Emotion-driven Music App Theming

Tanvir Hasan, 2309496, <tanvir.hasan@student.oulu.fi>

Assignment 2: Paper prototype

2.1 MOOD BOARD **(6 points)**
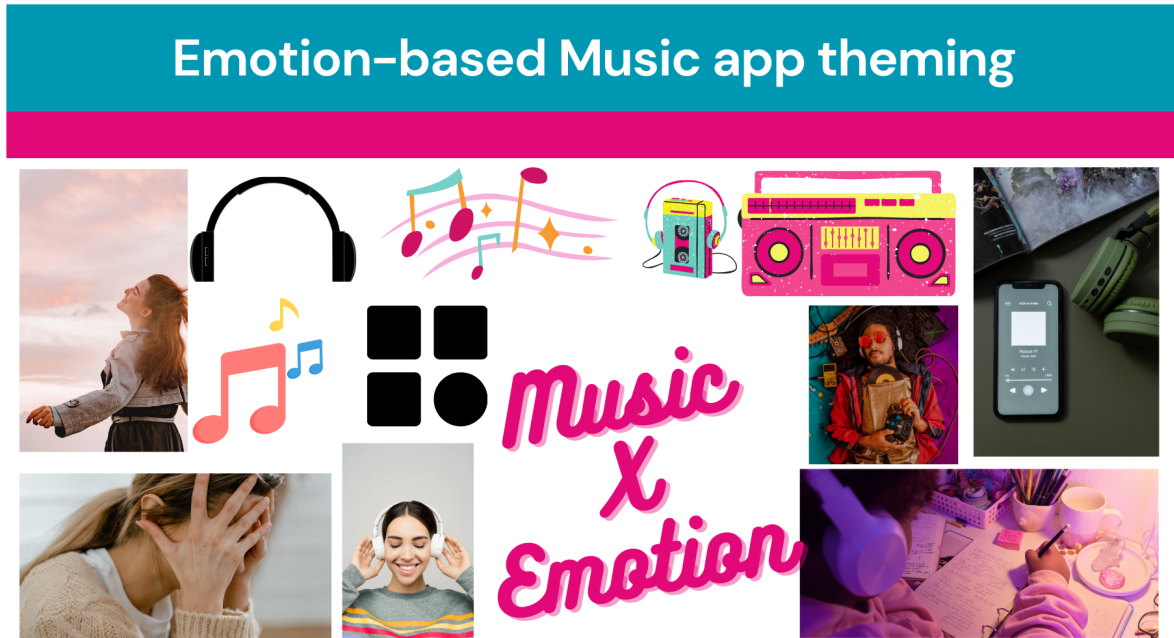
For the emotion-based music app, I created a mood board with a lot of thought and care to make sure I captured the key emotions and user experience I wanted to convey. I made a canvas using the design app Canva which deftly combines various components to elicit various emotions and moods.

The images were carefully chosen to correctly capture a variety of emotional states. Each picture was chosen according to how well it matched the intended mood and depicted commonplace situations where music became an essential accompaniment. The headgear is a major feature that represents the intimate and immersive relationship that users can have with the application.

The palette is dominated by vivid and bright hues, a purposeful decision based on the knowledge that colour has a significant emotional impact. The colours used were chosen to elicit a range of emotions, from the energizing power of warm hues to the calming serenity of cooler tones. This vibrant colour scheme aims to reflect the app's ability to accommodate a wide range of emotions while offering a flexible and satisfying musical experience.

The inclusion of a variety of musical instruments enhanced the overall thematic coherence. The several genres and aural settings that the app can navigate are represented visually by these instruments. These instruments not only enhance the overall visual attractiveness but also serve as subtle cues to consumers that they can anticipate a personalized and varied musical experience.

The deliberate and purposeful use of round and box icons in the app's UI was intended to amplify its emotional impact. Round icons are associated with the smooth transition between various

emotional states because they project a sense of continuity and fluidity. However, box icons add a little structure and allude to the app's ability to be organized to create playlists and suggestions.

