

mediaa—Saiph : FINAL PROJECT

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1. Introduction

Our team developed a media server application to provide individuals the ability to consolidate and share their media files all in one place. The application will allow users to add media files, such as movies or music, into their collection and access these files from a multitude of different devices. Rather than transferring and storing these files on every device, the media files only have to be uploaded to the media server. Providing further support to the user, the interface prioritizes ease of use and makes the process as simple as possible. The home page diverges into six main categories: Movies, 3D Media, Pictures, TV Shows, Music, and Settings. This simplified interface allows users to quickly access, sort, and manage their media files. The application is designed to provide an all-inclusive experience, allowing users to play media files, may that be music or movies, from directly within the application without the need for other software.

The purpose of this application is to empower users to create their own media servers by providing an interface that promotes the management and sharing of media. By creating this all-in-one application, we plan to simplify the process that users currently go through in order to manage their media throughout various devices. Many other media server applications fail to provide an all-inclusive experience and make the process too time-consuming. Users are left spending enormous amounts of time trying to set-up the server. This results in a poor user experience and the application being more trouble than it is worth. The mediaa application developed by Team Saiph solves these problems by making the process of storing, adding, managing, and sharing media files as streamlined and easy as possible. With the app's friendly user interface, users of all ages and experience levels will intuitively be able to navigate through the app and manage their media quickly and with confidence.

2. Materials

Throughout the development process of this application, Team Saiph has used several materials to build and test their application, including, but not limited to, low-fidelity prototypes and wireframes, flowcharts of the transitions between screens, and displaying these images on a computer monitor in order to gain valuable feedback and insight from potential users.

At this stage, we are finalizing the wireframes of our app's concept, which will be included with this report below in Appendix A. Next, we will include a flowchart of the different ways to navigate throughout the application below in Appendix B. Finally, we will transform these wireframes into an interactive prototype in the form of a PDF. The interactive prototype will be attached as a separate file. These will allow clickable buttons that display the transitions between different screens.

3. Design Discussion

The goal of our application is to create an efficient and intuitive media server that allows our users to consolidate and share various media. This project aims to provide our consumers with a user experience that makes their lives easier and brings them back to our application time and time again. To create such an experience we focused heavily on providing interfaces that make sense, even to inexperienced users. Through our empirical evaluations, we were able to show just

that. After testing two users, with diverging experience levels, we were able to show that our prototype's interfaces were successful in providing an intuitive experience.

Although the response to our initial tests was overwhelmingly positive, they also illustrated small flaws in our design. In reference to the empirical tests, it was obvious that our users were not exactly thrilled by the bland aesthetics of the initial prototypes. To address this issue, we allowed ourselves more creative freedom in creating fresh and visually appealing designs. By using more colorful, graphical elements, we were able to achieve this goal.

After reflecting on our initial prototypes using Nielsen's usability heuristics, we were also able to uncover other flaws in our preliminary designs. By testing our application through the lens of these heuristics, we found issues relating to specific functionalities, as well as problems with the information that the application provides to the user. One of the more crucial of these problems was that our system didn't indicate its state to the user, meaning the user was left wondering if their media server was operational at a given moment. By using a small colored icon on our home screen, we alleviate this issue; displaying system status as green when the server is fully operational and red when connectivity issues are encountered.

The other issue we observed in our analytical evaluations was that some screens lack the functionality allowing users to return to certain screens within our application. This issue is critical as it prevents our application from functioning to its full capacity. To address this problem we created intuitive backward-facing arrows that allow the user to navigate through the screens with ease.

The results provided by our analytical and empirical evaluations were a key component of our design process. After taking a closer look at our own prototypes and testing them with real subjects, it became apparent where there were shortcomings in our designs. After addressing these issues we believe we have created an even more robust system that will provide our users with a pleasant experience.

4. User Feedback Justification

Certain changes were made to the features within the Mediaaa application based on user feedback received during the design gallery. Some users felt that there should be an option to recover a user's username and password in case they were not able to log-in. This was definitely a valid concern as users might forget and input an incorrect username or password. From the sign-in page, the user has the option to navigate to a page that allows them to recover their username or password using their email address. There is also a small pop-up on the left side that directs the user on how the recovery process works.

Another concern that was users was a description of what the Mediaaa application is and how it benefits potential users. In our final prototype, the sign-in page has an added message detailing what the application is about. Additionally, we have a button that allows users to navigate to the sign-up page by clicking the join button in the upper right corner.

Another concern that users had was the media collection pages when no media of these types were available. When no media is found, there is a button centered in the middle that takes users directly to the 'Scan Folder' page that allows media to be added. Users felt that this change would have made the process more clear and easy to understand. Additionally, users can instantly add media rather than having to navigate through the different settings to find where media can be imported.

Based on user feedback, users found that the 'Display Mode:' toggle switch in the Display/Theme settings was unclear to what the feature does. The page now includes a description that alerts the user that the switch toggles between light and dark themes throughout the interface.

The user feedback that was received in the design galleries was essential in understanding how to improve the experience that our target users would have with the application. We prioritized making the main features of accessing, adding, and managing as simple and clear as possible. Alert messages along with error messages were added throughout to direct users on how certain features work.

In terms of changes made based on the design principles, we implemented the changes made above based on feedback we received throughout the iterative design process. Then, additional

changes were made based on improving the visibility of the user's options along with making the interface consistent throughout. The homepages now have a connection indicator that alerts users to their connection status with the server. Having a green circle on the top left indicates that the connection is stable while a red circle indicates an unstable connection or a disconnection with the server entirely. This was added as a quality of life improvement for users. As we evaluated the design in its entirety, we found that the sizing of different screens was inconsistent. For example, the sizing of the pages for the movie and music players was different. In an effort to improve the interface, we have made the sizing of all screens for the different media players the same.

In terms of changes made based on feedback received during the analytical evaluation, we have added more alerts to better inform users of the system status along with providing descriptions on how certain features work. The homepage now includes a description of what the application is about. There is a forgotten username and password page that includes instructions on how a user can recover their account. The 'Display/Theme' settings now have a message that describes the transition between the light and dark themes.

Another concern that we had during the analytical evaluation process was the ability of users to quickly go back to the homepage. When users are deep in the settings or the media players, the user has to click the back button multiple times to get to the main screen. We have addressed this concern by incorporating a home button in the upper left corner of our screens. This will allow users to efficiently navigate back to the homepage when they want to.

Feedback received during the empirical evaluation was mainly positive with the interviewees stating that their user experience with the application was easy and intuitive. One change that we implemented based on user feedback was the option to switch into a dark mode or theme. The user wanted a more subdued and dark palette that would be easier on the eyes. There is now a 'Display/Theme' tab in the settings that allows the toggle between light and dark themes.

Another user during the empirical evaluation stated that some of the designs could be more visually and aesthetically appealing. With this feedback in mind, we have made minor changes to our interface. On the homepage, the layout of the icons and the icons themselves have been adjusted to be more clear and concise. The icons are more representative of what the button does. For instance, the sort icon has been changed to show that items will be sorted from high to low based on length. We have also adjusted the sizing of the media players, for movies and music, to be more consistent. Each screen now takes up the same amount of space. Additionally, we have added color to the background and the icons for each of the media players.

