

W2 - Project Documents 1, 2, & 3

Part 1:

Team: Saiph

Team Members: Cameron McCawley
, Benjamin Mayinger
Joshua Shequin
Danmar Green
Anthony Trinh

Project: Media Server Interface

Part 2:

Overview

Currently, there aren't many great, easy to use solutions for local file sharing. Most people use Plex or Windows Media Center, however, these platforms lack the capabilities that allow users to manage their media and consume it within a single interface. This leads to an experience that is not optimal and oftentimes frustrating.

The Saiph team has decided to address the shortcomings of these existing platforms by creating our own media server interface. This interface serves several important purposes that will address these issues and create a better user experience.

Usability

The issues our proposed media server interface addresses are issues of usability. Existing interfaces fall short in these regards as their interfaces are either overcomplicated, lack functionality or are simply hard to use by their target audiences. In many cases all of these shortcomings are evident in the design of existing systems.

Our proposed project deals directly with usability and when designing a media server interface a user's experience is of utmost importance. Our system will contain several different functionalities, all of which will be used by our users. Therefore, we will need to design an efficient and elegant solution to address the usability concerns of our application. For example, when a user wants to view their media they should be able to do so with ease. This, among other functionalities, all present unique usability challenges for our design. We believe that this project is a perfect fit for this group work, as we will have many different screens that will be manipulated directly by our users.

Target Users

Our target users are media lovers that are looking for an application that would help them to manage, consume, and share their media content using a single application. Some of these users might already own or want to create storage for their media content. With our media server application, media lovers have the capabilities of managing and personalizing these media content will bring joy throughout their user experience. Through this application design of having a single interface, the managing and consuming of these media contents by users will create a more easy learning process compared to other media server applications available on the market.

Potential Users

Our potential users are media lovers that are not pleased with the current media server applications that are being offered on the market and are in search of a better platform. Two of the main reasons why users are not completely satisfied with these applications is because they simply don't have the capabilities to manage and consume their media contents using a single application. Creating a media server platform with these capabilities will give users the satisfaction of feeling more in control of their contents, more creative, and involved in personalizing their application interface. Some of the potential users that would be eager to have these media server application capabilities at their disposal are STEM college students, avid media consumers, and people with servers.

Why Saiph

As college students, we consume tons of media in our spare time. This makes our group ideal for this application as we are familiar with media file servers such as Plex and Kodi. As users ourselves of various media server applications, we are aware of the benefits and drawbacks of different features. This places us in a position to design a media server application that balances usability and the number of features. We will design an interface that simplifies file storing and sharing. We seek to simplify the management of files, consolidate media from various sources, and prioritize ease of use.

We will be able to complete this project before the end of the term because we have established a form of communication and scheduled weekly meetings. Positions have been assigned to team members. The group will be using discord to break down weekly tasks and assign them to members. This will allow our group to track our progress, evaluate our designs, and plan ahead. As a group, we are personally motivated to create an application that will help not only ourselves but individuals who want to consolidate their media files all in one place. We have a vision in mind and will set aside time as needed to finish the project.

Part 3:

Predispositions

What we know

- Leading media server software applications fail to provide an interface that allows both the use of and management of a user's media library in a single application.

- Top media server applications typically present media in a tile or grid format.
- Current users of media server applications are typically technically savvy when it comes to software and electronics.
- Current top media server applications include services such as Plex, Emby, Airsonic, Serviio, and windows media center.
- Media servers are expected to be able to present many different forms of media including images, videos, movies, and music.
- Using Plex as an example, the largest user base are users from the United States.

What we don't know

- The age demographic is difficult to nail down for potential users.
- The income demographic is difficult to nail down as well and this will be important as far as marketing the product.
- We do not know how to grab customers who are new to media servers as we believe that it will require them to be more tech savvy and to already have resources.
- We do not know how to correctly balance the level of options for sharing rules and settings versus making the service easier to use.
- What kind of system specifications are our users going to use? Can our software afford to require advanced hardware?
- Do our users want the software to be able to create peer-to-peer connections in order to share media libraries with other people?
- What are the different devices that users would like the software to be able to display the media on?

Peer-Evaluations

Member Name	Role	Responsibilities & Assigned Tasks	Tasks Completeness Grade
Cameron McCawley	Leadership/Management	Set up formatting for the document. Communicate with the team about the document and meetings. General proofreading and editing.	<u>5</u>
Benjamin Mayinger	Writing/Deliverables	Write the overview and usability sections for part 2. General proofreading and editing.	<u>5</u>

Danmar Green	User Research and Communication	Target users and potential users	<u>5</u>
Joshua Shequin	User Research and Communication	Predispositions section	<u>5</u>
Anthony Trinh	Visual Design/UX Design	Write why the team is best suited for this project. General proofreading and editing.	<u>5</u>