Assignment 4

-Final Project
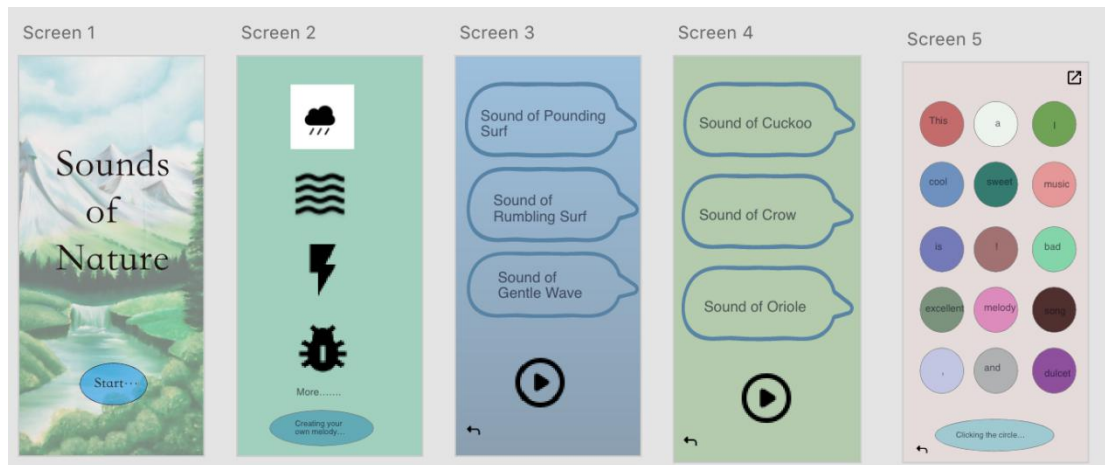
(Overview about Final Project)

Link: https://xd.adobe.com/view/7ad50bdb-f5b5-443e-a00d-cb94e23b31bc-2f86/

1.Project Guide

My project is about sounds of nature. The main interactive elements in my projects are icons. I used icons to represent the various natural elements such as rainy, ocean waves and thunders. However, when you click the icon of rainy, it actually will play the sounds of ocean waves. For each sound, I also listed various types of sounds in one category. For example, in the ocean part, it actually included sounds of pounding surf, sound of rumbling surf and sound of gentle wave. However, when you click sounds of gentle wave, it actually appear sounds of pounding waves. When you click the icon of icon of "lighting and thunder", it actually will play the sounds of various birds. I changed the meanings of icons in this project to make the unexpected results by breaking people's impressions or previous understandings of these icons.

I also put some correct affordances in this project. For example, the "back" button in the left bottom side and "share" button in the screen 4 are symbols which are represented to back to the previous page and shared to friends. Also, the button of "start" and "creating your own melody" are the correct affordances to help players for understandings the games as a guide.

But I also made some false affordances. The button of the "play" in this screen 3 and 5 looked like having functions to play the sounds but it actually had no meanings and nothing would happen by clicking the "play" button. Also, the button in the screen 4 called "clicking the circle" is a false affordance. If you follow the instruction and click the circle, it will play a very short random sounds of nature (5-6 seconds), but it cannot be a melody or song. The real way to make a melody is choosing different words to make a sentence. If you successfully made the sentences, it would play a melody related to nature. With the changes of words in sentences, the melody will be different.

For the possible change, I might consider to the add the music instead of using

texts since using of music would bring better effects.

2.Some Essential Changes
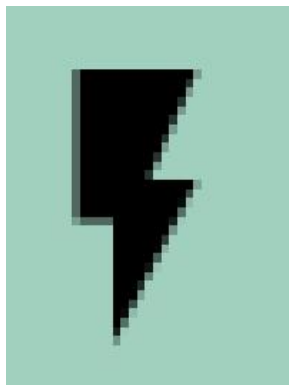
(Example of icon)

(Part of Melody Game)

In this final project, I mainly changed 2 things. Firstly, I changed all the images to the graphical representation of the signifiers to represent the various sounds. It also helped me to break people's previous understandings about this icons. Besides, this change made the page became more simple and direct for audiences.

Also, for the last part, I changed the previous melody game part to a fake "sentence-making" game. By using this form, I wanted to break traditional melody creating ways to a unexpected ways to make own melody.