All the feedback and suggestions received from the design galleries, design principles, analytical and empirical evaluations have allowed us to improve our prototypes to ensure a better experience for users. We have identified shortcomings within our current design and have made the necessary adjustments. After addressing these issues we believe we have created an even more robust system that will provide our users with a pleasant experience.

5. List of Changes

The following changes were made to our existing prototype after the Interactive Design Gallery #2 submission.

1. Added functionality for users to recover their username or password when forgotten.
2. Added description of Mediaa application on the log-in screen.
3. When no media is present on the 'Media Collection' screen, a button has been added that allows users to go directly to the media import page.
4. Added description of the toggle button within the 'Display/Theme' settings.
5. Made sizing of screens consistent for the media players.
6. Cleaned up the UI of the interfaces overall.
7. The back button now only takes you one screen back.

Peer Evaluation for Team Members

| Member Name | Role | Responsibilities & Assigned Tasks | Tasks Completeness Grade |
|--------------------------|---------------------------------|--|--------------------------|
| Cameron McCawley | Leadership/Management | Add button to empty collection pages. Create interactive PDF. | 5 |
| Benjamin Mayinger | Writing/Deliverables | Revise wording on Display/Theme page | 5 |
| Danmar Green | User Research and Communication | - Updated the Home register screens and created a login screen. - Account recovery screens. | 5 |
| Joshua Shequin | User Research and Communication | Fixed the differences in video players, changed the share options page | 5 |
| Anthony Trinh | Visual Design/UX Design | Materials, user feedback justification, list of changes | 5 |

APPENDIX A:

Welcome


MEDIAA
*Design of the next generation, where managing
and viewing your media is at its fineness.*

Username

Email

Password (6 or more characters)

Join now !

Login

Welcome


MEDIAA
*Design of the next generation, where managing
and viewing your media is at its fineness.*

Username

Email invalid email address

Password (6 or more characters)

Join now !

Login

Welcome



MEDIAA

Design of the next generation, where managing and viewing your media is at its fineness.

Username

Password invalid password

remember me | [forgot password?](#) [forgot username?](#)

Login

[Join now!](#)

Account Recovery



MEDIAA

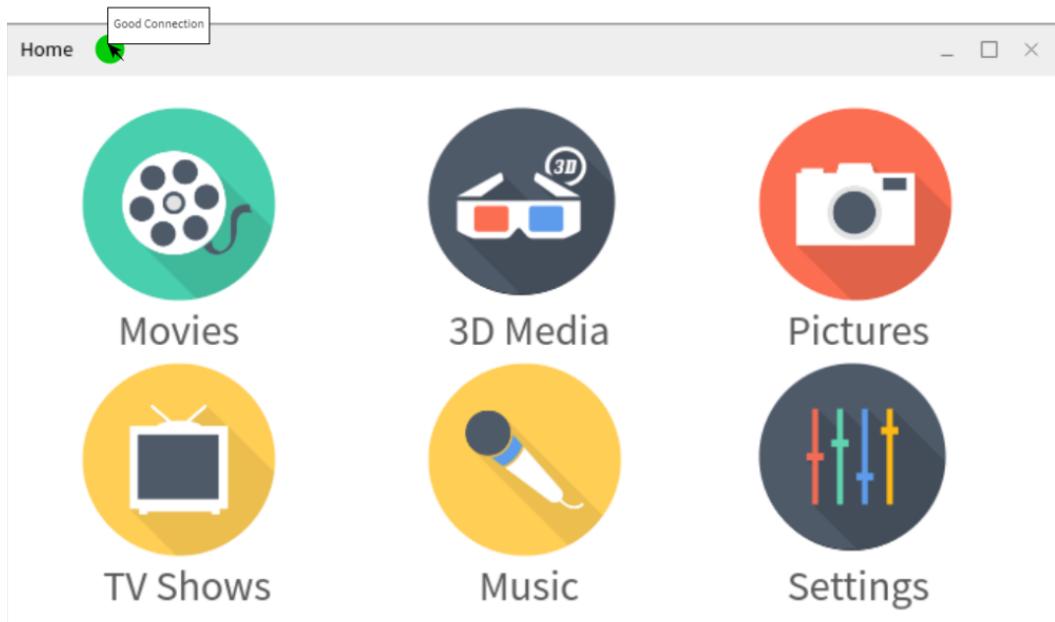
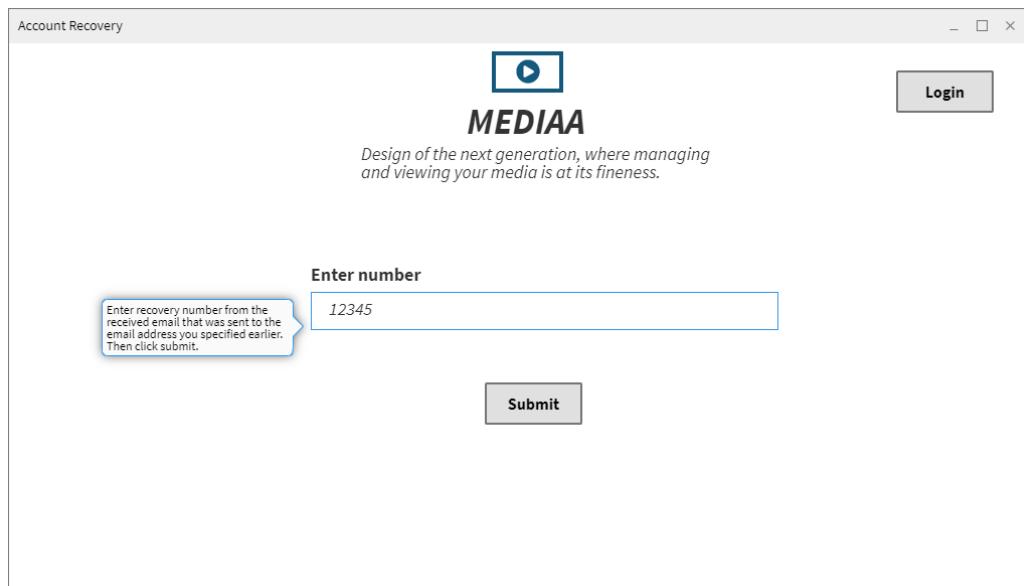
Design of the next generation, where managing and viewing your media is at its fineness.

