Prototype 1

<http://www.cultofmac.com/103614/103614/>

Key Features:

Users transfer downloaded media to the car via Wi-Fi Direct. This can be connected via Bluetooth and can reach speeds of up to 250Mbps so the first song can play very soon after connection and will transfer to the internal hard drive over the journey. It will prioritise the most highly rated and most recently played audio files to help ensure all songs are available when requested.

USB, CD drive and phone adapter all built in to transfer songs to the hard drive. The car would also have the option to connect to a home Wi-Fi to download audio files from the home server while parked.

Internal hard drive of 2TB. This should be ample for most users as iTunes libraries for TuneUp (which tend to be larger than average iTunes libraries are more the target audience) contain 3,000 tracks; This is typically less than 16GB. The largest libraries range up to 100,000 songs which would be the top end of the hard drive capacity. This would cost approximately £70 at RRP.

There will be a “shuffle mode” available that will shuffle play all songs on the hard drive.

Passenger priority system will be in place to allow the driver / front passenger to control the entire audio system of the car including turning off personal sound.

Personal sound bubbles created with dome speakers are only audible when directly below them. One speaker will be places above each seat to allow the users to listen to their own files/film without disturbing the rest of the car.

The touch screen design from last week will be the interface making it easily accessible. The interface will be similar to that of the primary/ selected paired phone to make it intuitive.

Each user can use their closest touch screen to control their own audio pod. The driver/front passenger can turn these off from the central panel.

Sound system is voice controlled so that the driver does not need to look at a screen. Commands will include skip, repeat, play song, volume, stop. The microphone will be close tot he driver’s head to make the sound clear over background noise, and so that it can be detected as the driver if other passengers attempt to over-rule them (e.g. children wanting a song on again).

Makes sure the driver is able to hear traffic noises regardless of internal noise. A speaker will transmit noteworthy sounds from outside the car which are within specified frequencies e.g tyre screeching or motorbike engine. Induction loop will be used for hearing aids if the driver uses one.

The maximum volume setting will be controlled by the speed of the car. As it approaches a junction and slows down, the music will lower in volume to allow the driver to concentrate.

AdBlock for radio – when adverts come on the radio (the radio transmits this information currently for cars to display the song being played), the car will change to its internal hard drive for the mopt popular song and play that during the adverts.

When the music app is displayed on the touch screen, there will be a “lyrics” option which will show the lyrics to the person who selected them. This will then allow them to enter “karaoke mode” similar to sing star which will be competitive between all competing passengers.

Phone can still sync to stream music from 3rd parties but this is not part of the car’s music system.

Song details appear on the HUD at the start of each song e.g. name and artist. This feature could be disabled if not required, but most people like knowing what song is starting.

Muzo zone creator to create a back zone. Can be controlled from the front seats to make a quiet area in the back for babies to sleep or contain the sound of noisy children. Cost is approximately $150.

<https://www.kickstarter.com/projects/1280803647/muzo-your-personal-zone-creator-with-noise-blockin/description>

Positives:

Life is comfortable and easy for the user – the main focus for parents wanting to travel easily. It will easily sync with phones and automatically download the songs so that they will be there for next time. Children will also have their own entertainment on journey.

Each user can have their own music playing simultaneously.

Voice commands make it easy to use and hands-free.

Negatives:

AdBlocker may be annoying if it constantly stopped songs half way through to tune back into the radio.

Only downloaded songs can be played from the hard drive. This does not solve connectivity issues if streaming music. This will drain the battery still.