## User Journey Map - Music Learning App

# Introduction

This document outlines the user journey for a music learning application that allows users to take a photo of a sheet music, convert it into playable audio with adjustable tempo, and practice interactively with real-time feedback.

# User Role

## Student (Learner)

# Main User Journey

## 1. App Launch

* • Open the app.
* • First-time setup: Choose language, allow microphone access.
* • Log in or register (Email, Google, Apple ID).

## 2. Class Enrollment (Optional)

* • Enter a class code provided by a teacher.
* • Alternatively, browse and select from available practice exercises.

## 3. Capture Sheet Music

* • Access the camera through the app.
* • Take a photo of sheet music with guidelines for a good capture.

## 4. Image Processing

* • System processes the photo.
* • Display digitized sheet music.
* • Allow user to adjust playback tempo before starting.

## 5. Practice with Real-time Feedback

* • Press play to start practicing.
* • Microphone listens to user's playing.
* • Compare live pitch and rhythm to expected notes.

### Real-time Visual Feedback

## 6. End of Practice

* • Display session results:
* • Pitch Accuracy %
* • Rhythm Accuracy %
* • Overall Score
* • Highlight trouble areas.
* • Suggest replay or proceed to next exercise.

## 7. (Optional) Submit to Teacher

* • Send the recorded result or score to assigned teacher for grading and feedback.

## 8. Track Progress

* • View completed exercises.
* • Earn badges and achievements.
* • Access teacher's assigned tasks if enrolled.

# Notes

* • The app is designed to be \*\*instrument-agnostic\*\* and assumes users have \*\*basic sheet music reading ability\*\*.