2.2 PAPER PROTOTYPE   (4 points)

Introduce and describe your paper prototype. What is it about, what does it do? (4 points)

The paper prototype imagines an emotion-driven music application that combines pleasure with mental health care in a seamless way, going beyond standard music platforms. Starting with an intuitive "Welcome Page," the program streamlines the sign-up and login procedures. Users are greeted with an engaging and dynamic 'Home' screen upon opening the app, which asks them to choose their mood of the moment and sets the stage for a customized musical experience. To help users become more self-aware, the 'Dashboard' feature offers extensive statistical information regarding their musical tastes and emotional tendencies. The app emphasizes the healing potential of music by customizing playlists to combat negative feelings. It is meant to be both entertaining and supportive. To improve users' emotional experiences, emotion-specific sections (such as "Joy," "Sad," "Anger," etc.) provide interactive designs, carefully chosen playlists, and inspirational sayings. Pages for "All Songs," "Favorite Songs," and "Profile" are among the extra features that guarantee a comprehensive user experience. The 'Profile' tab highlights the app's dedication to overall well-being by offering access to mental health support connections in addition to showcasing user images. The paper prototype, in its entirety, describes a novel music application that seeks to improve mental health, uplift users' spirits, and provide a specially designed, encouraging musical environment.

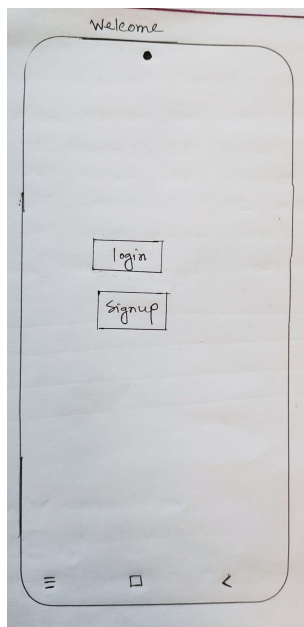### LOGIN/SIGNUP   (1 point)
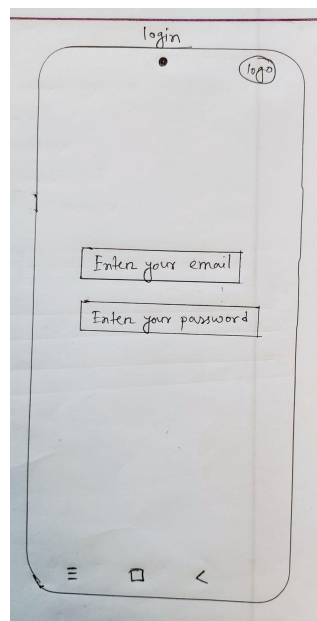

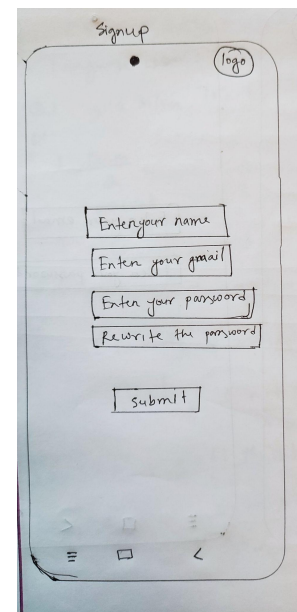| Figure (a). Welcome page | Figure (b). Login page | Figure (c). Sign up page |

Figure 1. Login/Signup pages

The paper prototype emerges as an intuitive 'Welcome Page,' which functions as the first user interface for users interacting with the application. The "Login" and "Signup" buttons are prominently displayed on this welcome screen, giving both new users and returning users easy access. 'Login Page' is customized for users who already have accounts. To safely access their profiles, users must enter their password and registered email address on this page. A smooth login process is guaranteed by this uncomplicated and minimalist design, which may include extra features like a 'Forgot Password' option for account recovery. In contrast, the 'Signup Page' is made to accommodate people who want to join the application but are not yet registered. In order to finish the registration procedure, users must provide their name, email address, password of choice, and password confirmation to ensure it is correct. Once the signup is complete, a 'Submit' button makes the process simple and effective. With this method, users will be guided through the essential steps to securely setup their accounts and have a great onboarding experience.

