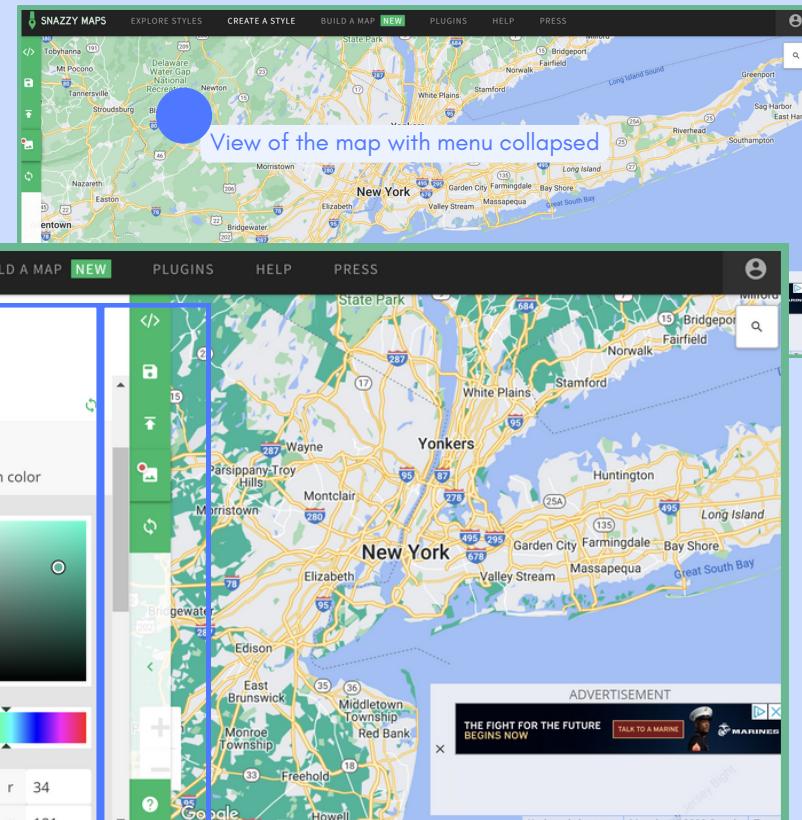


SNAZZY MAPS

Snazzy Maps is a website where users can explore pre-designed styles for Google Maps, allowing easy customization of the appearance to suit their preferences. They can also modify the premade designs to achieve a personalized look for maps on their websites or applications.

TAKEAWAY

The incorporation of nested menus and a clear color scheme enhances the user experience and interface. Nested menus provide users with a structured and organized way to navigate through the diverse customization options available for map styles. By categorizing settings into submenus, users can efficiently locate and adjust specific parameters, making the customization process more intuitive and user-friendly. The simple color scheme contributes to a visually pleasing interface, ensuring that users can easily distinguish between different elements and comprehend the impact of their adjustments. This clarity not only makes the customization process more enjoyable but also facilitates a quicker understanding of the visual changes being made, resulting in a more satisfying and efficient user experience when designing personalized maps.



This screenshot shows the Snazzy Maps interface with the feature customization menu expanded. The menu is divided into three columns: FEATURES, ELEMENTS, and STYLES. The FEATURES column includes categories like All, Administrative, Landscape, Man made, Natural (with Land cover selected), Terrain, Point of interest, Road, Highway, and Controlled access. The ELEMENTS column includes Geometry, Labels, Text, Fill, Stroke, and Icon. The STYLES column includes COLOR (with Custom color selected) and a color picker. A blue callout bubble highlights the expanded menu structure.

Users can start with a preset to minimize the amount of changes that must be made. Or they can use the preset as is.

To edit a map there is a nested menu with different geospatial features that are available in map APIs

Upon selecting a feature another nested menu with the editable aspects of the feature is populated

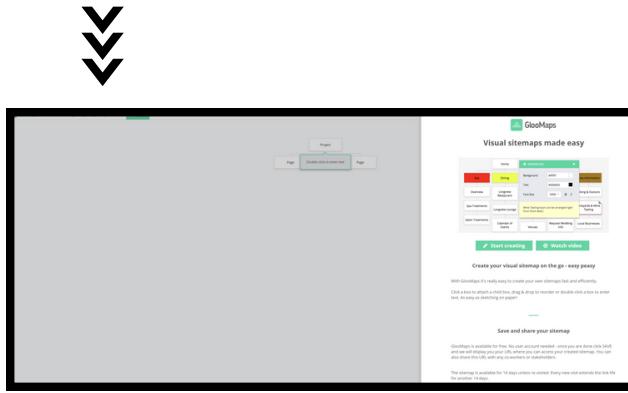
Upon selecting a feature another nested menu with the editable aspects of the feature is populated

This menu provides the option to view code, save the settings, publish the map, download as image and reset the entire map in green. The long white bar beneath collapses the entire menu, and the green button below offers help.

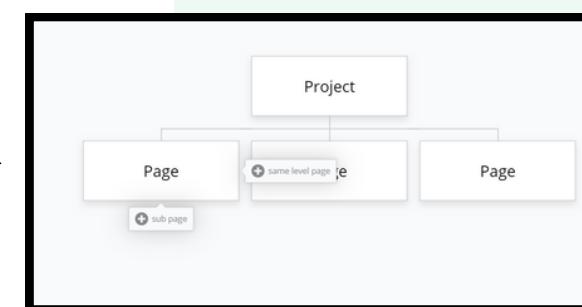
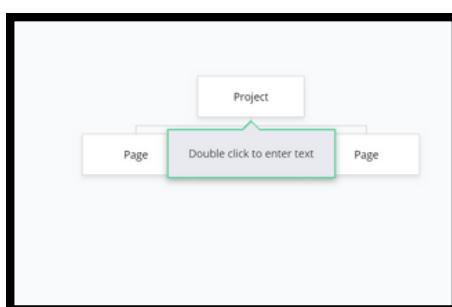
GLOOMAPS

This is peak software design. It does one thing, and it does it well.