## -Process (Simple lay-out)
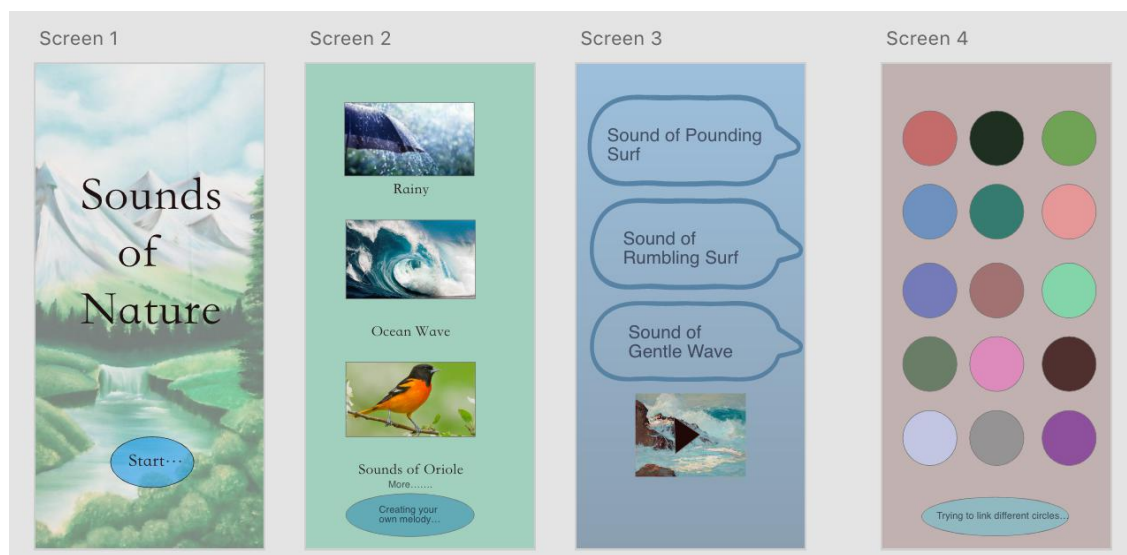
(Overview of Project)

1. About project+Changes

Comparing with the draft, I made the idea by using XD and started to understand the "Not follow the rule" by considering the icons' opposite meaning. For example, when you clicked sounds of rainy, it actually appeared sound of waves.

For each sound, I also listed various types of sounds in one category. For example, in the ocean part, it actually included sounds of pounding surf, sound of rumbling surf and sound of gentle wave. However, when you clicked sounds of gentle wave, it actually appeared sounds of pounding waves. And for the "play" icon under the sounds, when you clicked it, you will listen random one of sound in this category.
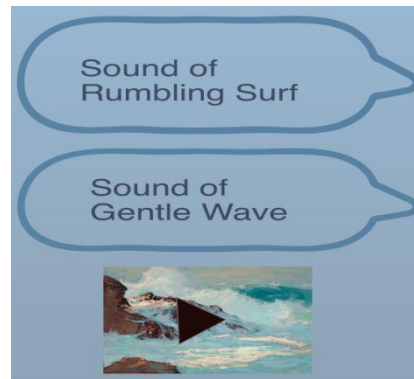
(Wave page)

For creating the sound, when you clicked it it will enter to screen 4. In this page, you actually linked different circles to create your own melody. Each circle will play a different and short (about 15 seconds) music related to nature and these music were performed by instruments. Thus, when you linked different colors of circle or different numbers of circle, it will play various music. Thus, you can make your own unique melody by linking different circles.
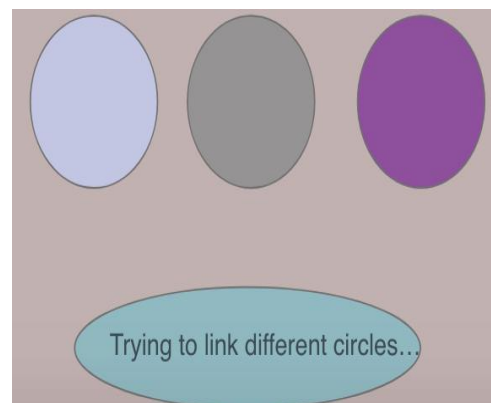
(Part of Melody game)

In the further progress, I may add more complementary icons such as backing to homepage, saving your melody, and sharing to friends. And for the fifth page, I may add one page about the results of clicking "sounds of bird" to give more explanations about my app. So when clicking "sounds of bird", it may turn to sounds of waterfalls or other things.

2. Feedback by others

I asked my sister to play it. She felt the results was unexpected and amazing. She really liked the part of "creating your own melody." But one thing she mentioned was it would be better to have actually sound and it would be more interesting with real sounds. However, since we still did not learn for it, I did not have methods to add the songs but I may revise this project in the future by adding real music when we learn to add the songs.

-Draft

1. Initial Idea

It was a simple project to help people know about the sounds of nature and create their own melody.

The left side is the first page of app screen which called "Sounds of Nature".

And the right side is the second page which included over 100 sounds of nature like sounds of river, rainy or wind. The "+" in the left bottom is that people can record the natural sounds in the real life and add it to the app. The symbol which likes music score is that people can combine several sounds of nature to create their own melody or music.

The symbol in the right up side which looks like a arrows was that people can use it to share any sound in the app or their own creations of melody to others.   And my ideas for other three pages are expanding the specific screens of clicking the sound, the recording page and creation of own melody to separate screen page.

2. Sketch