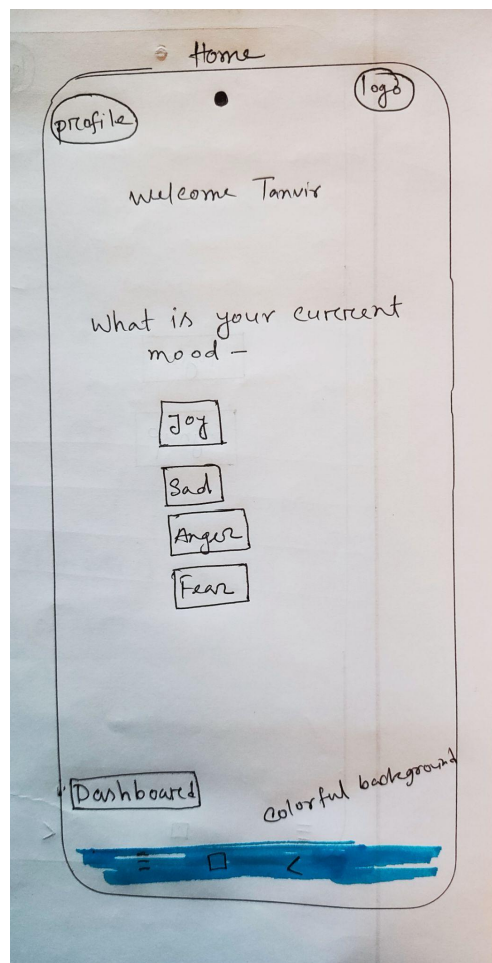## HOME SCREEN   (1 point)

Figure 2. Home page

As visitors go from the login/signup processes, the paper prototype's "Home" page offers them a dynamic and interesting interface. A 'Profile' button in the upper left corner facilitates effortless navigation by providing users with instant access to their account details.

Concurrently, the application's logo appears in the upper right corner, offering a unified visual cue. The 'Home' page greets viewers with a colourful and lively background that creates a happy and engaging atmosphere. This page's main interactive feature is the app asking the user a question and asking them to describe how they're feeling. Users will find this question to be highly visible, which makes for a personalised and interesting experience. A set of thoughtfully positioned emotion-specific buttons, including "Joy," "Sad," "Anger," and "Fear," are situated beneath the mood question, enabling users to identify and express their current emotional state. With the help of these buttons, users can directly and interactively shape the content of the app and customize their experience according to their feelings. A 'Dashboard' button that promotes accessibility to statistical insights and personalized analytics connected to the user's emotions and music preferences is positioned in the bottom left corner of the 'Home' page. Users are encouraged to investigate the application's deeper functionalities by this smart placement. The 'Home' page has a user-focused, aesthetically pleasing design that makes good use of colour psychology. An engaging and customized user experience is promoted by the layout's coherence and ease of use, which is achieved through the integration of the dashboard option, mood-related inquiry, application logo, profile button, and emotion-specific buttons.

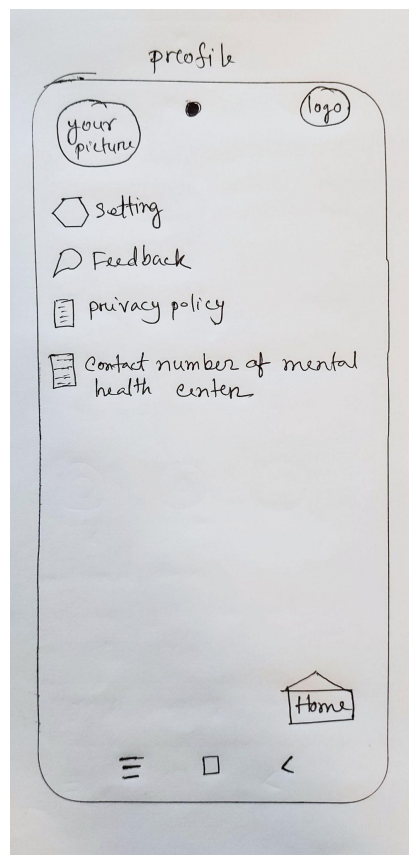## PROFILE SCREEN   (1 point)

Figure 3. Profile screen

In the paper prototype, an account management and customization area is provided for users on the 'Profile' page. A graphic element that shows the user's photo in the upper left corner of this page adds a personalized touch and encourages a sense of ownership. A series of useful buttons are arranged such that they are easily accessed and navigated within the 'Profile' page. Users can adjust and personalize their app preferences through the 'Settings' button, guaranteeing a customized experience. Users can directly contribute their ideas, opinions, and concerns by clicking the 'Feedback' button. This encourages user participation and makes it easier to make changes based on user feedback. Furthermore, by providing clear access to the application's privacy policies through the 'Privacy Policy' button, users can establish confidence and be informed about the handling of their data.