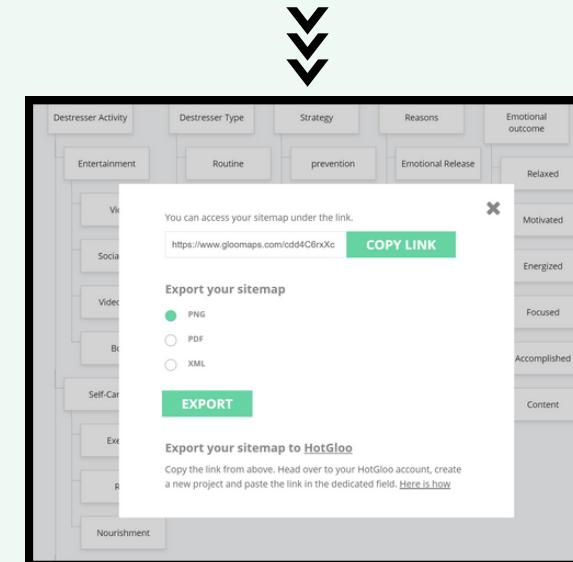
The site starts off with a simple introduction overlay. It does not hide any of its functionality behind 10 sign up screens. Rather it shows you what it can do, right next to the work space.



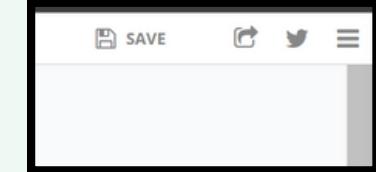
In the work space, appropriate contextual guidance is provided. There is a hint that says 'Double click to enter text' upon opening a new work space, and when you hover over each block it gives you the option to add a sub page or a same level page. It is impossible to not know how to use this.



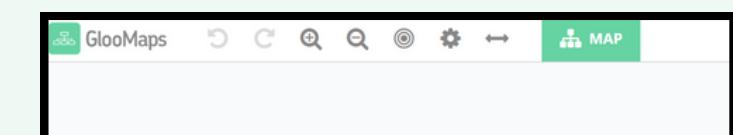
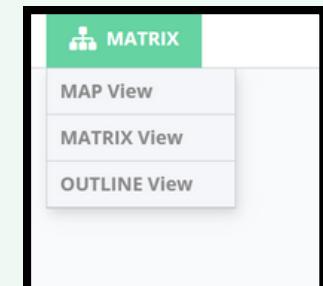
The export feature is an overlay which provides a sharable link as well as an option to export in different file formats. The copy button and export button is highlighted in green.



takeaway: be simple. get to the point

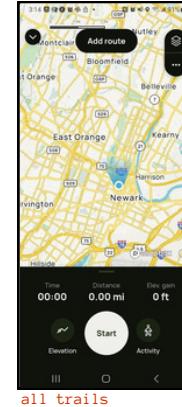
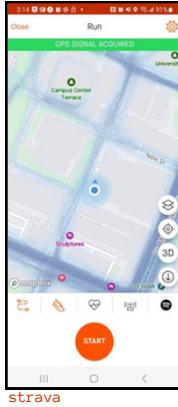


The menu on the top right provides options for saving and exporting

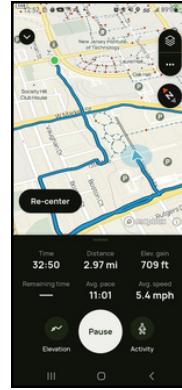
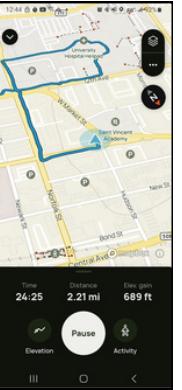
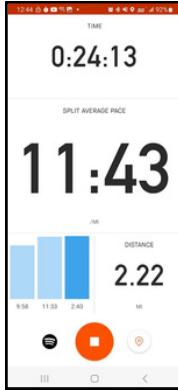


Any adjustments to the layout of the map, properties of the boxes, or view can be made from the menu on the top left. The drop down provides different layouts for the boxes. This feature is highlighted in green.

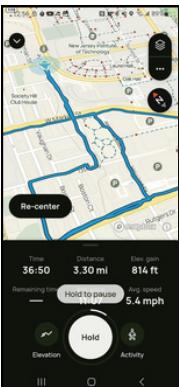
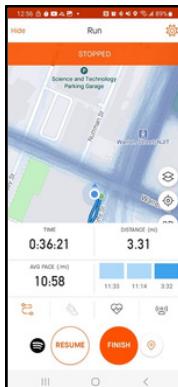
BEFORE ACTIVITY



DURING ACTIVITY



ENDING ACTIVITY



Strava and All Trails are two popular that cater to the fitness community. They have similar functionality but implement it in their interface differently due to their diverging user groups. They cater to hikers, bikers, runners and more. Strava is more popular for a community or runners and bikers as their primary audience whereas All Trails caters to hikers and bikers as their primary audience. I recorded the same activity on both apps to show how the UI differences help these apps with identical functionality to cater to their target audiences.

Both apps provide the ability to record an activity using location data. The ‘start activity’ feature for Strava shows a large map with a start button at the bottom center of the screen with a small menu consisting of an icon for saved routes, type of activity, and 3 third party integrations (sensor, beacon, Spotify) from left to right. On the right there are few tools for map views and navigation.

