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B.S CS 2018



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B.S CS 2018



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B.S SymSys 2020

Ignition (Remix)

Track 1

The image displays a musical score for a track titled "Ignition (Remix)". The score is written for three staves, all using a bass clef and a common time signature (C). The key signature consists of three sharps (F#, C#, G#). The first staff begins with a measure number of 134. The notation includes various musical symbols such as eighth notes, quarter notes, and rests, along with sharp signs indicating the key signature. The second and third staves continue the musical sequence, maintaining the same key signature and time signature. The overall layout is clean and professional, typical of a digital music notation software output.

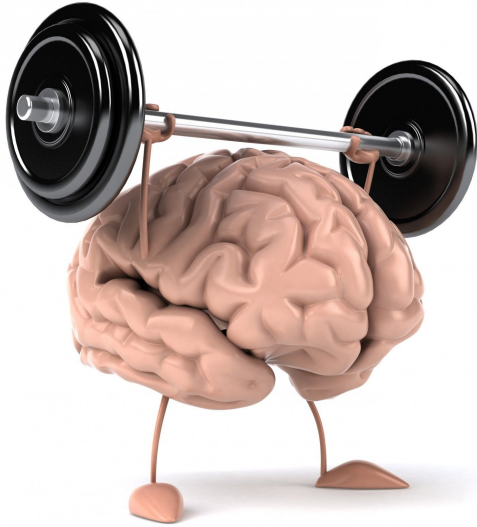
Sheri is a **freelance drum instructor**. She offers drum lessons both to kids and adults, and practices daily herself. With her experience in **both learning and teaching**, we considered her to be an excellent interviewee for needfinding. We interviewed Sheri in her home studio.



Questions

- What does a typical day look like for you?
 - Why?
- How do you get your students engaged in learning?
- What do you think is important for students to stay motivated?
- Can you walk us through how you practice?
- Can you walk us through how you teach?

Results



**“Addicted to Learning”,
Practice**



Envisioning Goals



**Approval leads to
motivation**



Michelle is a Stanford senior, **multi-instrumentalist, singer, and freestyle rapper**. She has had a **rich musical journey**, which made her a great candidate for our needfinding search. We interviewed Michelle here on campus.

Questions

- Can you describe your musical journey?
 - Do you recall any especially formative moments?
- What do you think fueled your continued interest in music?
- When were you excited most about music?
- Who were people you looked up to in your music journey?
- Were there any failures along the way?

Results



**Teamwork, enjoyment,
emotion**



Confidence



**Approval leads to
motivation**

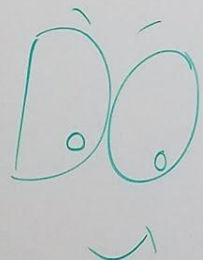
SAY

Affirmation
↓
CONFIDENCE

I don't like playing boring music.

Achievement
↓
Motivation

Insights



Band Competition
I don't like playing boring music.
I don't like playing boring music.
I don't like playing boring music.

Happy

CONFIDENCE

Gratifying to perform

Comradery, Unity

Raw emotion while playing

Satisfaction w/ progress

Flow, immersion

Achievement
↓
Motivation

Practice (initial) - improve - control

Play that you love to hear

Share out what you love to hear

Share out what you love to hear

Share out what you love to hear

Share out what you love to hear

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