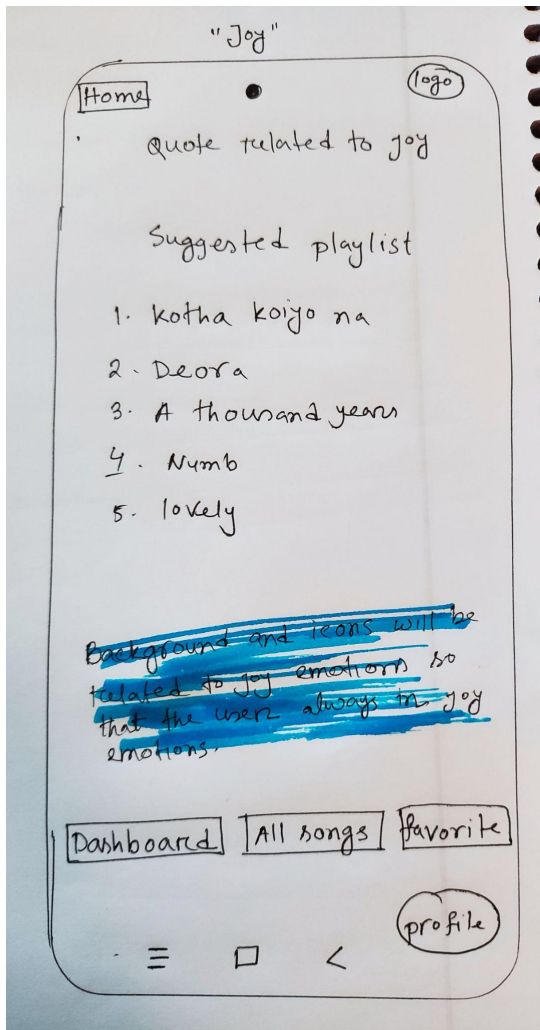## SPECIFIC FUNCTIONALITIES   (10 points)

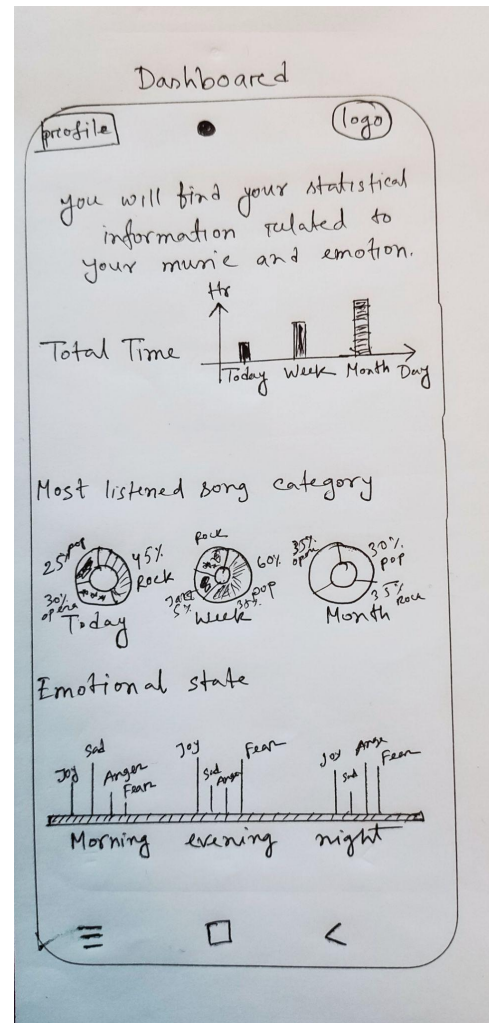Figure 5 (a). A joyful emotional feeling user's interface.