The All Trails layout shares a similar format with placement of the map, the start button and the map tools being in the same relative position. All trails also shows the data to be collected (Time, Distance, Elevation Gain) initialized at 0. The activity button sits to the right of the start button which makes it easy to remember to change activities if you do use the app for more than one activity

Once the activity has been started Strava shows the time elapsed on the top of the screen, the current avg pace in the center, and the pace split for each the 2 previous and current miles. The distance covered is to the right of this and the stop button is at the bottom center. A Spotify integration is featured to the left of the stop button and a map toggle is located to the right the screen. This makes the app ideal for runners and cyclers as the main metrics along which goals are set are clearly displayed (Total time, pace/split pace, distance). The map feature is secondary as navigation is not a primary concern when achieving personal bests. The Spotify integration isn't too obtrusive for those who don't use it, but is easily accessible for those who do

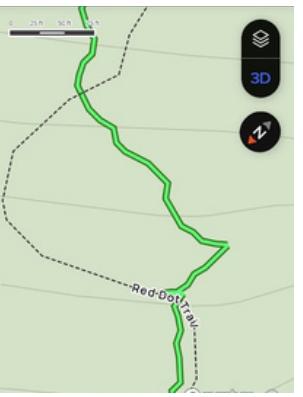
All Trails continues to display the map on the main screen but also has time, distance, and elevation featured above the pause button, which are all relevant stats for hikers. Other important stats can be accessed by swiping up again you can access remaining time (if you select a specific route), average pace and average speed. These features are more important to trail runners than hikers, however when in a mountain more space for navigation is priority. If you are going off-course at a fast pace you are going to get lost fast.

When ending the activity Strava offers the option to resume or finish the activity with the stats displayed in a smaller space and the map visible. This is useful for if you accidentally end the activity or if you changed your mind upon seeing the final stats. All trails also offers a the resume/finish option but has you hold the stop button down to even pause the activity. This is because the user is more likely to keep their phone screen on while using the app for navigation and is more likely to press the stop button by accident.

ciara ugas-moy is247
Strava VS All Trails



The map in All Trails is clearer with well defined lines and features. Strava's map is not used for navigation so they use more subtle and faded features to give you a general birds eye view of the area. This is okay for running along roads but can pose a problem for trail runners



All trails map showing path taken vs set trails, as well as topography

INTERFACE PRIORITIES

Strava

Priority

Pace Statistics

Time / Distance

Secondary

Navigation

All Trails

Priority

Navigation

Time / Distance

Secondary

Elevation

Secondary

Pace Statistics

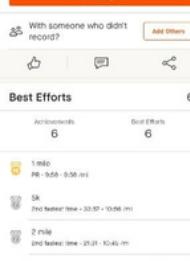
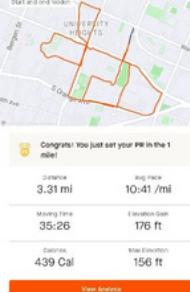
ANALYSIS

After completing an activity Strava shows all stats collected including distance, average pace, moving time, elevation gain, estimated calories burnt, max elevation. They also give personal records based on previous data for common race distances. Since the activity it shows a 1 mile PR, 5k PRs, and 2mile records. While the units are set the imperial system in my app the PRs are based on common competition metrics. For example a '5k' record as opposed to a 3mile record. This is not consistent in terms of units but caters the social and competitive aspects. They also feature premium features in between such as pace analysis. The splits are at the very end with the overall elevation difference against the chart.

Strava also lets you post each of your activities with a summary of your pace and distance as well as an map embed of your route. When scrolling through your feed you can see the activities your friends have done. You can comment on your friend's activity or like it. While it is not a social media app this functionality makes the app it provides a sense of community even when these activities are done asynchronously. It also helps add to the sense of competitiveness that many cyclers and runners have. Activities can be private but sharing is the default.

KEY TAKEAWAYS

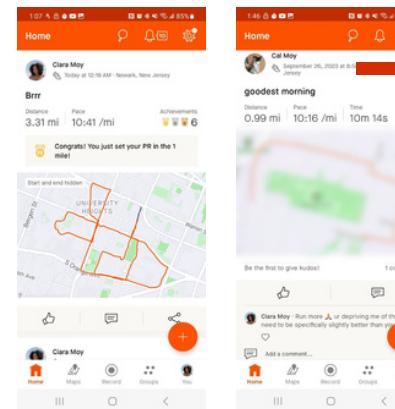
Each App ensures the most important functions for the targeted user is featured first with a large portion of the screen. Buttons are easy to find. While each app can be built with an identical tech stack, and can produce the exact same output, the layout of the data is personalized to needs of each group. Runners/Cyclers vs Hikers



ACTIVITY REVIEW

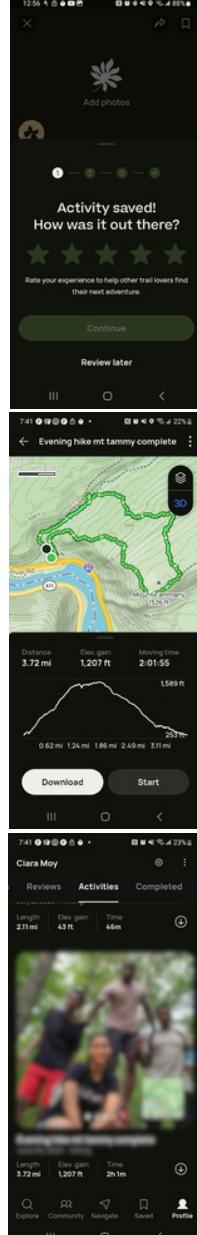
While the way the user acts in a transient fashion is similar for both apps the functionality of the apps diverge more post-activity. Both apps provide a greater breakdown of statistics and a social element but implement them in quite different ways

SOCIAL ELEMENT



RATINGS

After an activity All Trails asks for a review of it. If this was a running app this could be annoying however most hikers seek out new trails for the variety of views and contributing to rating the routes are a big part of the app. The sense of community is not based on competing with each other but rather finding new trails to conquer and new sceneries to explore. Further statistics can be found about elevation, but they are generally used for evaluating the difficulty of the hike. Each activity can be logged with photos and users are encouraged to leave a review so other hikers at various levels can consider the trail. The explore feature shows nearby (nearby being relative) popular and well rated trails. The focus is on the locations found not the times completed. The map button is easily accessible on the very first page so you can explore trails based on different filters.



Both apps fit perfectly for their primary use cases however if a trail runner were to choose between apps neither would be ideal. In this case I would suggest the large maps of All Trails for navigation, with avg split pace, distance and time featured above the pause button

Niagara UI Launcher

This app overwrites the native home UI launcher to give a simplified and cleaner interface.

