AUDYSSEY

Case Study
By Tessa Garcia

OVERVIEW

What is Audyssey?

Audyssey is a case study for iOS and Android that provides tools for composers to play and record music. Audyssey is a fictitious company that I created to practice design thinking and UX/UI design. From theory lessons for beginners and professionals alike to brush up on their composition skills.

Project Duration
3 Days

Tools Utilized
Figma

Skills
Research
Wireframe
UI/UX Design
User Maps
User Flows

PROBLEMS AND SOLUTIONS

Problems

- Learning to compose is difficult because it is a skill that takes years of practice and can take a lifetime to master.
- Lengthy and esoteric explanations can make music theory difficult to learn for many people.
- Most keyboard apps don't take full advantage of the iPad's large screen and multitasking design could bring to such an app's design.

Solutions

- Create a series of constraints to help learners practice composition and improvisation.
- Keep explanations and instructions simple.
- Take advantage of the user's familiarity with piano keyboards and create a skeuomorphic piano interface that is instantly recognizable.

DESIGN PROCESS

Discover
- Research
- Competitive analysis

Define
- Journey Map

Ideate
- User Flow
- Sketches
- Wireframes

Design
- Modeling Components
- Final Design

Test
- Usability Testing
- Implementation

DISCOVER

Competitive Analysis

Mini Piano

Overview

- Mini Piano's layout is nice and minimal. It's a simple design that gives the designer indicators which position the keys should be placed in different areas. There is also a tutorial to center in and go to make the loop bigger and smaller.
- The user can change the key's width and height.
- The user has the ability to record and play back their music.

Strengths and Weaknesses

- A minimal, clean layout.
- Many useful features.
- Too many menus to go through to accomplish simple actions like changing instruments.
- Doesn't fully embrace the potential of a skeuomorphic design.

Improvements

- Redesign the app with a completely skeuomorphic design. Take full advantage of a user's familiarity with piano keys and the power of a keyboard.
- Cut back on the menus and simplify the app's layout. Put all information and actions on the keyboard screen.

RealPiano

Overview

- RealPiano's UI is interesting in that 53 of its design is really useful, yet the other 22% are completely puzzling. The back button is in the shape of a piano keyboard button all on one intuitive and beautiful design. The layout and design for the rest of the app is very bizarre. There is a lot of unused of screen real estate is taken up by a large number of unnecessary and unimportant features.

Strengths and Weaknesses

- Has some beautiful skeuomorphic keyboard sounds.
- Very quick to base the note names appear on the screen by a single touch.
- Inconsistent design.
- Unimportant features given a lot of space on the screen.

Improvements

- Use a skeuomorphic design throughout the app. Take inspiration from the beautiful keyboard sounds and use the wooden lower and soundpack them accordingly on the screen.

IDEATE

Wireframes

I began virtually sketching with Figma, creating low and mid-fidelity wireframes.

Recordings
Settings
Tap Tempo Tools
Tap Tempo
Tap Tempo Tools
Tap Tempo Tools
Tap Tempo Tools