Figure 5 (b). Dashboard

In the paper prototype, the 'Dashboard' page provides users with a complete hub that provides insightful information about their musical tastes and emotional moods. By clicking on the

corresponding button in the upper left corner, users may quickly access their "Profile," allowing for a smooth transition between the application's various areas. A plethora of statistical data is provided to users on the 'Dashboard,' which enhances their comprehension of their interactions with the application. Users can monitor their usage on a daily, weekly, monthly, and annual basis to learn how their involvement changes over time. This feature helps users become more self-aware and also helps them spot trends in the way they use apps. The 'Dashboard' provides category insights that shed more light on users' musical choices. With a percentage breakdown, users may examine the genres they listen to the most, which include jazz, opera, pop, rock, and pop. This gives consumers the ability to identify patterns in the music they choose and possibly even venture into new genres. 'Dashboard' users can analyze their emotional states (happy, sad, fearful, angry) at different times of the day (morning, evening, and night). This is a unique feature of the tool. This detailed analysis encourages self-reflection and awareness by giving users a nuanced grasp of how their emotions change throughout the day. The paper prototype introduces emotion-specific pages, like the "Joy" page, in an attempt to put the user first. Inside this special area, customers find inspirational sayings crafted to make them happier, fostering an atmosphere of positivity and elevation. An eye-catching experience is enhanced by vibrant themes and interactive, exquisitely designed icons. Users who are experiencing joy can choose from carefully chosen songs that are tailored to enhance and reinforce their happy sentiments. Understanding the value of mental health, the prototype takes a novel approach to addressing unpleasant emotions including sadness, fear, and rage. The application seeks to encourage and amuse users during difficult emotional times by selecting songlists that offset bad emotions. For instance, the software would intelligently suggest humorous and upbeat tunes when a user displays grief.
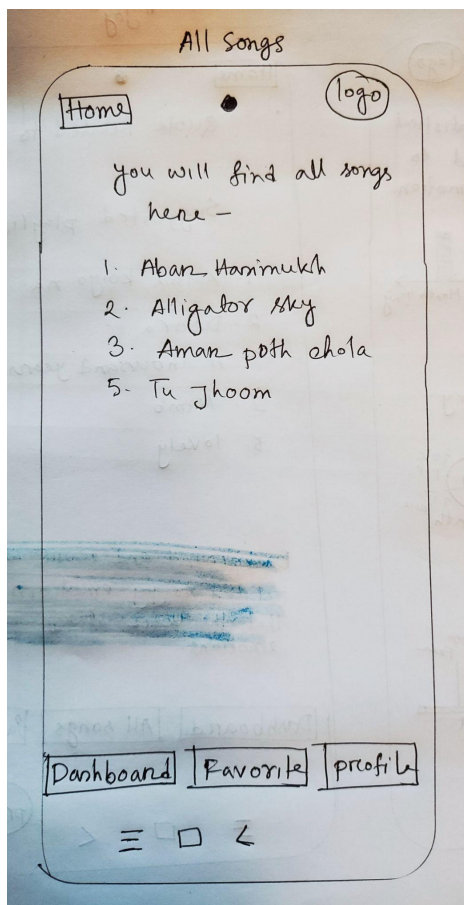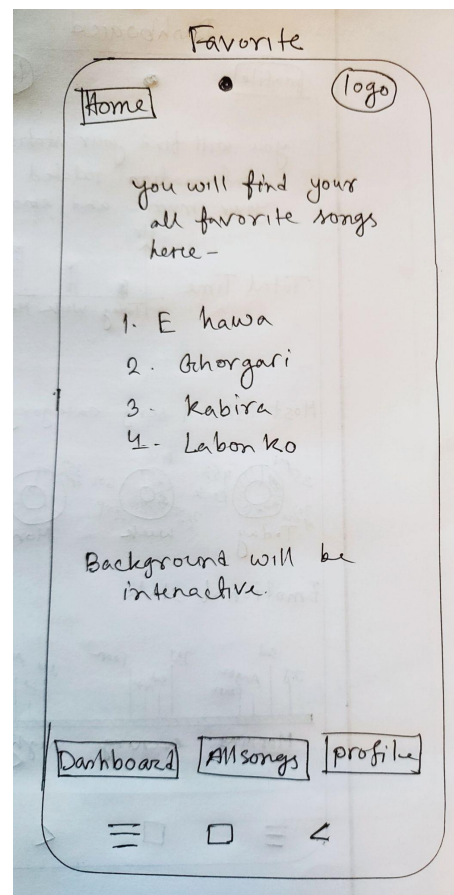