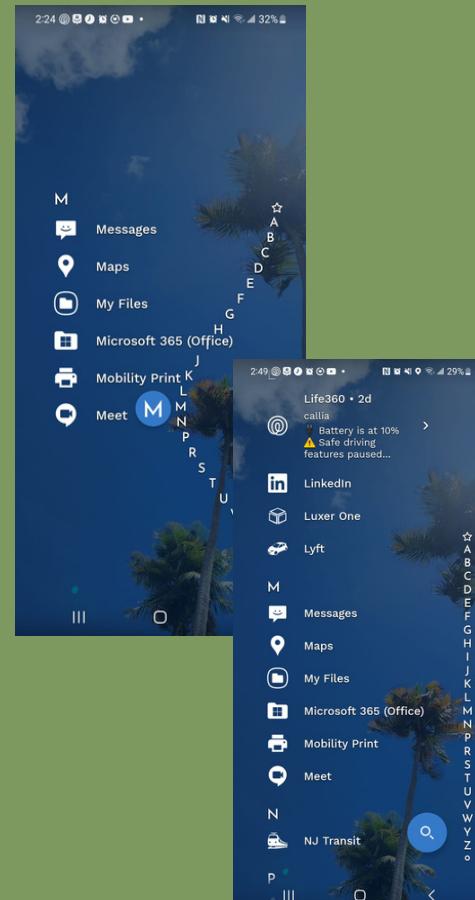
The apps are presented in a list format, with a favorites on the home screen. Widgets can also be added to the home screen. Music can be shown while app is running on this screen as well.

The alphabet is written vertically down the right side of the screen with a star at the top to represent favorites and a dot at the bottom to represent settings. This alphabet bar makes it easy to find apps.



When scrolling over the list the letter selected is highlighted in a bubble and the letters flow over where your thumb would be so that the list isn't blocked. This works from the left as well as the right, although the visual appeal is more dependent on you using your right hand. Only the apps with the selected is shown.

When you release, the complete list is shown at the point you selected. A convenient search button is at the bottom right.

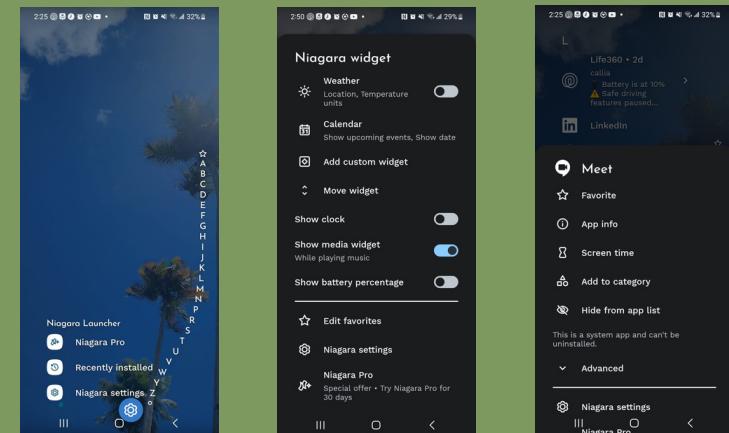


At the very bottom of the list Settings, Recently Installed apps, and the option to get Pro features are tucked away neatly.

When hold down your home screen you can also gain access to further customization options. As well as the same app settings option.

Holding down an app gives you options including favoriting it, which adds it to home, app info, screen time, add to category, and hide from app list. The hide from list option is especially useful as there are many bloatware and system apps I do not want to see.

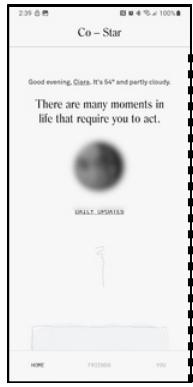
Clicking on the icon allows you to swap out the apps icon with your own, and clicking on the name allows you to rename the app. In this interface I swapped out all of the original icons with simple white outlines.



TakeAways

- Simplicity
 - reduction of visual clutter
 - minimal features
- Visual Organization by
 - convenience
 - relevancy
 - frequency of access

Areas for improvement: remove the awkward white space on the home screen. Other than that, this app is an excellent example of effective UI.



On opening the app

You are given a randomly generated quote for the day. This is intended to emulate the your daily horoscope found in newspapers or magazines but in a more digestible format.



The profile picture you choose will be put under a greyscale filter for uniformity.



This is followed by an animated ad placement for a premium feature. It maintains general aesthetic pf the app but is bordered to distinguish it's separation from the regular features.



After the app continues to give horoscope based information. It follows the format of 'Advice' and a short write up for context. There is then a vague list of do's and don'ts. The simplicity and ambiguity of the information is part of the appeal.

It is then followed by a social element of the app where information generated based on the astrological signs of your friends. The sun, moon and rising signs are indicated with little symbols under each name.

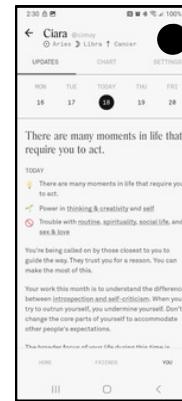
The apps menu consists of 'home', 'friends' (to add other users), and 'you'.

Co-Star

Co-star is an astrology app known a pleasant interface, which is central to its success. It has of a clean minimalist design, characterized by its great use of white space and greyscale color scheme. The app has a very paper like feel with its serif font and tiny doodles or little collage elements decorating the white space dividing sections.



Navigating to the 'you' page



On the 'you' section of the app you can check your horoscope for the week. A simple week calendar is given as a menu to navigate. The app only generates a weeks worth of data. This is a provides a balance between satiating the users' curiosity (which is the purpose of the app and astrology to some extent) without overloading information. This is more or less the exact same information as on the home page, except users are able to access multiple days horoscopes



On the you page there is a menu on top with 'updates', 'chart' and 'settings'. While you are initially on 'updates' if you navigate to 'chart' you will see your astrological chart simplified in a table. This is a nice way to look at categories. Part of the appeal of astrology is finding categories and boxes to define human nature. Seeing this is literal drawn boxes provides a similar sort of satisfaction.

