

# MuseMate

Unlock Your Sound, Anywhere

Presented by  
**Group 7**



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# CONCEPT & UNIQUE VALUE

- MuseMate is a mobile/web app that transforms music learning into an engaging, interactive experience.
- Uses game-like lessons, instant feedback, and adaptive content tailored to each learner's style-visual, auditory, or kinesthetic.
- Designed for all skill levels: beginners, students, and self-learners, making music education accessible and fun for everyone.
- No teacher required-learn at your own pace, on your own terms.



# WHO MUSEMATE HELPS & USER JOURNEY

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## TARGET USERS:

- New musicians, school students, and self-taught learners.
- Especially valuable for visual and auditory learners, and those without access to a music teacher.

## USER JOURNEY

- Simple onboarding with swipe navigation.
- Quick quizzes and interactive exercises with instant feedback.
- Adaptive lessons that adjust to user progress.
- Users can record their own music, receive improvement tips, and track achievements.

# RESEARCH & INSIGHTS



## 01 BARRIERS IDENTIFIED

- Boring, repetitive lessons.
- Lack of real-time feedback.
- Accessibility challenges for diverse learners.

## 02 RESEARCH METHODS

- Surveys and interviews with students, self-learners, and music teachers.
- Competitive analysis of leading music education apps.

## 03 KEY INSIGHTS

- Users crave engaging, feedback-driven, and adaptable learning.
- Accessibility is essential for inclusivity.

# DESIGN FEATURES OVERVIEW

## LANDING PAGE

Welcomes users with a clean, minimalist intro and clear call-to-action.

## LOGIN/REGISTER

Secure options, Google integration, and password recovery.

## HOME DASHBOARD

Personalized reminders, progress summaries, and mini-game access.

## LESSONS

Interactive modules for piano, guitar, drums, and more.

## MINI GAME

Fun, skill-building games with real-time feedback.

Practice Tools: Metronome

## PRACTICE TOOLS

Metronome, tuner, chord library, and recording.