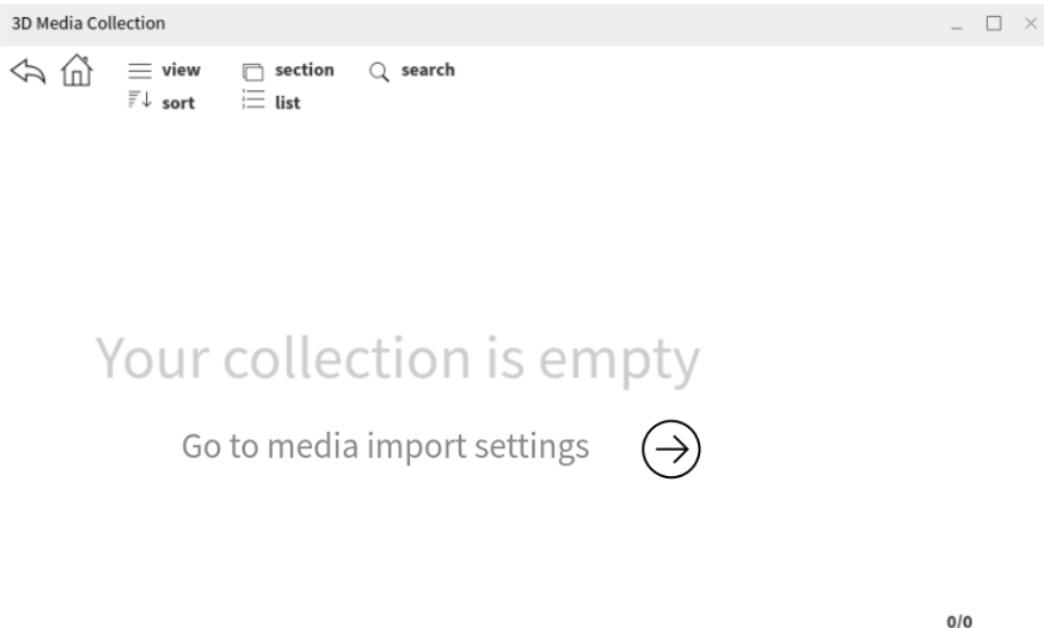
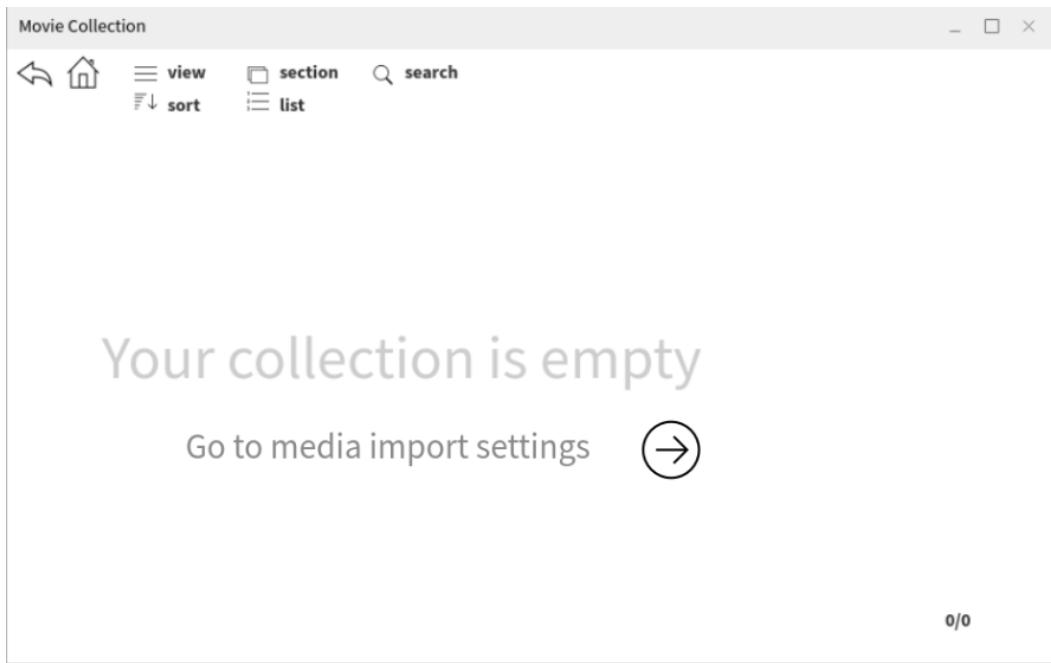
Email

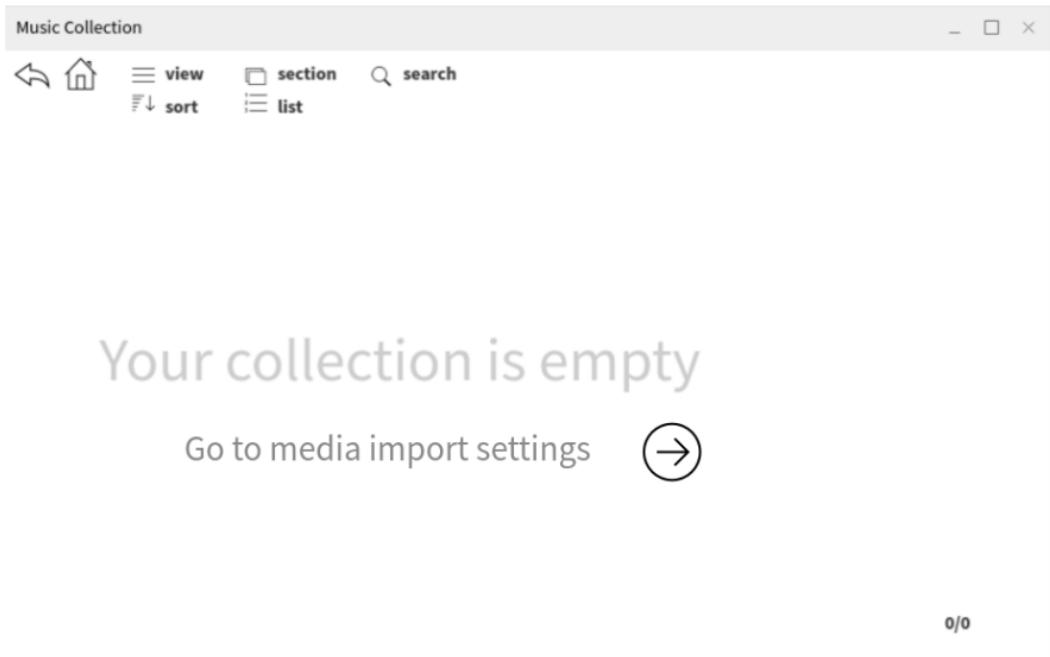
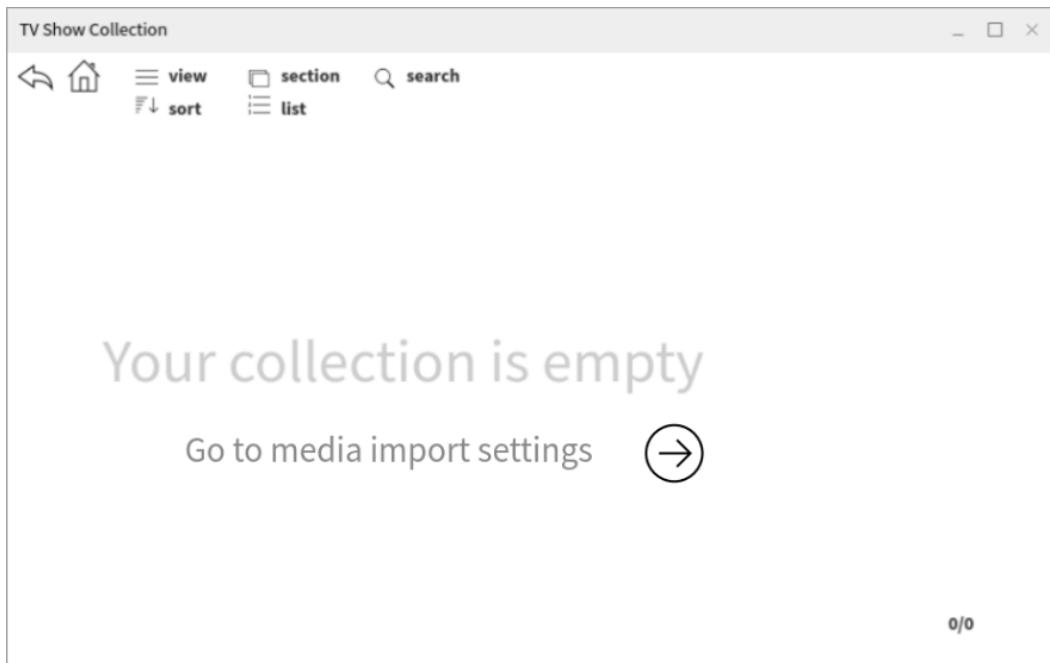
Enter the email that belongs to the account you wish to recover. Then click submit, an recovery email will be sent to this email account.

