

# Music Practice App

...

What matters?

**Goal:**

Aiding practice with structured practice sessions

**So...**

- Not interrupting the practice session
- Must be simple to use
- Structured session

# Hypotheses

**Greater Information density in the practice page is distracting for the user when practicing**

**1**

**The user's experience with navigation within the app is a barrier to adoption of the app usage in practice sessions**

**2**

Overview of tasks during the practice session  
is required for structuring practice sessions

3

**Musicians are motivated by gamification of their practice sessions**

**4**

**Recommendations of tasks and practice sessions will be desired by users**

5



**How we will test these...**

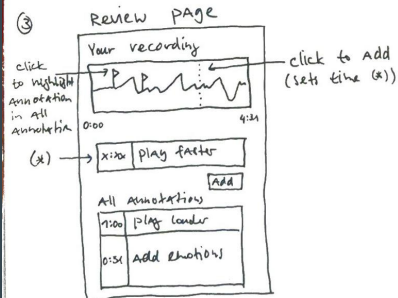
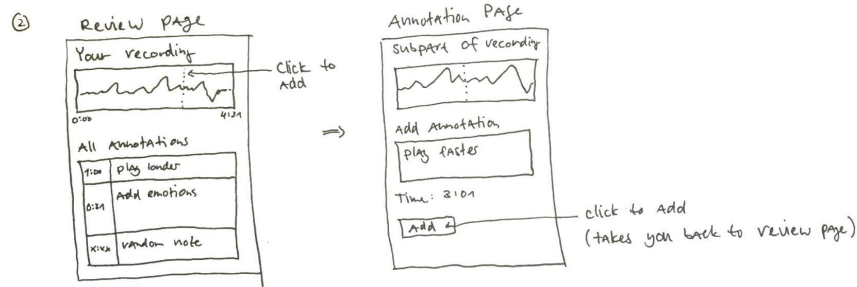
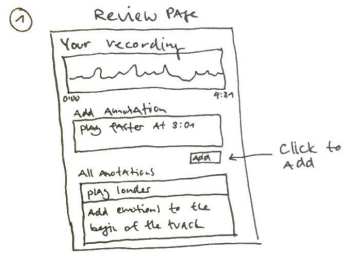
# Preferred Annotation Method for recordings

Testing hypothesis 1 (minimalism is wanted) and 5 (more sophisticated analysis helps the user)

Three options to add annotations to a recording

Test is qualitative, user chooses preferred option

Options fulfill hypothesis 1 and 5 with different degrees

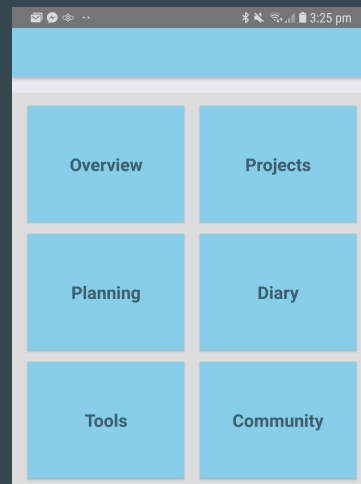
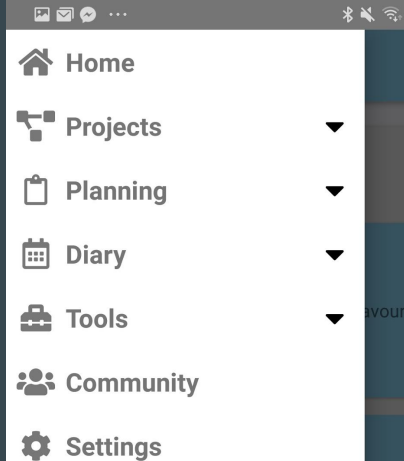


# Navigation styles

A/B test, one for drawer and one for buttons

Some quantitative tests: # of missclicks

Some qualitative tests: rating the navigation on a scale from 1 to 5

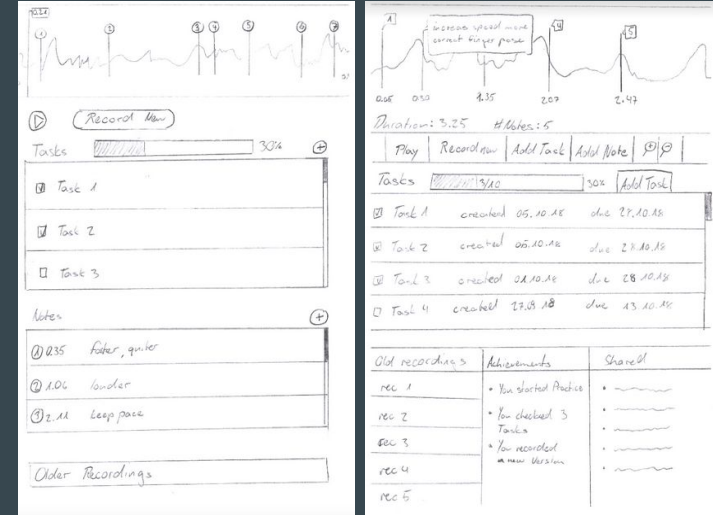


# Practise page “clutter”

three differently cluttered options

Qualitative feedback which one is preferred

Additionally ask if there is something important missing



Prototype option A vs C

# Rewards improve the users motivation

A/B test, one test with rewards and one without

Qualitative tests to check users motivation

# Practice Analysis

Qualitative tests to find users preferences

**Thank you for your attention!**