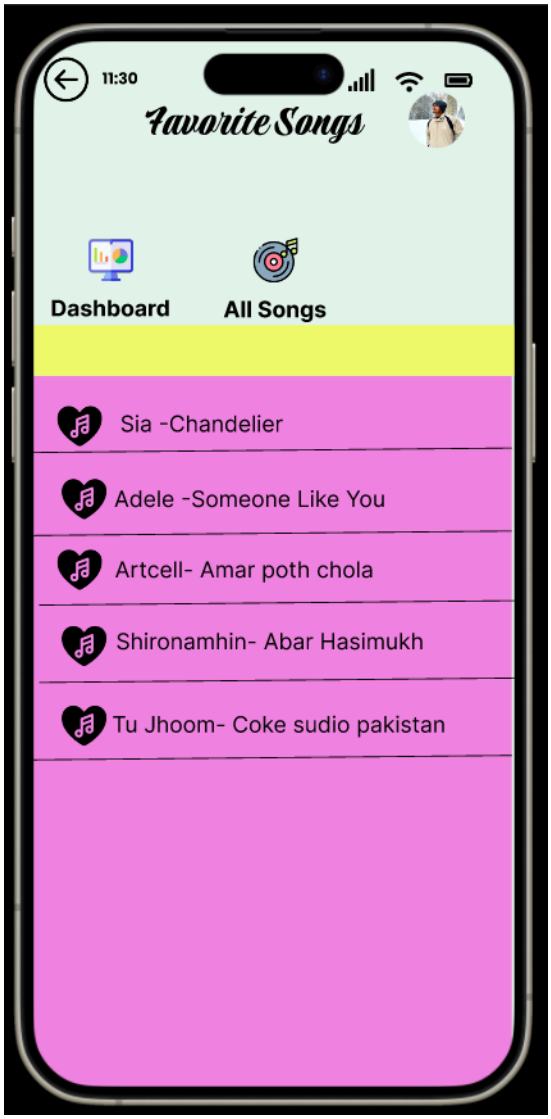

Figure 11. Favourite songs

Support screen: One of the important features of this application is a support system. There will be a lot of contact details for mental health support organizations. One can easily contact them. The background colour is green because it is a symbol of help.

Figure 12. Support screen

3.2 GROUP EVALUATION SESSIONS (10 points)

During the think-aloud evaluation sessions, participants provided valuable insights into their interaction with the prototype. The positive feedback focused on the well-received colour combination, emphasizing its effectiveness in conveying emotions and enhancing the overall user experience. Users appreciated the thoughtful consideration given to colour psychology, particularly in screens representing emotions such as joy, sadness, anger, and fear. However, notable observations surfaced regarding the utilization of the back button. Participants identified a common oversight, noting that the back button functionality was not consistently utilized or available across all screens. This feedback highlighted a usability issue that could impact the seamless navigation and user-friendliness of the application. It served as a crucial lesson in the importance of maintaining consistency in navigation elements for a more intuitive user experience.

In the cooperative evaluation sessions, participants engaged in collaborative discussions, providing constructive feedback on various aspects of the prototype. The positive emphasis on the colour scheme was echoed, with participants expressing how it enhanced the emotional resonance of the application. The cooperative evaluation sessions also allowed for a deeper exploration of the missed opportunity to implement a location-based feature for mental health support. Participants expressed interest in the feasibility of suggesting the nearest mental health support centres based on the user's location. While the prototype featured a list of contact numbers, the group collectively identified an opportunity for improvement. The discussions revealed that incorporating a location-based service could enhance the application's utility and immediacy in connecting users with relevant support resources.

I think-aloud sessions provided insights into both positive aspects and a notable usability concern regarding the back button, emphasizing the need for enhanced navigation consistency. The cooperative evaluation sessions, on the other hand, shed light on the potential for further development, particularly in incorporating location-based features for mental health support, reflecting a valuable learning opportunity for future iterations of the prototype.

3.3 LIMITATIONS (10 points)

The selected usability evaluation method, which entails disseminating a Figma prototype along with its comprehensive descriptions, possesses certain constraints. Firstly, the technique does not possess real-time interaction capabilities, hence impeding the gathering of instantaneous user feedback and the observation of users' authentic interactions with the program. Consequently, there is a possibility that subtle variations in user behaviour and potential problems with usability that occur during dynamic usage circumstances could be disregarded. The prototype's static design hinders the evaluation of crucial aspects of real-world performance, such as loading times and responsiveness, which are essential for assessing the entire user experience.

Furthermore, the Figma prototype and its descriptions do not effectively enable the assessment of emotional engagement thoroughly. To effectively evaluate users' emotional connection with the application, it is preferable to employ techniques that enable the collection of dynamic,

real-time feedback and observation of users' facial expressions, body language, or physiological responses throughout their interaction with the program.

If I were to carry out a more thorough usability assessment and carry out further development of the app, I would include the following measures:

User Interviews and Surveys: To obtain qualitative information on users' expectations, preferences, and emotional reactions, conduct user interviews and surveys in addition to usability testing. This would help improve the emotion-centric design elements and offer a deeper knowledge of consumers' subjective experiences.

Contextual Inquiry: To comprehend user behaviours and needs in their natural environments, conduct contextual inquiry. Based on actual usage patterns, this would offer insights into how the program fits into users' daily lives and assist in finding areas for development.

Live Usability Testing: Watch consumers engage in real-time by holding live usability testing sessions with a variety of users. This would reveal difficulties with the application's usability that would not be visible in a static prototype, offering insightful information.

Use interactive prototyping tools: To create more dynamic and engaging simulations that let users carry out realistic tasks within the application. This would be useful in evaluating the interface's responsiveness and the overall user experience in dynamic circumstances.

A/B Testing: Use A/B testing to compare various iterations of the application. This will enable design aspects to be optimized in response to user feedback and behaviour. Over several cycles, this iterative testing methodology might aid in improving the application.

3.4 CONCLUSION (5 points)

Although the Figma prototype and its descriptions provide a thorough overview of the layout and features of the emotion-focused music application, there are several inherent drawbacks to the technique of usability evaluation that was selected. The prototype's static design and lack of real-time interaction features make it difficult to conduct a thorough evaluation of the user experience, missing characteristics related to real-world performance and dynamic usability.

This is my first project in Figma. As a result, I had to face a lot of challenges. It was difficult to choose the colours according to emotions. Alignment was another issue that I found a little bit difficult. Finding the icons was easy for me as there were a lot of icons. As the app was minimal, clean UI it will give a good vibe to the user. Before using colors I went through different websites regarding color relation with mood. I hope I used the perfect combination though some human experience is needed.