Take Away

The effective visceral design is supported by the following

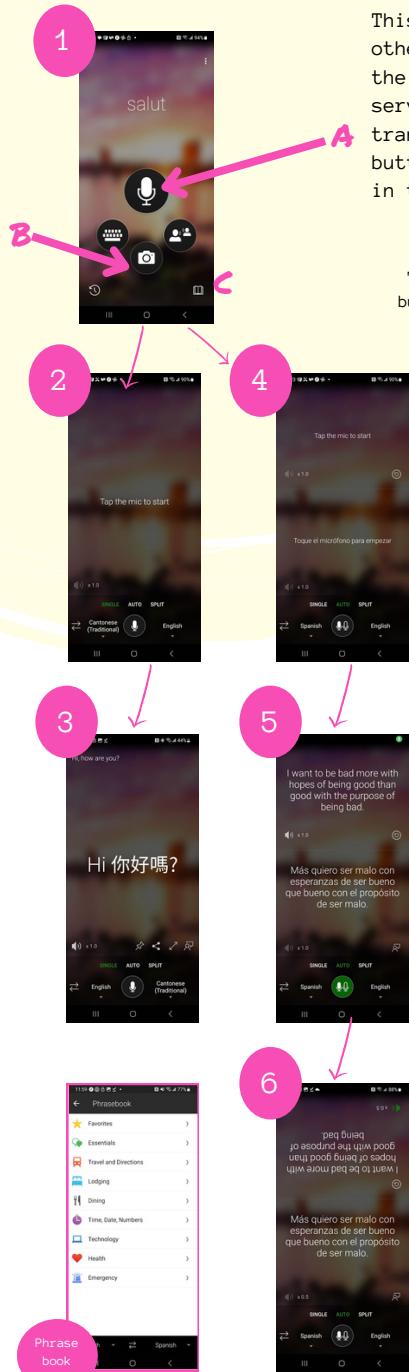
- use of whitespace
- font choice
- unobtrusive flair
- color scheme
- uniformity in presentation

Conclusion

In terms of functionality, this app actually isn't useful to me. But it is extremely enjoyable to use and look at. While the information is niche I think looking at the design choices made here can help in modelling a pleasant and easy to use interface



translator app



This app serves as translator for live conversations and other quick translating needs. The first button you see with the microphone symbol takes you to the listening translating services (1-A). The keyboard button takes you to the written translation function (think google translate). The camera button (1-B) takes you the AR translating function. The button in the bottom right (1-C) takes you to a handy phrasebook.



The camera function lets you take a picture of the text you want to translate (10). It then tints the image and overlays the translation over the respective parts of the image (11). The app will get confused if multiple languages of text are in the same picture

GOOD

The layout is simple and buttons are prioritized by frequency of use.

MEH

The word "Hello" fades in and out in different languages. Cute but takes up too much screen space for no reason

After clicking on the listening function the app gives the option of 'single', 'auto' and 'split' translation. The languages are places to the bottom of the screen. In 'single mode' you press the microphone(2) and the app translates as you speak(3). The words you say are written out in a smaller font to the top right are translated into the language of your choice in a bigger font below. Below to the right there is a pin function, a share function, an expand function (shows the text larger on the entire screen horizontally) and a button to report translation issues. To the left, there is a button to play out the translation and also adjust the speed of speech. The written translation screen has a similar layout (9) but the play out loud button is to the far right.

GOOD

Great use of font size and screen space. Convenient and visible language switch button

BAD

No indication of which language is being translated to the other. Takes a couple accidental recordings of gibberish as autodetect does not exist for all languages and even so does not process interlingual homonyms well. To/From labels or a 'Detecting' label would suffice

The auto (5) and split (7) function provides two equally sized screens displaying each language. They are mostly the same functionally. The key difference is that the split function provides two separate recording button for each language, so you would press it depending on which language is being spoken. Both of these screens provide you with the option to invert the upper portion of the screen (6,8).

GOOD

Screen inversion enhances the usability of this app. There is no need to pass a singular device back and forth. This little convenience gives one less barrier to communication

MEH

Unlike the 'split' screen, the 'auto' screen does not provide a record/listening button for both users. It would be nice if it also had two buttons as the auto function times out when recording.

GOOD

Very convenient. Direct placement over the translation makes it easier to understand and any small mistranslation can be understood with context clues as context is preserved (eg. trolley means car)

ROOM FOR IMPROVEMENT

There should be an option the specifically select which of the detected text needs to be translated. It is not always possible to crop out other languages depending on the placement of signs. The user has no control of external environment, so control over input would improve this functionality

FINAL NOTES

This app is obviously not a replacement for a human translator as it there are obvious errors due to lack of cultural understanding, variation in accents and the general lack of ability in contextualization. However the simple and convenient interface makes it suitable for travelers, unexpected encounters (think customer service in a multi cultural area) or for people with friends and family who have a language barrier. It is also a decent interim tool for language learning as it gives the user an opportunity for learning by immersion without fear of getting stuck.



NIGHTWAVE PLAZA

Ciara Ugas-Moy
IS247

Nightwave Plaza is an online radio station which continuously streams vaporwave music 24/7 with slowed-down tempos and samples from the 1980s and 1990s.

Start



Design Component

The visual aesthetic of the platform harmonizes with the nostalgic sound, incorporating retro computer graphics, glitch art, Japanese symbols, and vibrant neon lights.

Nightwave Plaza

About Play History Ratings Support Us Mobile

未来: Ergo 東洋食品

02:24 / 04:46

Play ♥ 0 ▲ ♫

Listeners: 219

Play History

Showing history: Dec 7 — Dec 3.

