Assignment 1: Project Idea on "Emotion-driven Music App Theming"

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1.1 DESCRIPTION OF THE PROJECT IDEA   (4 points)

The "Emotion-Driven Music App Theming" project is an initiative that attempts to improve the way users connect with music applications by integrating emotions and moods into the design process. The goal of this project is to create a brand-new Figma plugin designed especially for developers of music applications. It provides a user-friendly interface that allows designers to select from a range of predetermined feelings or moods that they want users to experience when interacting with their music applications. Whether the setting is set to "Relaxation," "Energetic," "Nostalgic," or "Upbeat," this plugin helps designers create visually striking and emotionally impactful app interfaces. Creating mood-specific colour schemes, font recommendations, and design element ideas are the main components of this project. Using a live preview tool, designers may see the instant visual impact and make changes to components of the design without compromising the emotional coherence. With the help of this project, music app designers will be able to create engaging and immersive experiences that prioritize their emotional connection to the user, thereby increasing the user's pleasure and engagement with the app. It helps a wide range of designers and teams who are working to improve the user experience of music apps by enabling them to swiftly match the emotional tone of the music with their designs.

1.2 RELATED WORK   (4 points)

Researchers have shown that music has a significant relation to emotions. The connection between music and emotions is well-established in the subject of music psychology [3]. Additionally, music improves experiences and productivity in a variety of activities by influencing cognitive processes and creativity [4]. Multiple studies [5][6] proposed that a shared brain mechanism for processing vocalizations and musical sounds may be necessary for music to be able to transmit emotional meaning. Music has a tremendous impact on emotions, which highlights its diverse and transforming function in our lives, even though it does not meet every human need.

To enhance the users' emotional experience previous studies explored mood-based app theming. For instance, Kasra and Mohammad conducted a study [1] that demonstrated an adaptive user interface based on users' current moods. The moods were detected through keyboard interpretation and event interpretation. Moreover, based on the users' moods they suggested colour theme in their study. In another study, Francisca [2], who conducted a user survey for the automated searching music based on the mood app, the design proposal's features—like the ability to personalize music recommendations based on emotion and mood tracking in real-time, the capability to gather mood data ahead of time for accurate music recommendations, and a user-friendly dashboard that summarizes preferences and moods—were well-liked by users and enhanced their overall experience finding new music. Moreover, she suggested a design for the users where she integrated themes and icons for the app. A similar study was done by Mathieu et al., [7] which introduced a mood-based music app aiming to provide personalized and immersive musical experiences via a web interface, enhancing the emotional connection with music.

UNIQUE IN OUR PROJECT   (3 points)

To my knowledge, most papers explored very few emotions in their applications whereas in this study I will introduce the most common emotions such as anger, fear, joy, relaxation, and more. None of the papers focused on simple UI design where my main target is to do user experience

research and UI will be as simple as possible so that users do not find it complex and boring. Moreover, we will focus on icons related to mood which were not explored in other studies.

The "Emotion-Driven Music App Theming" project's unique strategy for building visually striking and emotionally engaging music app interfaces is what distinguishes it from other similar projects. Although mood-based app theming has been researched before, this project provides a Figma plugin intended with music application developers in mind. With the help of this plugin, designers can quickly include moods and emotions in their work, choosing from several predefined emotions to inspire particular user reactions. This project's ability to give a live preview tool that helps designers examine the immediate effects of their decisions on users' emotional experiences without sacrificing emotional coherence underlines how remarkable it is. Moreover, the project streamlines the design process for music app developers by giving a comprehensive bundle that includes mood-specific colour schemes, typeface selections, and design element suggestions. By providing a Figma plugin that highlights the aesthetic and affective components of design, it goes beyond the standard mood detection tools. Furthermore, although the effects of music on emotions have been explored in the past, the "Emotion-Driven Music App Theming" effort focuses on applying these insights to the production of music applications. In addition to offering individualized music suggestions based on emotion and mood tracking in real-time, it also makes it feasible to gather mood data in advance for accurate music recommendations. One prominent element of the project is its user-friendly dashboard, which provides a summary of the user's preferences and moods, thereby improving the user experience in general.

USEFULNESS OF OUR PROJECT   (3 points)

The "Emotion-Driven Music App Theming" project's target audience consists of UI/UX designers, music app designers, and human-computer interaction (HCI) specialists. For such individuals, this project is especially important because it provides a comprehensive toolkit for improving the user experience in music applications. The project's usefulness for this user base stems from its ability to introduce mood and emotion into the design process, enabling designers to create music app interfaces that speak to particular moods and sentiments. Mood-specific colour schemes, typeface choices, and design element ideas ensure that the visual design and the user's emotional response to the music work in perfect harmony. This speeds up the design process. Through the support of this effort, designers of music apps may create immersive and captivating experiences that emphasize the emotional bond with the user, leading to increased user satisfaction and app engagement. It is an essential resource for anyone attempting to match the emotional tone of the music with their design, as it caters to a wide spectrum of designers and teams striving to improve the user experience of music applications.

1.3 GROUP EVALUATION SESSION   (4 points)

The participants' comments and suggestions during the group discussion session played important information on the "Emotion-Driven Music App Theming" project. One person asked a wonderfully perceptive question about how the app will support users going through difficult circumstances (e.g., bored), and it truly jumped out as a good and useful query. This question sparked further investigation, which finally established that this problem had been the subject of a pertinent scholarly paper [1]. It highlighted the idea of choosing colours that provoke the opposite emotional response to use colour to diminish unpleasant emotions. The research highlighted the potential of colour theming to offset negative sensations, for example, by recommending colours that promote interest when a user is bored.

The answer emphasized the need to take a holistic approach to the emotional spectrum and integrate approaches to treat a varied range of emotional states, including negative ones, in the project. It stressed how crucial it is to design a comprehensive solution that not only magnifies joyful emotional experiences but also gives people the skills and assistance they need to manage and elevate their emotional states when needed. As a result, the group evaluation session was vital to broadening the project's reach and guaranteeing its applicability to a wide spectrum of users with diverse emotional needs.

1.4 CONCLUSION   (2 points)

The following phases of the "Emotion-Driven Music App Theming" project are clear as they incorporate the suggestions made during the group meeting. To fully improve user experiences, the project must become more emotionally inclusive by addressing a wide range of emotional states, including negative ones. It is imperative to prioritize user testing and feedback gathering to guarantee that the project's design and functionality effectively evoke the emotions of potential customers. Through the application of an iterative design process driven by user feedback, the project will be able to continually modify and become closer to what users desire. The qualities and overall impact of the project will be enhanced by the incorporation of significant research findings, such as the utilization of colours to reduce negative feelings. Furthermore, putting accessibility and inclusivity first is essential to ensuring that the project accommodates the various needs and skill levels of its users. By following these guidelines, the "Emotion-Driven Music App Theming" project can develop into a useful resource for music app designers, offering a solution that is both user-friendly and emotionally impactful for creating inclusive and engaging user experiences.

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