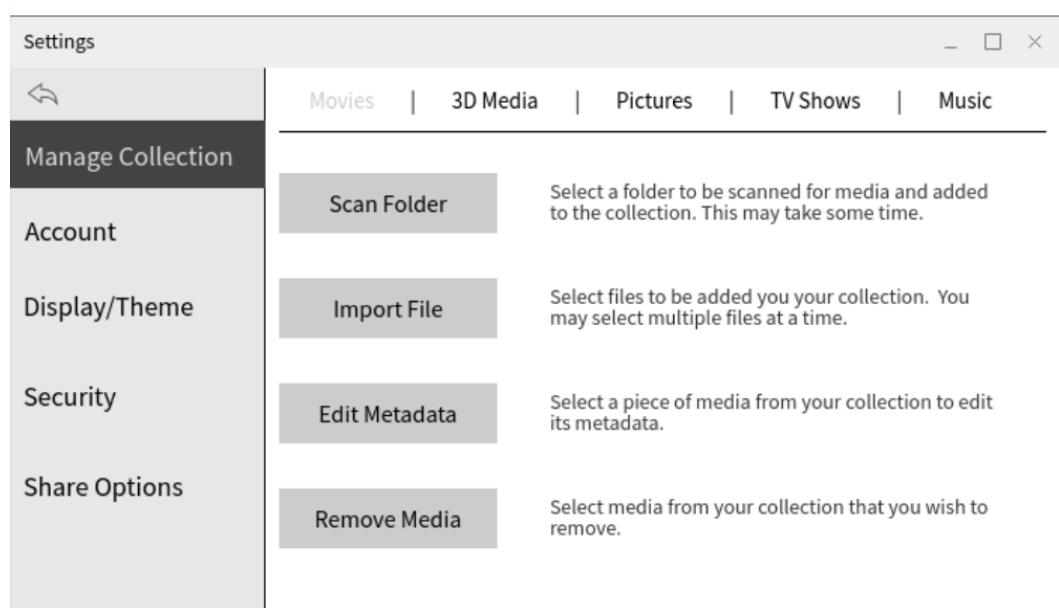
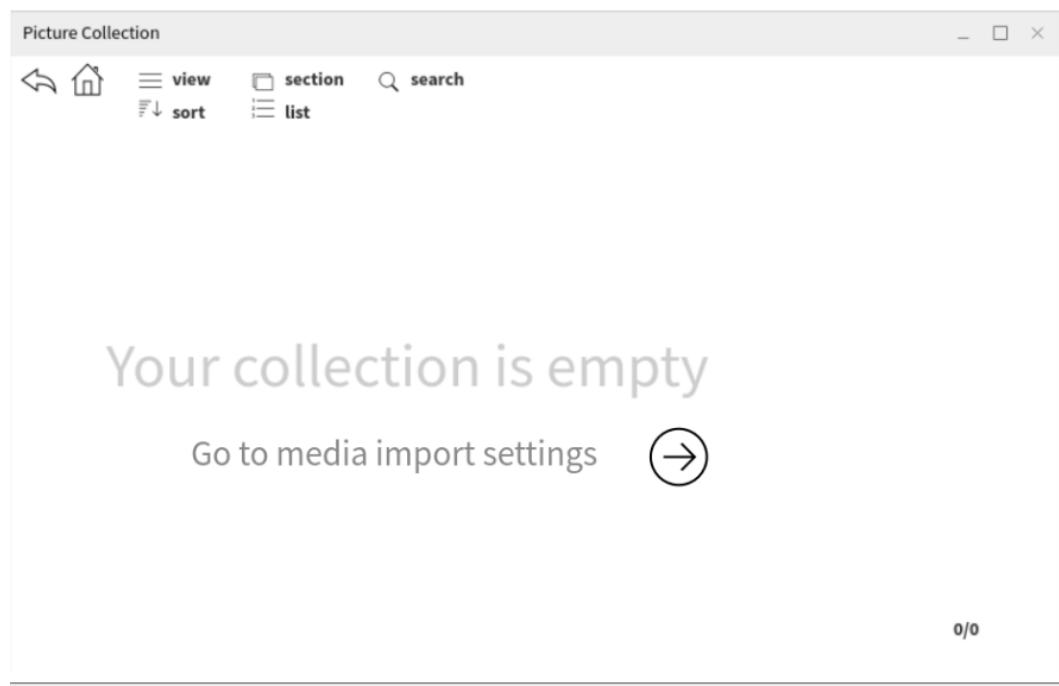
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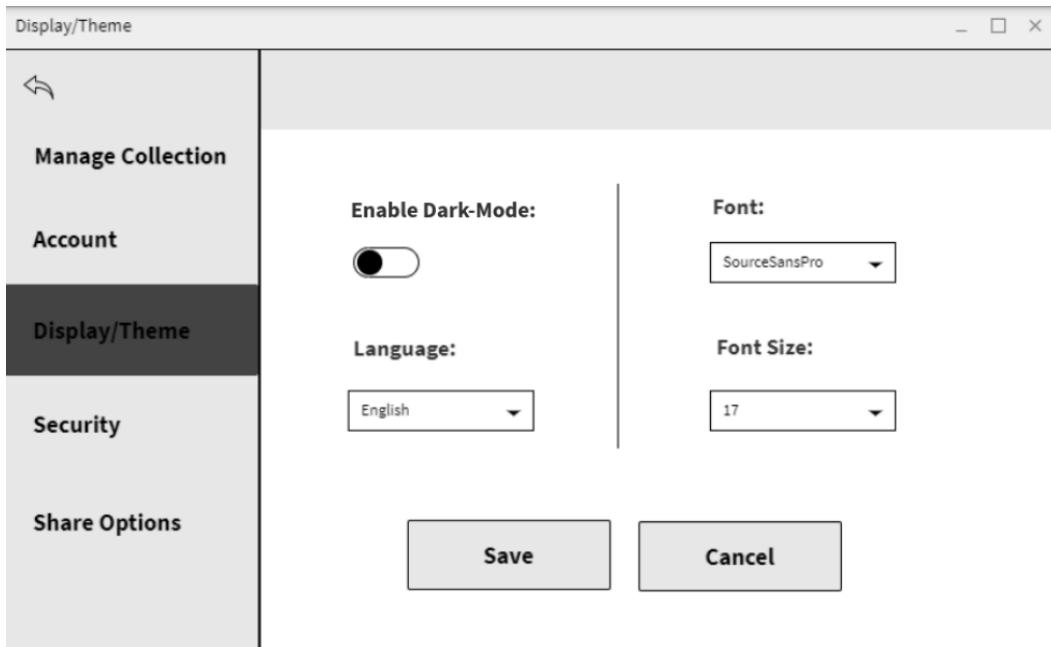
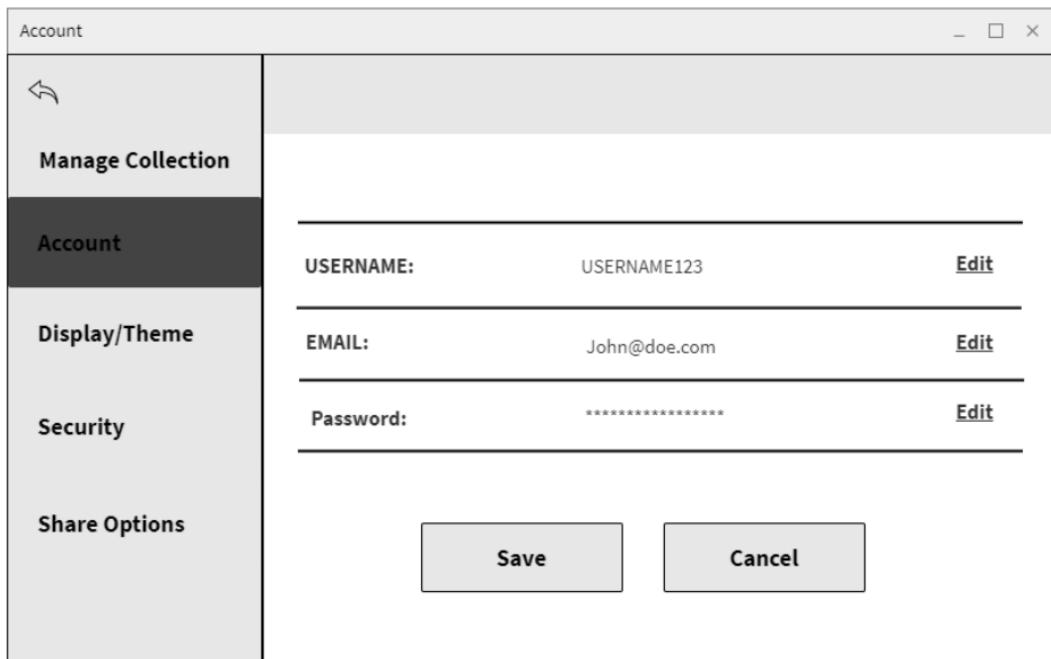
Login