		Date	Time
「サンセット Networkoo」	Dec 7	24:33	Last.fm history
夢CASINO	Dec 7	24:31	
Neko Furēku	Dec 7	24:31	
Think 「う一回」	Dec 7	24:29	
Fibonacci	Dec 7	24:29	
My life with you	Dec 7	24:26	
waterfront dining	Dec 7	24:26	
ferris lights	Dec 7	24:24	
Trans World Airlines	Dec 7	24:24	
12 VIDEO CONFERENCE CALL (56k) -BONUS TRACK-	Dec 7	24:24	
Miami Vice	Dec 7	24:20	
final dreams part II	Dec 7	24:20	
Notorious Secret	Dec 7	24:16	
Everything	Dec 7	24:16	
Unibet	Dec 7	24:13	
In The Moment	Dec 7	24:09	
人類	Dec 7	24:09	
Rewindoo	Dec 7	24:06	
blue_ACID	Dec 7	24:06	
backspace	Dec 7	24:03	
GHOSTLY	Dec 7	24:03	
Man of the Hour	Dec 7	24:03	

Pages: 36 Songs: 50

Ratings

Overtime Monthly Weekly

Song	Rating
001 identity crisis	14 ❤️
002 Kaji	13 ❤️
003 Dolan Sansas	12 ❤️
004 ミスター・ハングン病患者	miami niente

Support Us

Love Nightwave Plaza!

You can support the radio station and further updates by donating via Boosty and get special Discord rewards!

boosty Support on Boosty

Thank you for donations, they will go straight into funding the station.

Play History

Showing history: Dec 7 — Dec 3.

		Date	Time
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人類	Dec 7	24:09	
Rewindoo	Dec 7	24:06	
blue_ACID	Dec 7	24:06	
backspace	Dec 7	24:03	
GHOSTLY	Dec 7	24:03	
Man of the Hour	Dec 7	24:03	

We have the official Android and iOS applications! Download it and let Nightwave Plaza show you the past with the music of the future.

GET IT ON Google Play Download on the App Store

Pages: 4 Songs: 100

Design Component

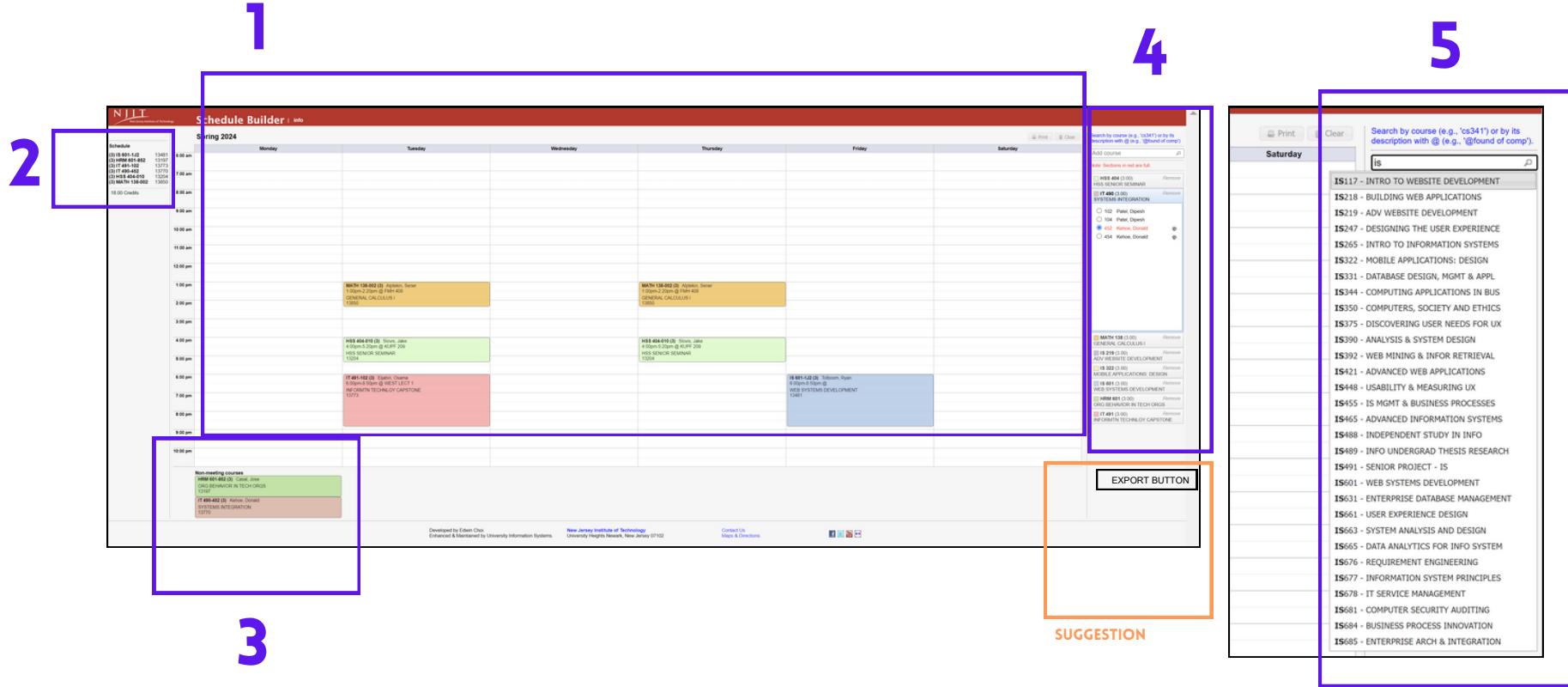
The website incorporates design elements reminiscent of Windows 95 and Windows 98 operating systems. Retro computer graphics, pixel art, and color schemes from these interfaces contribute to the genre's visual style.

Purpose

This homage to UI, especially from Windows 98, enhances the nostalgic and retro-futuristic vibe of the vaporwave genre.

