

# Why SoundCloud Sux

By: Andrew Downie

And how to fix it



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## And how to fix it

“Its shit 10/10”  
- IGN



# Interface and Intended Purpose



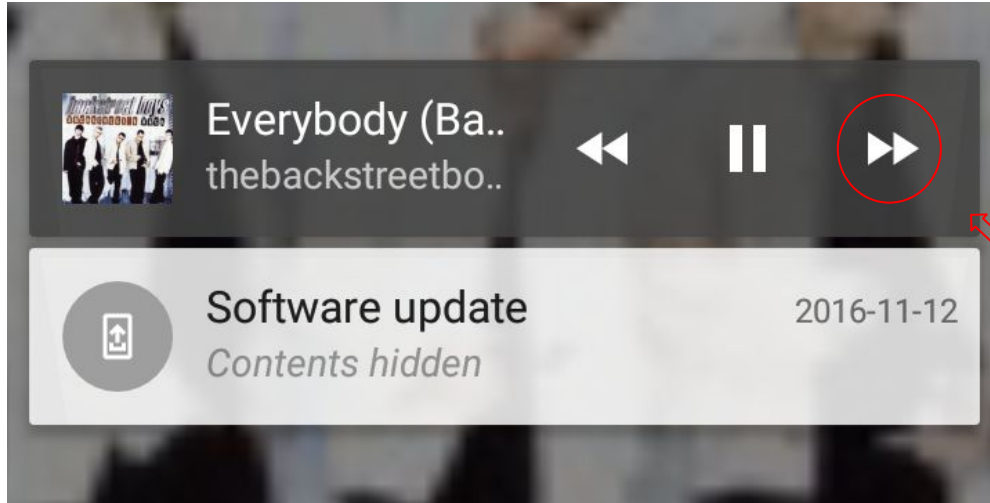
**The interface** I chose is: SoundClouds mobile app

**The intended purpose** of SoundClouds mobile app is:  
to let users stream music using their mobile device



# Problems and Difficulties with the Current Design

**The biggest problem** caused by the current design is the way changing songs is handled

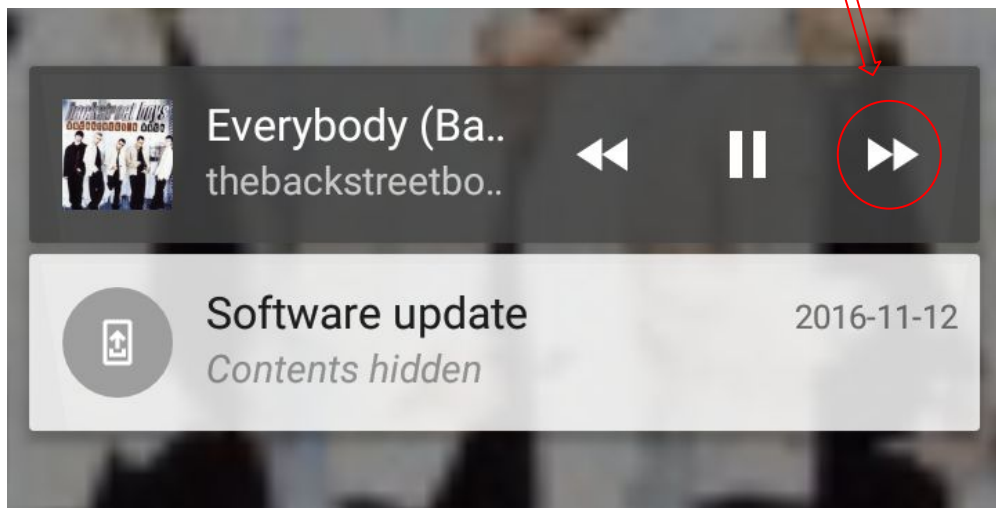


**The difficulty changing songs causes for the user,** is a lack of feedback on whether anything is going to happen

Both before and after pressing the next button, the screen will look the same, and the current song will continue to play

# Problems continued

On average it seems to take 3 to 8 seconds after pressing the next button before the song will change



This leads to situations where the user doesn't think they've pressed next

Which will result in the user hitting the next button again, and skipping ahead two songs instead of one. Which can be almost as surprising as the results of some elections



# How to fix SoundCloud mobile app

**The best way to fix the SoundCloud Mobile app:** would be to make switching songs instant

*\*AHEM\* Like Spotify \*AHEM\**

**But the most straightforward way to fix the SoundCloud mobile app:** would be to remove the element of surprise when changing songs, and add feedback

Meaning that when a user changes song, the current song stops playing, and then the next song starts playing when it's ready

Stopping the current song would be a huge improvement over not doing anything for 3 to 8 seconds, and then finally doing something that by then, feels out of the blue



*Protesters rioting about the results of pressing the next button*

# Thanks for listening!