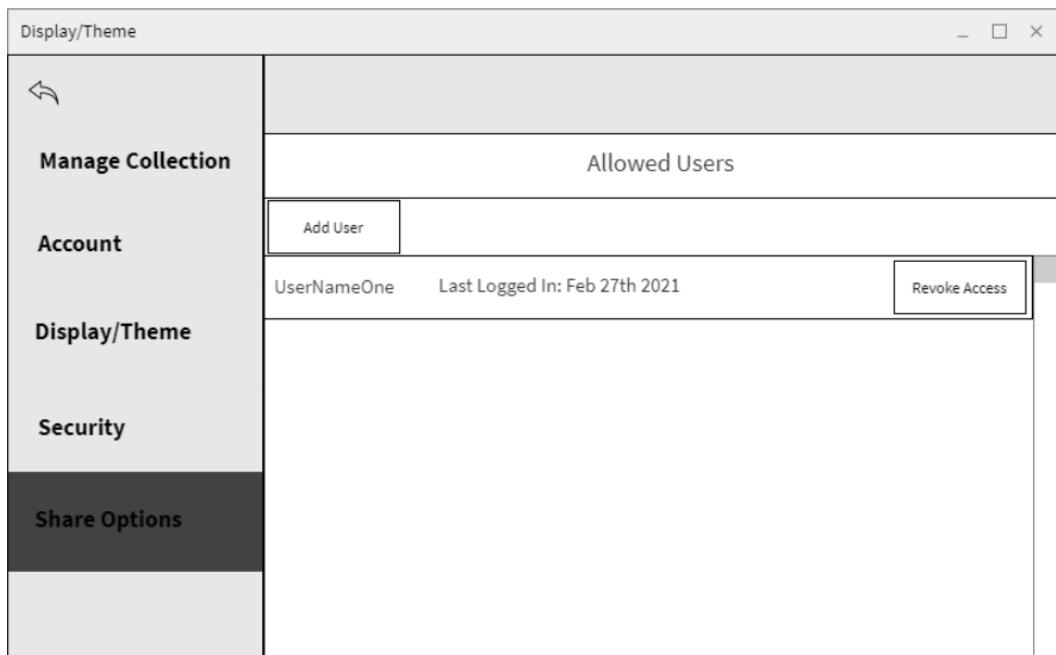
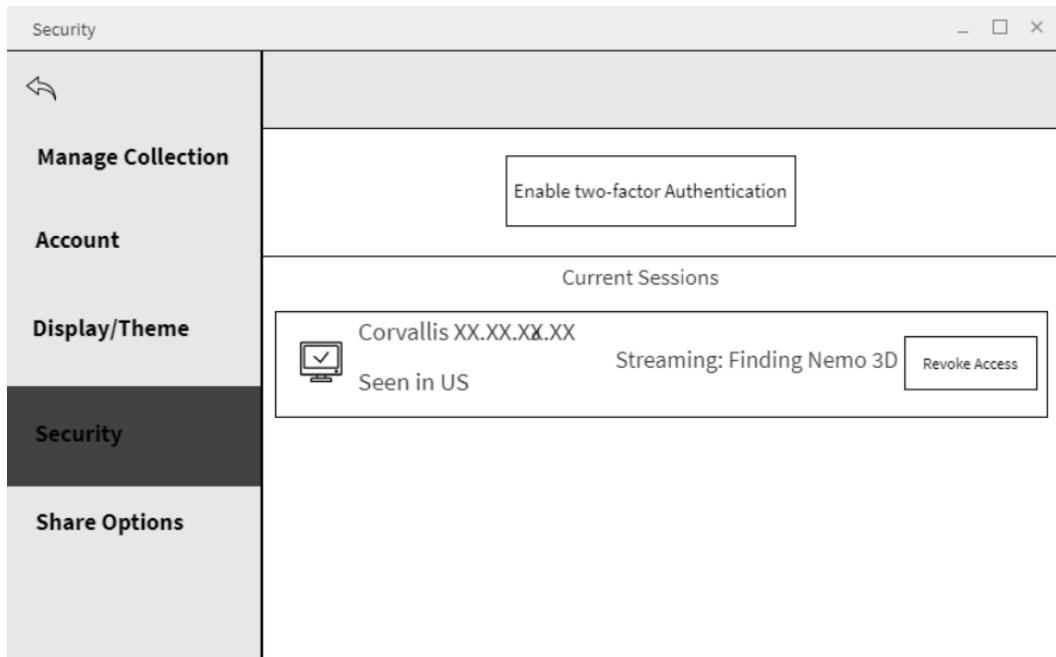