TakeAway

The incorporation of retro computer graphics, reminiscent of the Windows 95 design, serves as a powerful tool to evoke a sense of nostalgia and comfort among users familiar with the technology of that era. The use of pixel art and vintage color schemes further enhances this nostalgic appeal, creating a visually engaging and emotionally resonant user experience. By tapping into users' memories of early computing, this design strategy establishes a connection that goes beyond mere aesthetics. It triggers a sentiment of familiarity and warmth, fostering a positive user sentiment and making the overall experience more inviting. This highlights the potential effectiveness of leveraging nostalgic elements in UI design to create a user-friendly environment that not only looks appealing but also taps into the emotional connection users have with the past.



1. WEEKLY VIEW

The courses are shown on a 6 day schedule, from Monday to Saturday. The grid on which classes are overlaid are divided into convenient hourly and 30 minute increments from 6 am to 10pm. The blocks display the course number, section, credits, instructor, time, location, full name of course and CRN

2. COURSE SUMMARY

To the upper left of the screen a course summary is provided with the credits, course number, section and CRN as well as total credits.

3. ASYNCHRONOUS COURSES

Courses which are asynchronously are put into the bottom left section of the screen right under the weekly view of the schedule. They are labeled as “non-meeting courses”.

4. COURSE SECTIONS

To the right of the screen a panel with all the courses you selected is shown. When you click on any of those courses the box expands to show you all available sections. Filled sections are indicated in red text. Courses are also color coded and the colors update as you add more courses.

5. COURSE SELECTION

Right above course sections the search box allows you to add courses to your selection which you can plan out your schedule with. A drop down menu is provided and updated as you type in the course number.

TAKE AWAY

The design is very simple and straight to the point. It is near impossible to misinterpret. All relevant information is right where you need it.

RECOMMENDATION

While the interface is fine as is, it would be nice if there was an option to customize the colors yourself. Furthermore, an export option would be nice.

MAMAVA LACTATION POD

Introducing the Mamava Lactation Pod

Support for breastfeeding parents at NJIT just got better!



We are pleased to announce the addition of **two new Mamava lactation pods**. In addition to the lactation room located in Fenster Hall, parents now have the option of using one of the Mamava pods. The pods provide a private, comfortable space for breastfeeding parents to pump or nurse and are conveniently located on the second floor of the Campus Center and in the new Center for Peer Wellness Coaching.

To gain entry to the pod, download the free [Mamava app](#). You may also [scan the QR code located on the pod door](#).

To use the pod in the Center for Peer Wellness Coaching, located on the corner of Warren and Colden St. (behind SmashBurger), or for general questions, please contact [\[redacted\]](#)



me and the girls at the lactation pod

Name

The decision to call it 'Lactation Pod' might have been an attempt to sound futuristic, but it comes across as **dehumanizing**. While the terminology is correct, is very **clinical** as opposed to using colloquial language ('Breastfeeding').

I imagine in the year 3700 a 'lactation pod' our ethical way to collect milk from free range pasture fed cows.

I would liken the naming of this product to the following:

Lunch Room - Designated Digestion Area

Cafeteria - Mastication Space, Ingestion Locale



Access

An entire app is needed. In the absence of the app a QR code must be scanned. This makes a phone necessary to access this pod.

User Scenarios

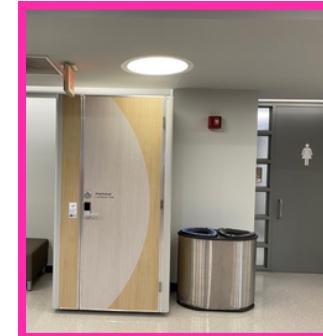
"Let me log in to feed my baby"

"I am scanning in to enter the lactation pod. This is so easy, much like entering the restricted area only for authorized personnel in my highstakes clearance needed job. Yes this is what I needed to feel secure "

"Oh no, someone else is lactating at the moment. I wonder if I should wait 30 minutes for my lactation appointment or relocate the lactation station in Room447 left-wing Adjacent to the Urination base "

Design

The structure of the pod is the blue print for a **porta-potty**. The wooden finish upgrades its look to that of an **outdoor latrine**. To balance it out, there is a metal finish, reminiscent of the sophistication of **cold corporate office cubicle**. Give your baby that 'Lunch at the Office Loo' experience.



Location

The milking station is placed in an open space in the corridor next to some seating. The claim to **privacy** is dubious as this is an area many people will traverse back and forth around and even sit next to while the user of this 'pod' hides behind cuboid partition. Furthermore, it is next to a trashcan and bathroom. Not only are these frequently accessed areas, but this placement insinuates feeding a baby is akin to bodily functions like expelling toxins (shitting, pissing, vomiting). This can hardly be considered **comfortable**.

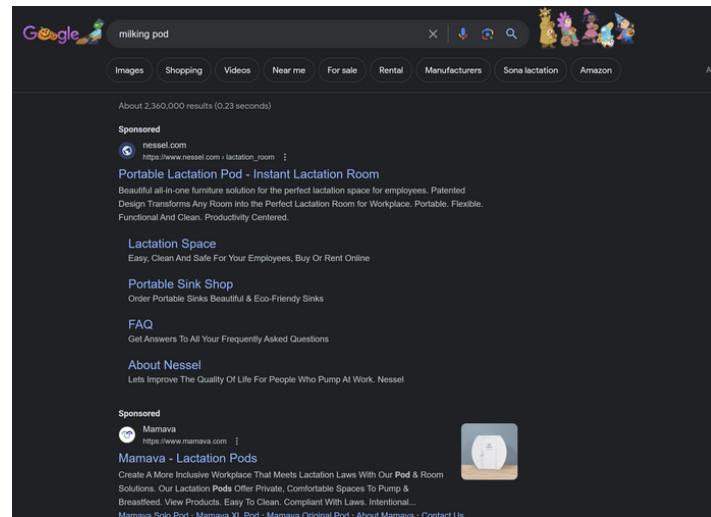
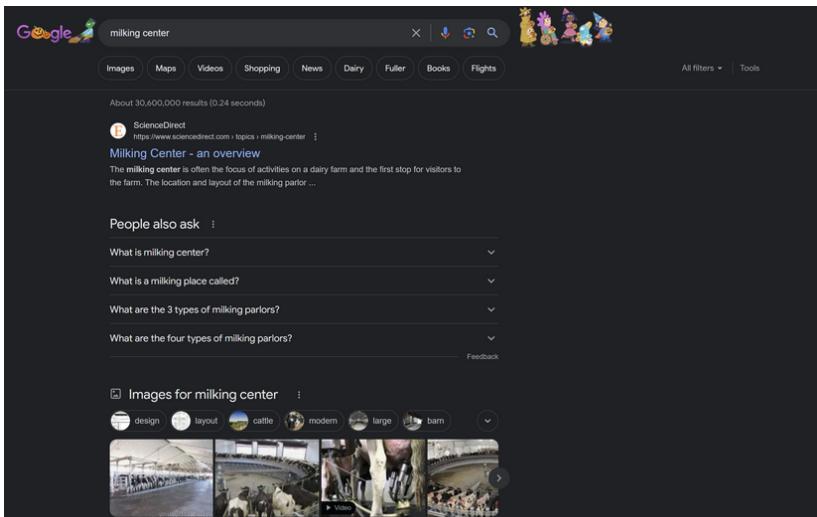


