AUDYSSEY

Case Study
By Tessa Barron

OVERVIEW

What is Audyssey?

Audyssey is a case study for iOS and Android that provides tools for composers to play and record music. Audyssey's goal is to be the ultimate composition app for beginners and experts alike. Audyssey's focus is on music theory lessons for beginners and professionals alike to brush up on their composition skills.

Project Duration
3 Days

Tools Utilized
Figma

Skills Demonstrated
Research · Wireframes · UI/UX Design · User Maps · User Flows

PROBLEMS AND SOLUTIONS

Problems

- Learning to compose is difficult because of the lack of accessibility
- Lengthy and esoteric explanations can make music theory difficult to learn for many people
- Traditional piano learn tools lack full utilization of the inherent multitouch & skeuomorphic design could bring to such an app's design.

Solutions

- Break the task of learning into smaller, digestible lessons
- Use simple language
- 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. The use of the black keys to indicate the designer indicates which position the user is currently at on the keyboard area. There is also a feature to zoom in and out to make the keys bigger or smaller.
- The user is able to switch between instruments.
- The app has the ability to record and play back recordings.

Strengths and Weaknesses

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

Improvements

- Redesign the app with skeuomorphic design. A design to take full advantage of the touch screen and the physical tools one would use to compose music.
- Cut back on the menus and attempt to present all information directly on the keyboard screen.

RealPiano

Overview

- RealPiano's UI is interesting in that 53 of its design is really useful, and the other 22% are completely puzzling. The back button is a useful, intuitive, skeuomorphic button all on one intuitive and beautiful design. The rest of the UI is a mess. The layout and design for the rest of the app is very busy, with a large amount of screen real estate needed to take up the simple tasks of recording and a transport features.

Strengths and Weaknesses

- Has some beautiful skeuomorphic design elements.
- The ability to have the mike names appear on the screen is a nice touch.
- Inconsistent design.
- Unimportant features given a lot of space on the screen.

Improvements

- Use a skeuomorphic design throughout the app to create familiarity and intuitive use. Use the leather, wood, metal, felt, and soundpack them soundstage on the screen.

IDEATE

Wireframes

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

DESIGN

Modeling the Components

For the keyboard, I opted to use a skeuomorphic style to emulate the feel of a real piano. This would be familiar to users of previous keyboards, and used Figma to recreate what I was seeing using light and shadows to create the illusion of 3D objects.

Final Design

After designing the components for Audyssey I began piecing together the screens. Audyssey's design is minimalistic and intuitive. By focusing the iOS version, I want to work on an Android version as well.

iOS

Android

RETROSPECTIVE

What Went Well

I enjoyed crafting the skeuomorphic elements. I felt I was able to create a functional piano in Figma. I felt the overall design and the curriculum pages are simple and easy to navigate.

What Didn't Go Well

It took several iterations to figure out the best way to create the keyboard, the current, set, and completed lesson pages.

What Can be Improved

I would like to improve my sketches by remediating the inconsistencies in design. I would also like to explore the idea of adding everything organized in the sidebar.

Thanks for reading!

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