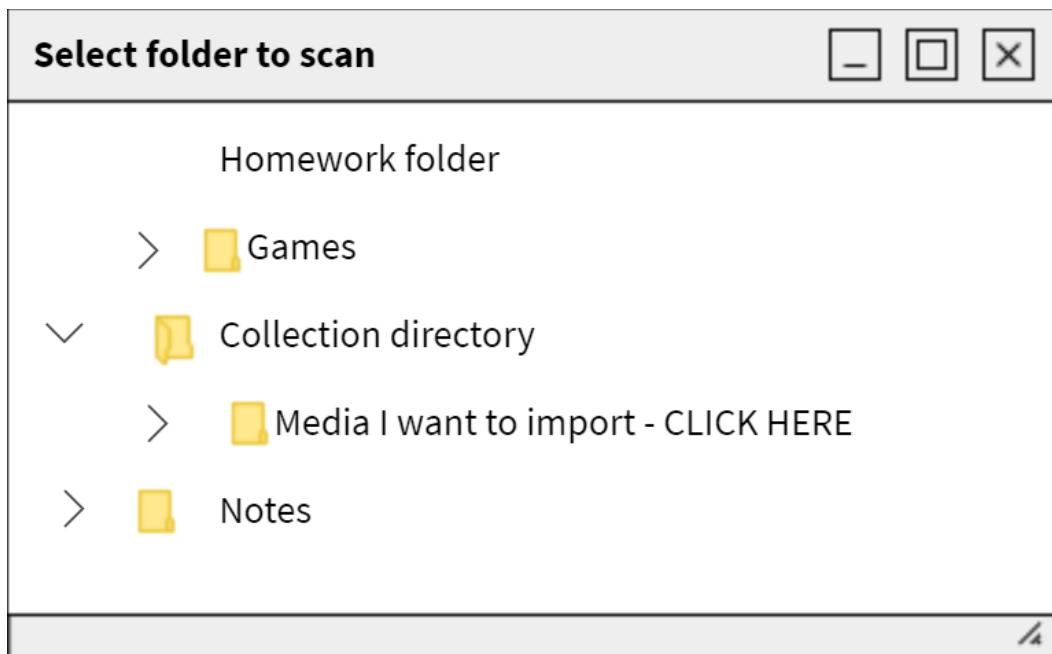
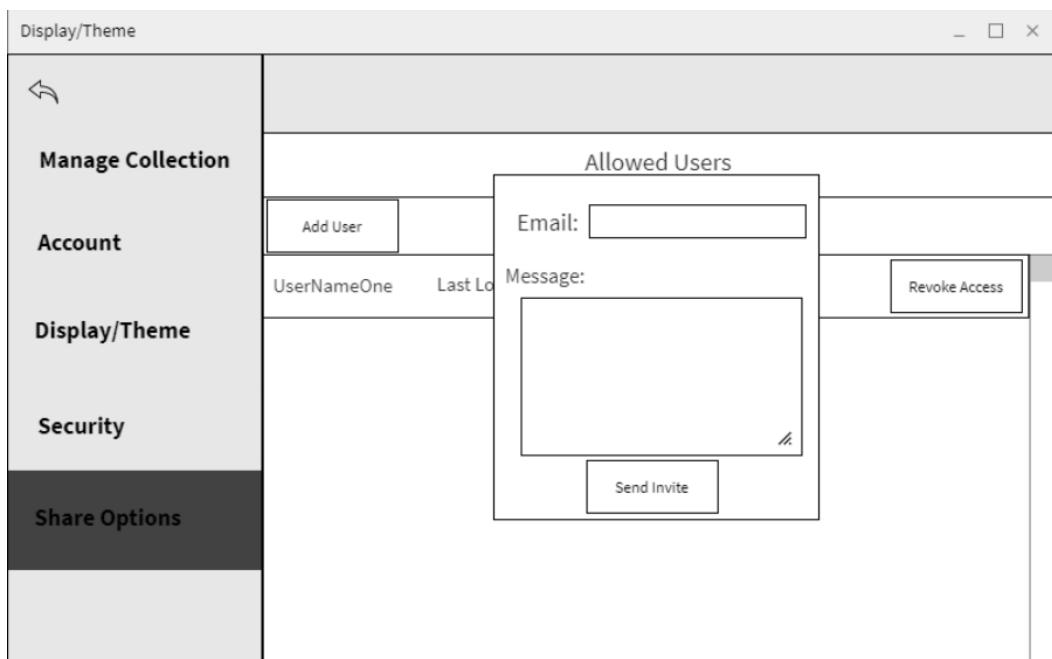


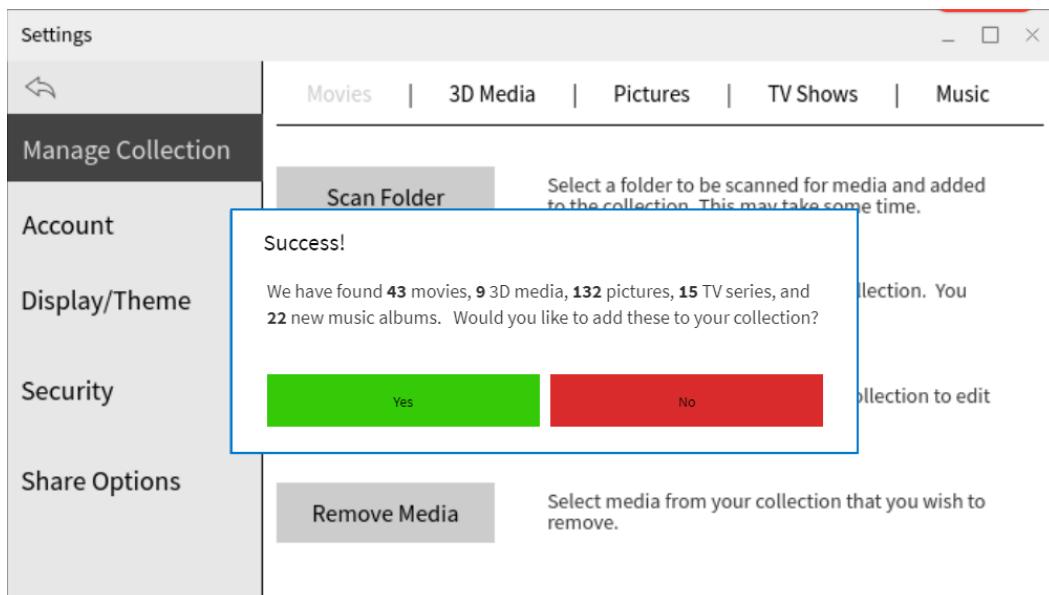
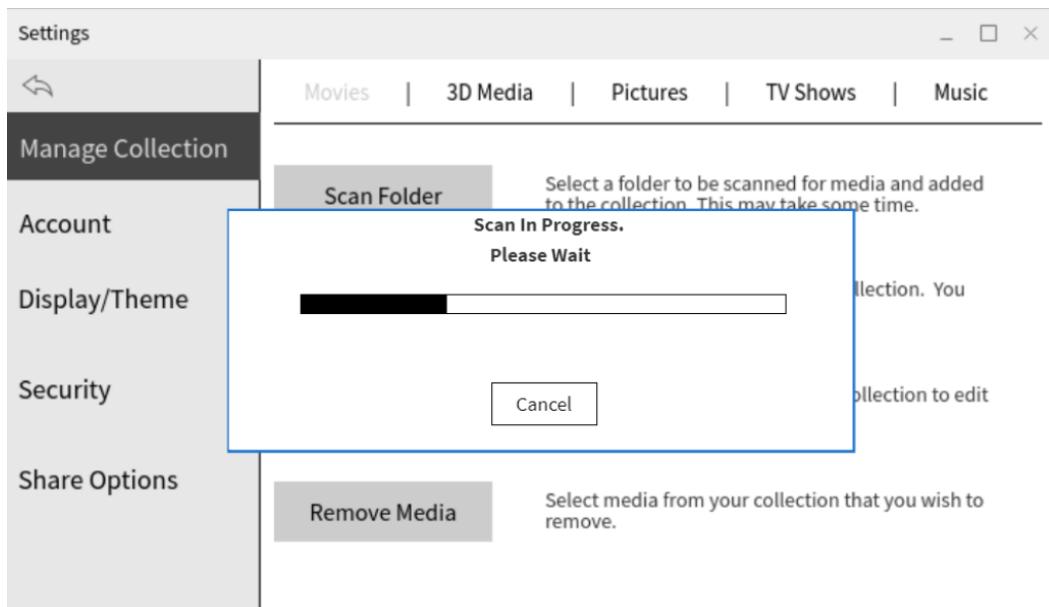