Recommendation

Due to the stigma that surrounds breastfeeding some women do need private spaces to breastfeed or refill baby bottles.

A regular room is fine. Referring to it as a ‘nursing room’ or simple a room for parents is fine. While this is more expensive than a glorified box, it acknowledges the needs of nursing women given the societal context without relegating women to a shameful and cattle-like position.

We have funding to provide common areas for sitting down, eating, and studying. We have multiple kitchens / lunchrooms in each building. A singular room in every other dedicated to parents is not beyond the available infrastructure. It does not need to be overbranded or specialized as breastfeeding is literally just the smallest members of society being nourished. The existence of this product is the byproduct of stigma and acceptance of the shaming of women.



TRIFOLD EGG PACKAGING



so like I went to the grocery and got some eggs and I opened it to check and it looked a bit disorienting because now it is upside down so I flipped it and then it's still closed yet open and now I even more confused as to hold this case so that the eggs don't fall out .



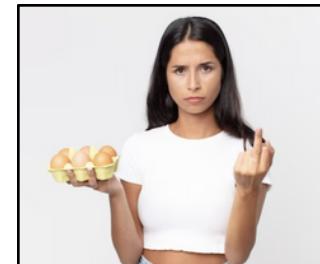
ACQUISITION → CONSIDERATION → UTILIZATION → RETENTION → ADVOCACY

So I'm looking through the grocery for the eggs and I finally find the eggs so I am so happy. Last item on my grocery list so I can checkout. All eggs are the same to me so of course I pick it up.

I open the eggs to check them as the label completely hides the visibility of the eggs and I am a little confused and it gets more confusing but I am already at the register and I do not want to walk all the way back to the egg section

Not only is the packaging confusing it takes up twice as much space necessary on the counter. The sheer amount of plastic used causes a dead turtle to appear in my dreams and tell me to do better.

I decide to never buy these eggs again. Furthermore I discourage anyone from buying these eggs. Furthermore I discourage all egg companies to disengage with manufacturers who make packaging like this



WHY IT SUCKS

- unintuitive to open - opens twice
- label covers the product entirely
- takes up excessive space while in use
- bad for the environment



RECOMMENDATIONS

A regular egg carton would be preferable. If branding is that important create a smaller sticker in an unobtrusive space



CALCULATOR APP



This calculator app manages to give all the necessary function of a scientific calculator without unnecessarily reinventing the wheel. When displayed on my phone it is as if I am holding just my calculator and not an app on my phone. It's familiar format makes it much easier to use.



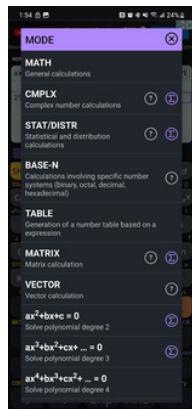
All the lesser used options/ functionality is hidden away but still easily accessible with a swipe to the right. It does not get in the way but is available if necessary

Overall I think this app achieves a balance of maintaining what works and improving what doesn't (or kinda does but just hardly). Not everything has to be reinvented.

Other apps try to shift around certain functions based on use but it just becomes more to learn.

While one could argue there might be a more efficient arrangement that not replace the fact that most people are already familiar with this format. And familiarity is faster.

If it wasn't we would all be using "Dvorak" or "Colemak" keyboards or something like that.



Switching modes on a regular calculator tends to vary in terms of steps but on the app all modes can be easily accessed in this simple and straight forward menu. Where input is often difficult to adjust on calculators it is improved on the app by allowing you to select the specific variable placeholder to change it (as opposed to clicking back and forward on arrows). Only significantly tedious mechanisms are changed. Everything else that works, just works

It has 4 buttons on one side
They are very tactile :)

Play/pause, volume up, volume down, partyboost.
(from top to bottom)

The first 3 buttons make sense. But concerning the fourth one, how often am I going to sync this little speaker with multiple other mini-jbl speakers that I need to do it in one click. **Never.**

It is not a necessary primary function furthermore it looks like the shuffle symbol, so it is a little confusing. In fact a shuffle button would have been more useful.



JBL SPEAKER



Portable speaker actually portable.
Portable can be considered small enough to easily carry from one house to another. Small enough to carry to the beach maybe. But that is not what I consider portable. Can I climb a mountain with it? Can I swim across a river with it? If I can't it's not portable. This speaker is not so small that the sound is too soft or of questionable quality.

The adjustable wrist strap and the fact that it's waterproof also makes it easy to carry in outdoor environments

Also it looks nice

This speaker is also missing a skip button as a primary function. The user should not have to cycle through patterns to be able to skip a song. Playing music is the first most important function of a speaker. Volume is the second. Selecting music is the third. The skip and replay functions should be easily accessible in one click. Or at least the skip button with replay as a secondary function. Keeping minimal buttons on the speaker was a good design choice but wasting one of them on a usecase not relevant to the speaker being portable is actually stupid.