Figure 5 (c). all songs

Figure 5(d). Favorite songs

In the paper prototype, the 'All Songs' page functions as an all-inclusive database that lets users access and browse every music that's on their device. The purpose of this page is to give users a single, easy-to-use destination to explore through their complete music library. It's a simple user interface that makes it easy to browse the wide selection of tunes. Users can create a list of their favourite songs on the 'All Songs' tab, which is a crucial feature. With the use of this function, users may easily retrieve their most treasured tunes by marking individual songs as favourites straight from the 'All Songs' tab. A 'Favorite' page has been added to the paper prototype to improve user ease. Users can quickly access and enjoy their personally selected favourite tracks here. This area is specifically designed to make listening easier and ensure that users can quickly reach their favourite tunes. 'All Songs' and 'Favorite,' among other pages, are noteworthy for implementing an interactive background. Depending on the user's chosen mood at the time, the background dynamically changes, producing an immersive visual experience. By adding a layer of customisation, this integration improves each page's overall aesthetic appeal and synchronizes it with the user's emotional state.
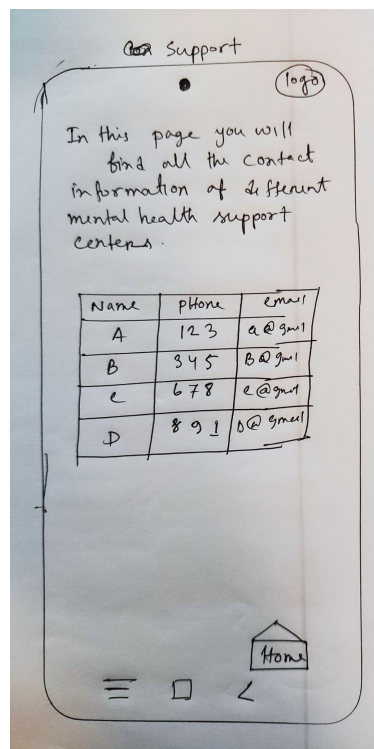

Figure 5(e). Support system

The paper prototype's 'support' section, which offers quick access to contact details for different mental health care centres, is an essential component in fostering users' mental health. This section is a great resource for users who might want to look for expert help or assistance. The names, phone numbers, and email addresses of various mental health support centres are among the comprehensive details that users can access. This 'Support' area is a reflection of the application's dedication to providing comprehensive user care, and recognizing the value of mental health resources and support services. The software seeks to establish a haven for users, providing them with direct and transparent access to mental health centre information and a sense of security when they need it.

2.2 GROUP EVALUATION SESSIONS   (5 points)

Coworkers gave insightful criticism of the paper prototype during the group evaluation session. A classmate proposed including a support system within the application, highlighting the significance of incorporating mental health resources. Using location-based services to find the closest mental health support clinics was suggested by a different coworker. Crucially, every coworker was excited about the app and emphasized how it may improve users' feelings. The feedback process revealed important areas that needed to be enhanced and improved. The recommendations for location-based services and a support network showed that the developers were aware of the application's potential influence on users' mental health and wanted to make it even more useful and user-friendly. Colleagues' unanimity in expressing excitement highlighted how well the app concept was received and how valuable it was thought to be in elevating users' emotions.

Colleagues' excitement suggested that the idea of an emotion-driven music app struck a chord with them and emphasized the potential benefits for users. Users thought the inclusion of a support system was a great feature, indicating that the app might be used for more general mental health issues. The proposal to include location-based services brought to light a possible weakness in the prototype's closeness to mental health support facilities. According to this input, it would be advantageous to improve the app's usability and user comfort when it comes to obtaining support services. The requirement for a support system suggested that mental health resources were important and may not have been sufficiently handled in the original prototype.

In general, the feedback helped direct future iterations for a more reliable and user-focused application by offering insightful information about the perceived strengths and areas for improvement in the paper prototype.

2.3 CONCLUSION   (2 points)

In conclusion, the group assessment session provided insightful information about the positive aspects and possible areas for development in our paper prototype for an emotion-driven music app. Colleagues' unified excitement highlights the concept's favourable response and its alleged emotional impact. The incorporation of location-based services and the integration of a support system have been identified as critical upgrades to satisfy users' mental health requirements and improve the app's usability. We will give top priority to implementing a strong support system in the hi-fi prototype, including crisis hotlines and informative content in the 'Support' section. Furthermore, we want to launch location-based services that will allow users to find the closest mental health care facilities via a geolocation feature. These changes are intended to produce a more complete and user-focused software that prioritizes our customers' mental health in addition to providing pleasure.