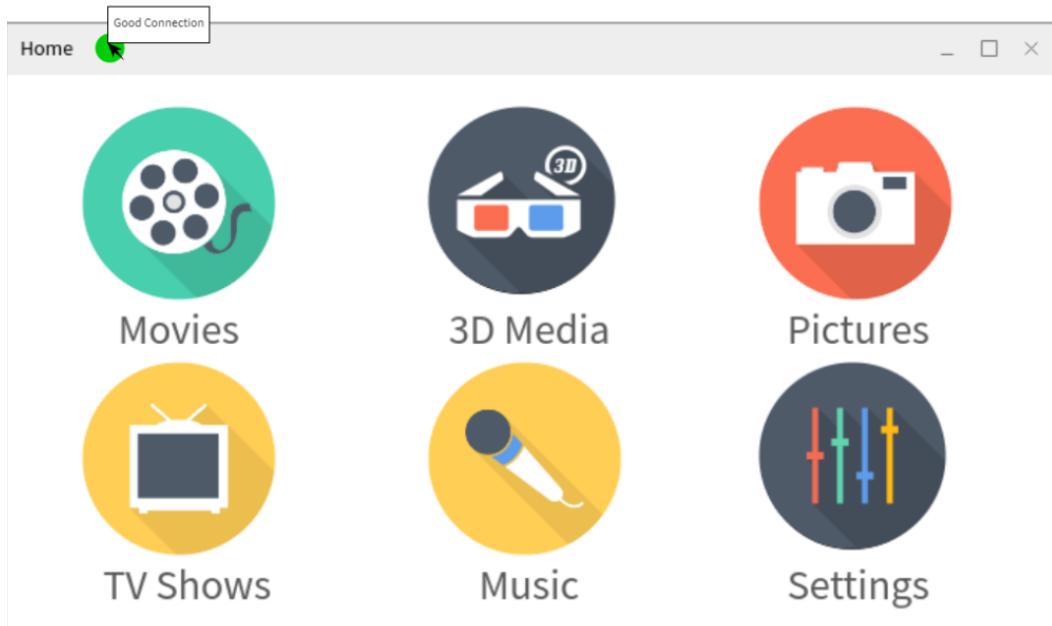












Movie Collection

Home view section search

sort list

The Silence of the Lambs
1991 ★★★★☆
2h 18m

5/43

Music Collection

← → home view section search sort list

Ocatavarium - Dream Theater
2005 ★★★★☆
1h 25m 8 tracks 16/22

Picture Collection

← → home view section search sort list

woods.png
10/2/2020 : 12:21pm
1080x1080 7/132

TV Show Collection

← → section search

sort list

Seinfeld
1989 - 1998 ★★★★☆
9 seasons 12/15

3D Media Collection

← → section search

sort list

Finding Nemo 3D
2003 ★★★★☆ 1h 40m 3/9

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Movie Details

The Silence of the Lambs

1991 ★★★★☆
2h 18m

▶ play ○ restart 1080p H.264 24 fps

R

details synopsis cast+crew audio/subs extras

This screenshot shows the 'Movie Details' interface of a media player. It displays the movie title 'The Silence of the Lambs', its release year (1991), a four-star rating, and a runtime of 2h 18m. Below this information are buttons for 'play' and 'restart', and options for video resolution (1080p, H.264) and frame rate (24 fps). To the right, there are icons for the rating (R), a movie poster, and a DVD cover. At the bottom, there are tabs for 'details', 'synopsis', 'cast+crew', 'audio/subs', and 'extras'. The background of the window shows a scene from the movie.

Movie View

The Silence of the Lambs

GOM player

00:00:00 00:00:00

▶ ■ ← → ⏪ ⏩ 360° SUB ☰ ▲ ⌂

This screenshot shows the 'Movie View' interface of GOM player. It displays a close-up shot of the character Hannibal Lecter from the movie. The video player has a dark theme with a progress bar at the bottom showing '00:00:00' on both ends. Below the progress bar are standard video control buttons: play (▶), stop (■), previous frame (←), next frame (→), and zoom (zoom in/out). To the right of these are additional controls for 360° rotation, subtitle selection (SUB), camera mode (camera icon), and a menu icon (three horizontal lines).

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Saiph

Tv Show Details

Play

Episodes details cast+crew audio/subs extra

Seinfeld

In the Emmy award-winning "Seinfeld," Jerry Seinfeld provides a hysterical look at life as a single adult in the '90s.

