

# Spotify Application Redesign Report



## **Team Members & Section**

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## **1. Project Overview**

This project focuses on redesigning the Spotify mobile application to improve usability, accessibility, and overall user satisfaction. The redesign applies core Human–Computer Interaction (HCI) principles to create a more user-centered, efficient, and visually clear interface.

## **2. Problem Statement**

The original Spotify design presented several usability issues:

- Navigation elements prioritized business goals over user needs.
- High cognitive load due to text-heavy layouts.
- Small interaction targets increased user errors.
- Inconsistent visual hierarchy across different screens.

## **3. Project Goals & Objectives**

- Improve ease of navigation and content discovery.
- Reduce cognitive and physical effort during interaction.
- Enhance visual clarity and accessibility.
- Optimize the interface for one-handed mobile use.

## **4. Design Approach & Methodology**

The redesign followed a user-centered design approach, starting with problem identification, followed by usability analysis of the old interface. Design decisions were guided by established HCI principles such as Fitts's Law, Recognition over Recall, and Aesthetic & Minimalist Design.

## **5. UI Improvements**

- Simplified bottom navigation bar (Home, Playlist, History, Profile).
- Improved color contrast using a structured dark theme.
- Clear visual hierarchy using size, spacing, and typography.
- Larger and more distinguishable primary action buttons.

## **6. UX Improvements**

- Introduction of visual cards instead of text-heavy lists.
- Added History feature to allow passive recognition of past content.

- Persistent playback controls to maintain context.
- Reduced interaction steps for common user tasks.

## **7. Tools & Technologies**

- Design and prototyping tools (e.g., Figma).
- UI mockups and wireframes.
- HCI heuristics and usability guidelines.
- Mobile-first design principles.

## **8. Outcomes & Results**

The redesigned Spotify interface:

- Reduced cognitive load and interaction errors.
- Improved task completion speed.
- Enhanced accessibility through better contrast and layout.
- Provided a smoother and more intuitive user experience.

## **9. Conclusion**

The Spotify redesign successfully applies HCI principles to address usability issues found in the original interface. By focusing on user goals, visual clarity, and interaction efficiency, the project delivers a more intuitive and accessible mobile experience.