# LANDING, LOGIN & SIGNUP PAGES

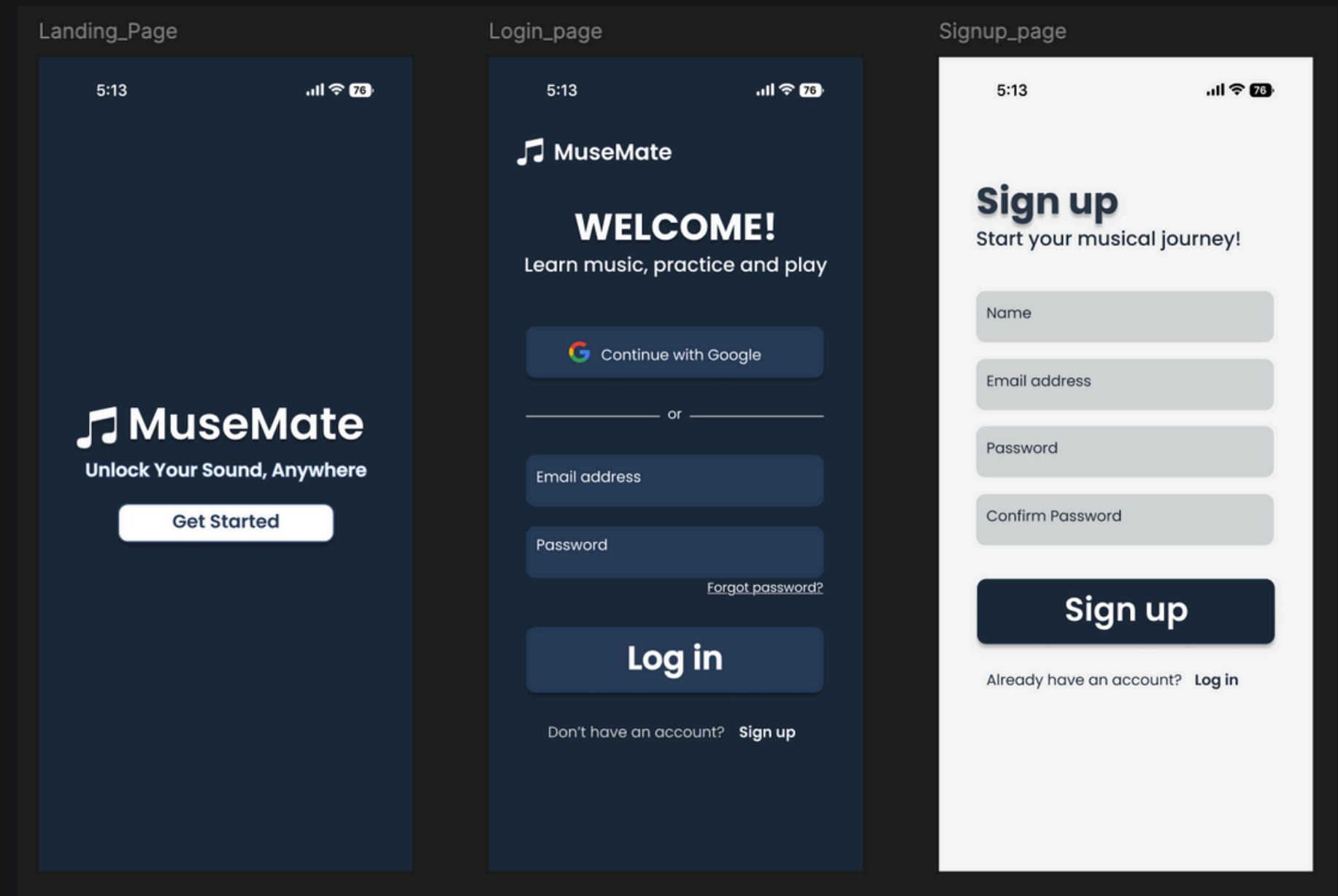
## Landing Log In

---> Blue-themed, uncluttered, with logo, slogan, and a prominent login/signup button.

---> "Welcome Back" message, Google login, email/password fields, password recovery, and a link to signup.

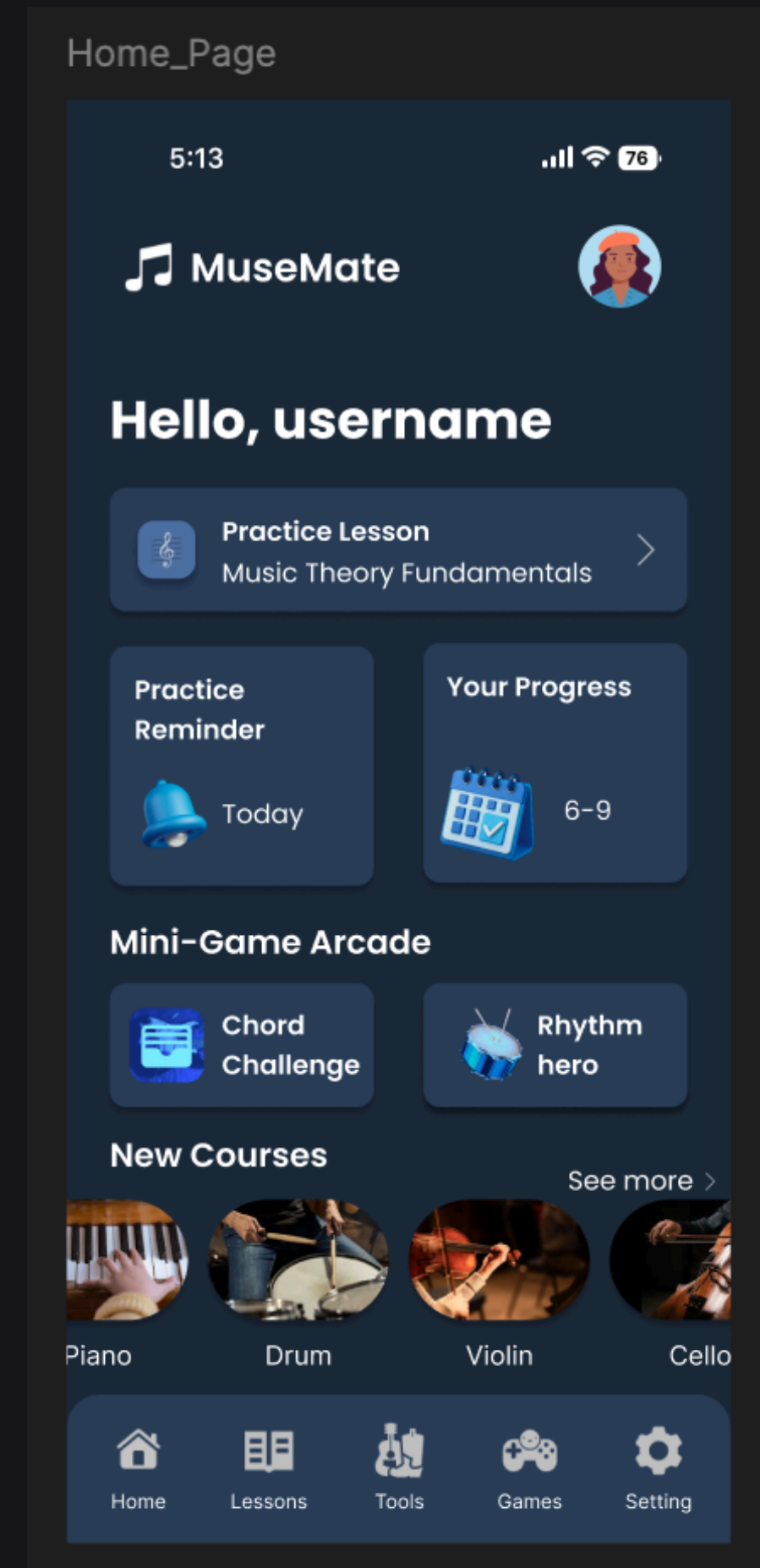
## Sign Up

---> Clean white background, input fields for name, email, password, and confirmation. Clear call-to-action and easy navigation to login if already registered.



# HOME DASHBOARD

- Welcome message and user avatar/profile icon.
- Practice Reminder card-set daily/weekly practice goals and notifications.
- Progress Tracker card-shows lesson streaks, completed levels, and learning charts.
- Mini-Game Arcade section-quick access to games like Chord Challenge and Rhythm Hero.
- New Courses section-instrument-specific learning paths for Strings, Piano, and Drums.





# LESSONS - CORE MODULE

## Landing

Choose between String Instruments (guitar, violin, cello, ukulele) and Brass & Percussion (tuba, drums, piano).

## Piano

Interactive virtual keyboard, real-time note feedback, beginner sheet music, and tap-to-play features.

## Drums

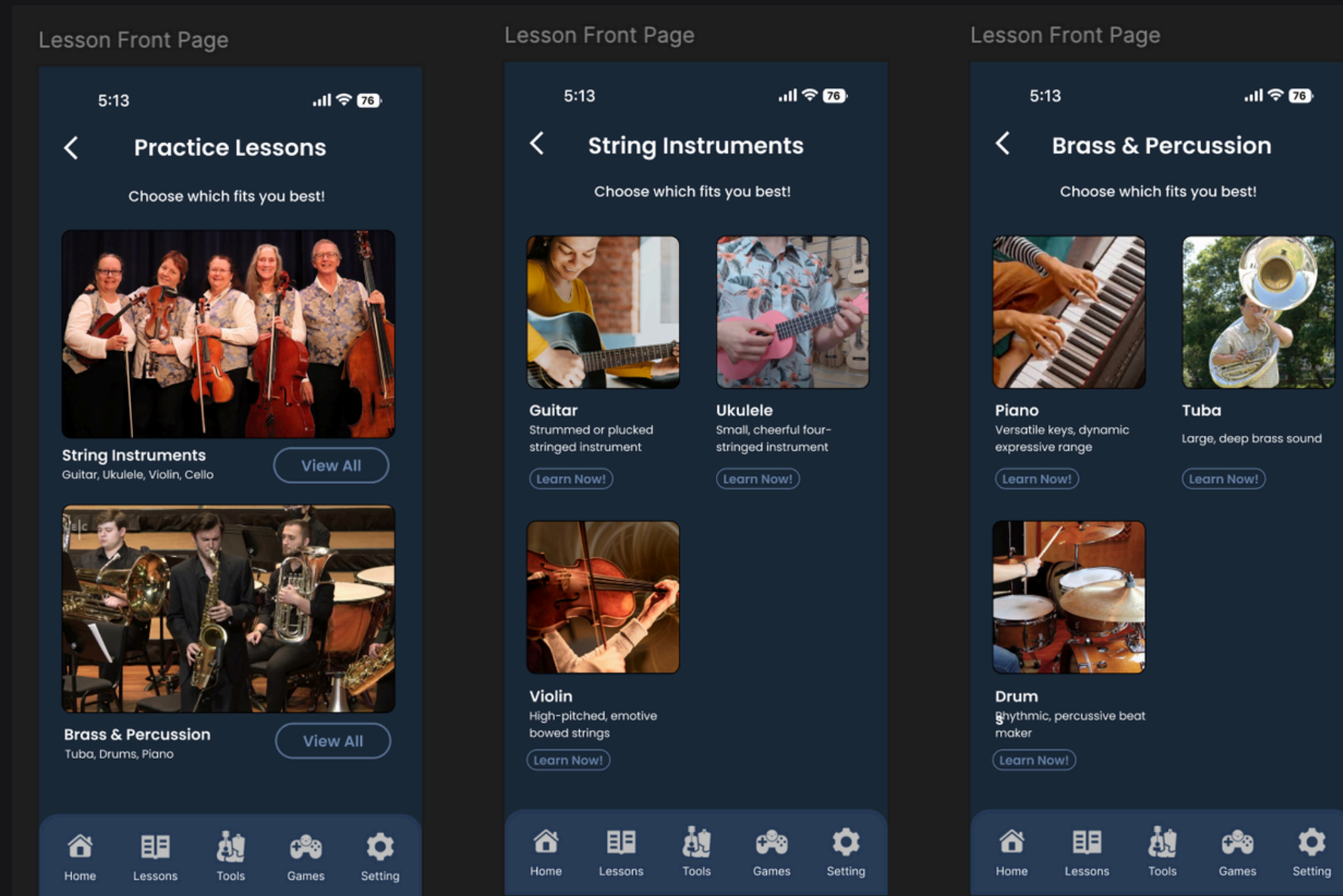
Virtual drum kit, tap to play, rhythm exercises, and beginner drum lessons.

## Guitar/Ukulele

Song lists, skill-based courses, chord/lyric displays, and easy navigation to practice and new songs.

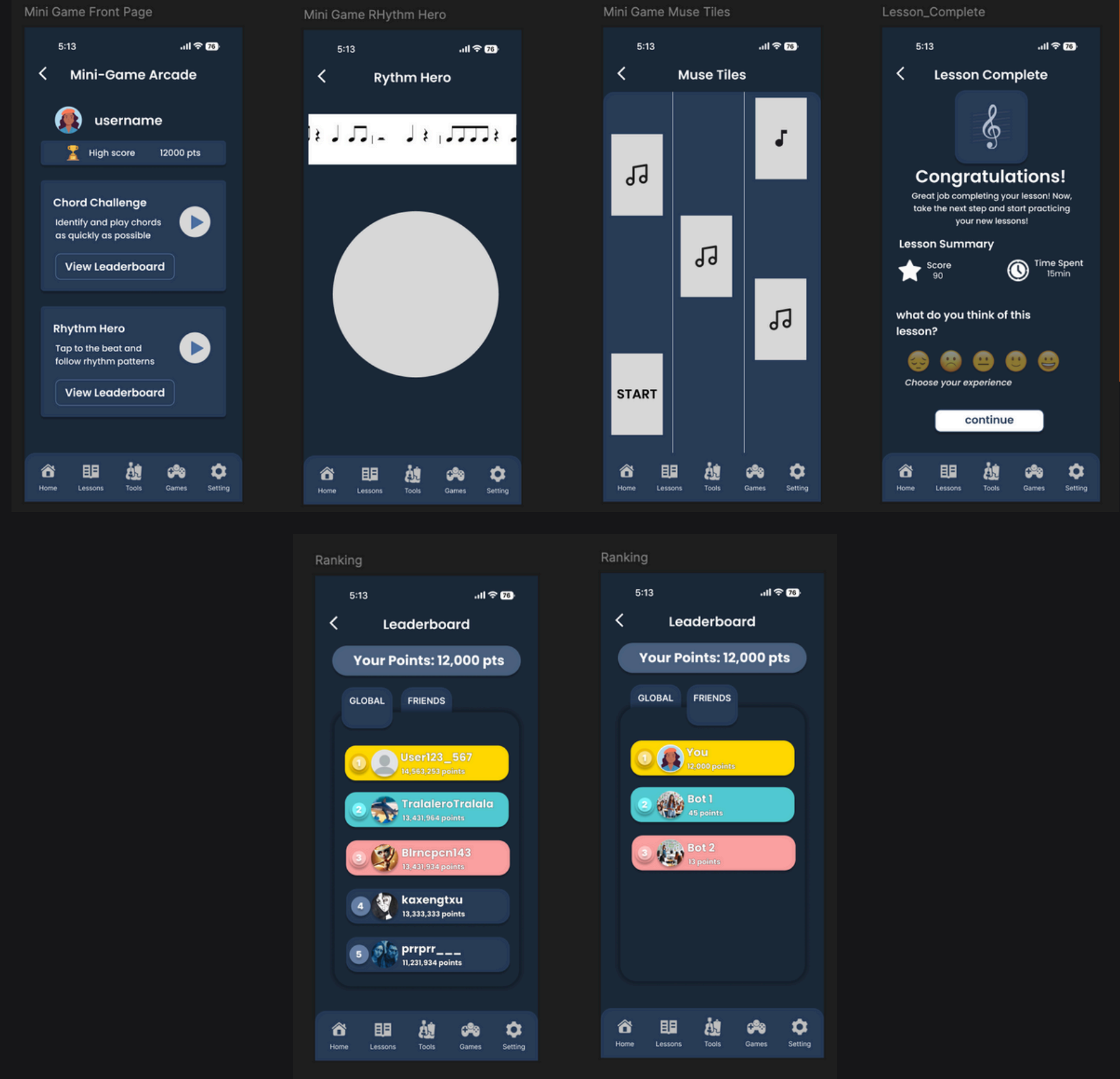
## Other Instruments

Violin, cello, tuba- each with tailored lesson flows and interactive elements.



# MINI GAME

- **Game Selection:** Browse by skill level or instrument.
- **Gameplay:** Simple, engaging UI with clear instructions and real-time scoring.
- **Performance Analysis:** Immediate breakdown of accuracy, speed, and improvement areas.
- **Ranking/Leaderboard:**
  - Global and friends leaderboards by instrument and score.
  - Track personal bests, earn badges, and challenge friends.



# PRACTICE TOOLS

- **Metronome:** Adjustable tempo and time signatures for rhythm practice.
- **Tuner:** Visual feedback for tuning multiple instruments (guitar, ukulele, cello, violin).
- **Chord Library:** Visual diagrams and audio playback for chords.
- **Recording:** Capture, playback, and share practice sessions for self-evaluation.





# USER FEEDBACK

## Method

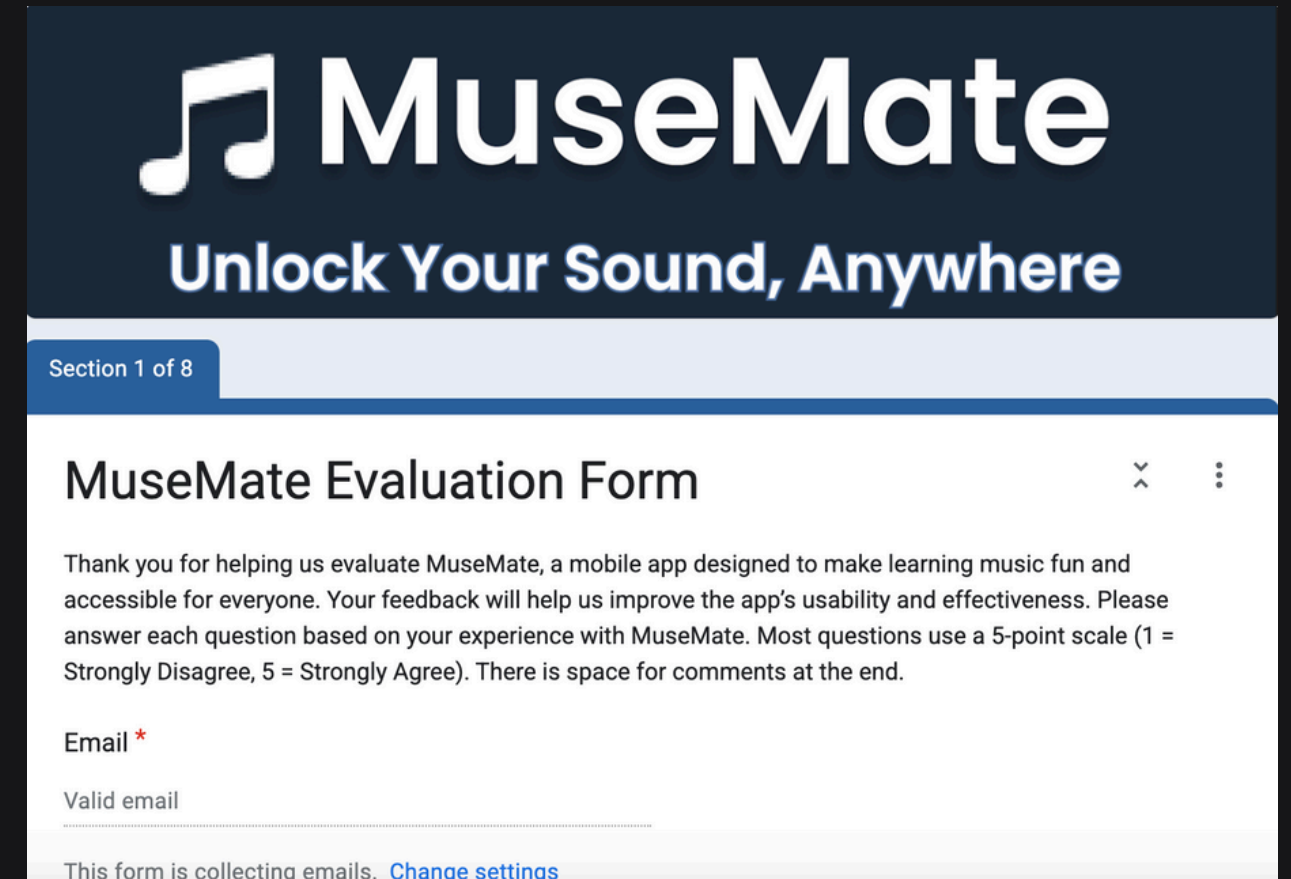
- Google form shared to 3 different people for user feedback.

## Testing Insights

- 90% found instant feedback “very helpful.”
- Most users completed onboarding in under 2 minutes.
- Beginners reported feeling “confident” after their first lesson.

## Areas of improvement

- Users want more songs and video tutorials.

A screenshot of a Google Form titled "MuseMate Evaluation Form". The form has a dark blue header with the "MuseMate" logo (a musical note icon) and the tagline "Unlock Your Sound, Anywhere". Below the header, a light blue bar indicates "Section 1 of 8". The main content area is white and contains a thank-you message: "Thank you for helping us evaluate MuseMate, a mobile app designed to make learning music fun and accessible for everyone. Your feedback will help us improve the app's usability and effectiveness. Please answer each question based on your experience with MuseMate. Most questions use a 5-point scale (1 = Strongly Disagree, 5 = Strongly Agree). There is space for comments at the end." Below this message is a required email field labeled "Email \*" with a red asterisk and a placeholder text "Valid email". At the bottom of the form, a small grey bar states "This form is collecting emails." followed by a blue link "Change settings".

# REFLECTION, TEAM & NEXT STEPS



## STRENGTHS

- Fun, adaptive, and inclusive learning; strong accessibility focus.

## CHALLENGES

- Balancing simplicity and feature richness; ensuring accessibility for all.

## NEXT STEPS

- More user testing, refining feedback, expanding instrument/game libraries.

## TEAM ROLES

- Designers: All members
  - Documenters: Phone Pyae & Dbjhane
  - Feature Leads: Dbjhane (Landing), Phone Pyae (Login/Signup/Home), All (Lessons), Dbjhane/Alleef (Practice Tools), Armon (Mini-Game/Ranking)
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**THANK YOU**