TVPG - Classics - Comedy - TV Series - 1989

TV Show View

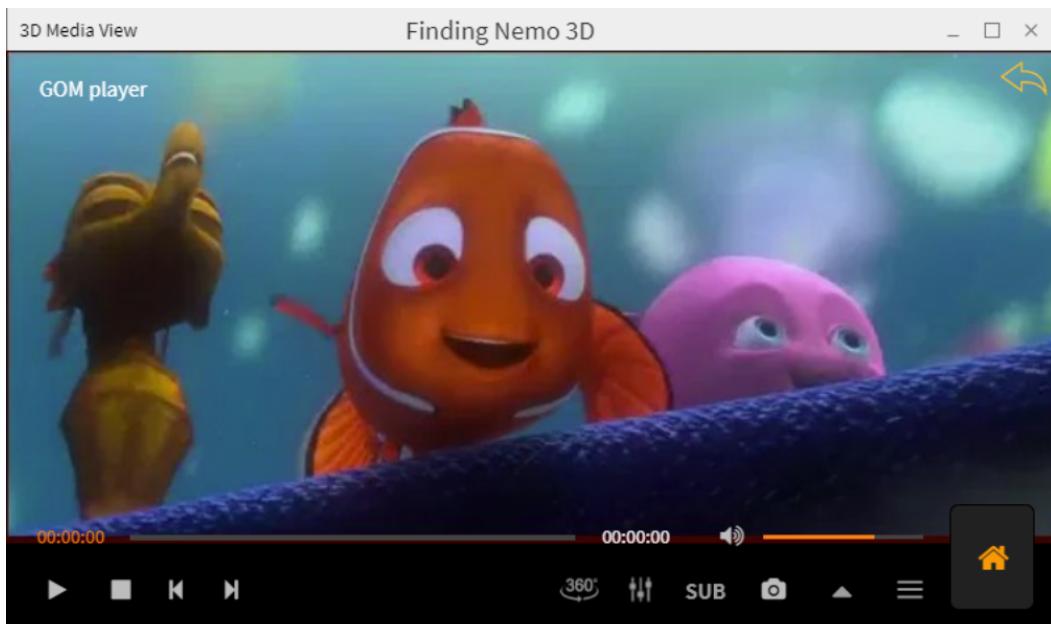
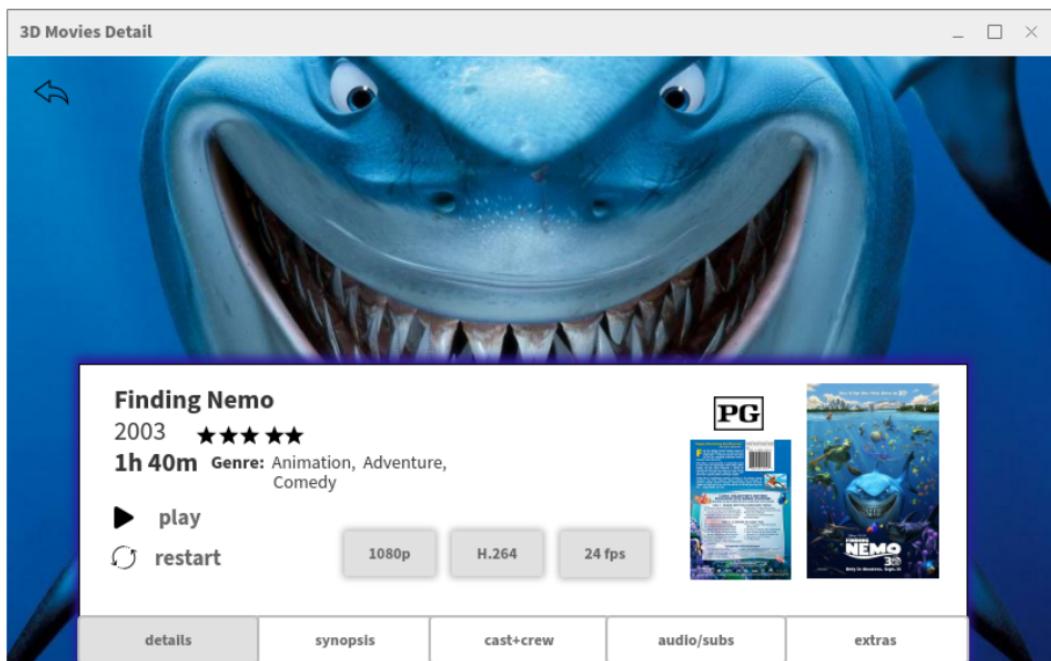
Seinfeld Season 2 - Episode One

GOM player

00:00:00 00:00:00

360° SUB Camera ▲ ⌂

▶ ■ ⏪ ⏩ ⏴ ⌂



Music Details



Octavarium
Dream Theater
Rock - 2005

★★★★★

▶ Play ⚡ Shuffle 🔊

1 Panic Attack 00:00 / 00:00

2 Nature Sounds

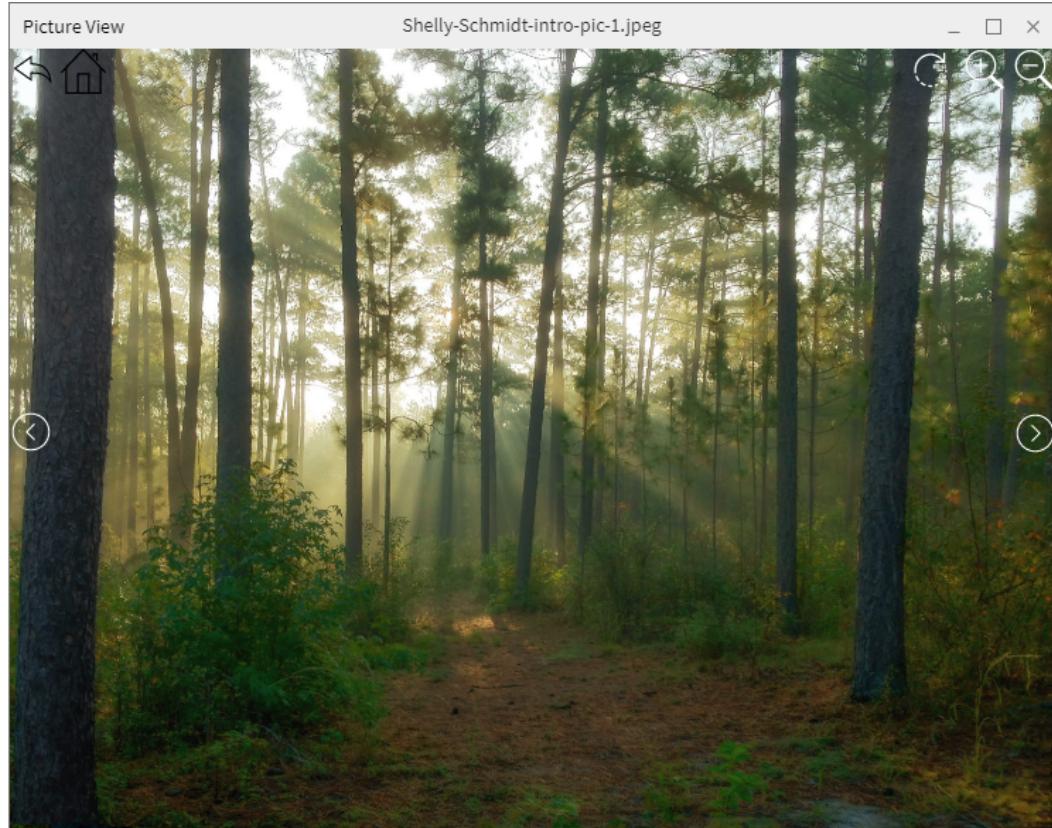
3 The Answer Lies Within

4 Dream Theater

5 Pitch Bend

6 The Root of All Evil

7 These Walls



APPENDIX B:

