



jade_tu

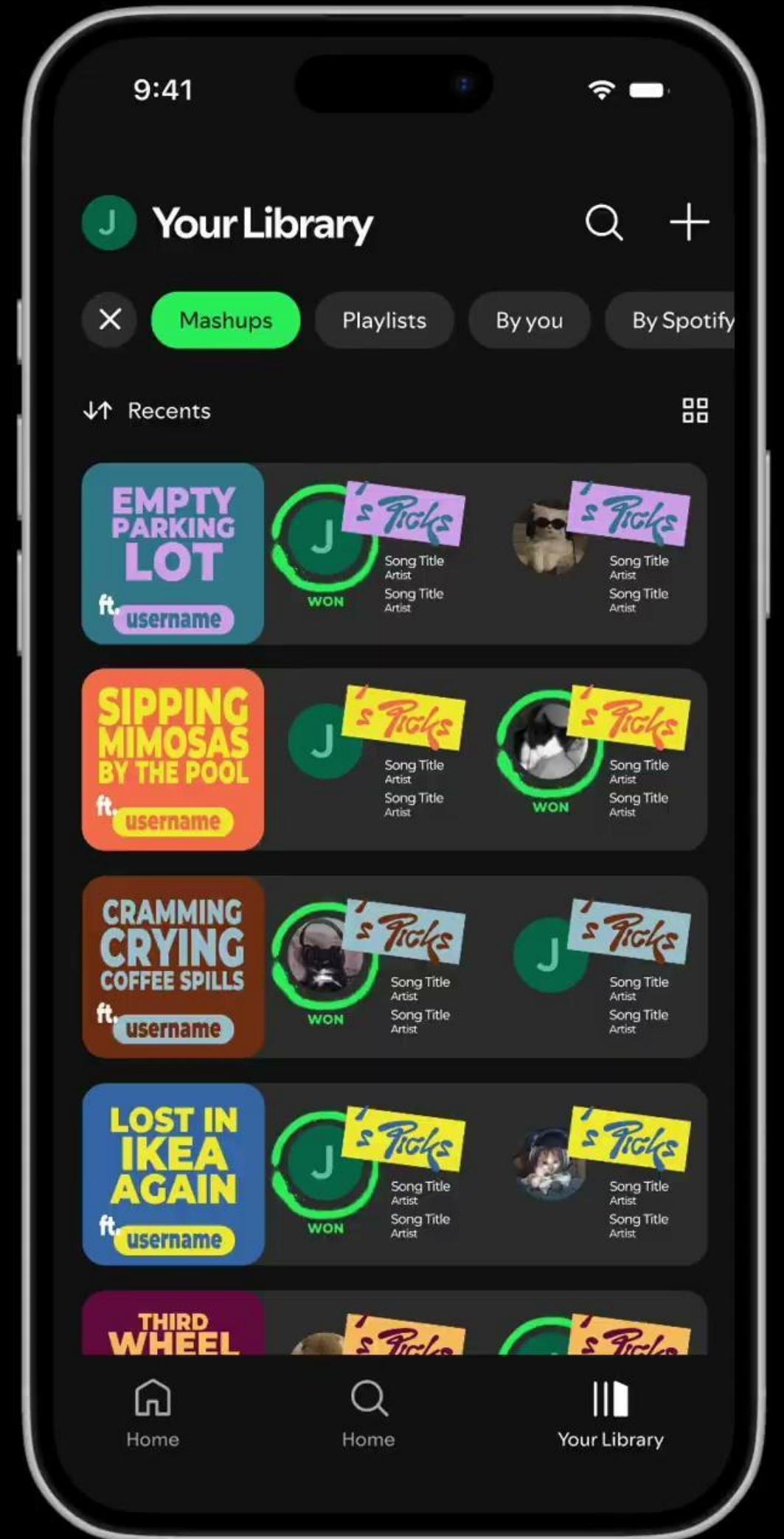
IMA Capstone
Fall 2024

Mashup[®]





Mobile, Multiplayer, Rhythm Game





Curate

Share

Play



Curate

9:41

9:41

9:41

Playing Song



Dance With Me
112 • Part III

Start a Mashup

Add to playlist

Don't play this song

Add to queue

Share

Start a Jam

Go to radio

Search

Suggested



4EVA^E

KAYTRAMINÉ,
AMINÉ,
KAYTRA...



Tú
maye



Espresso
Sabrina Carpenter



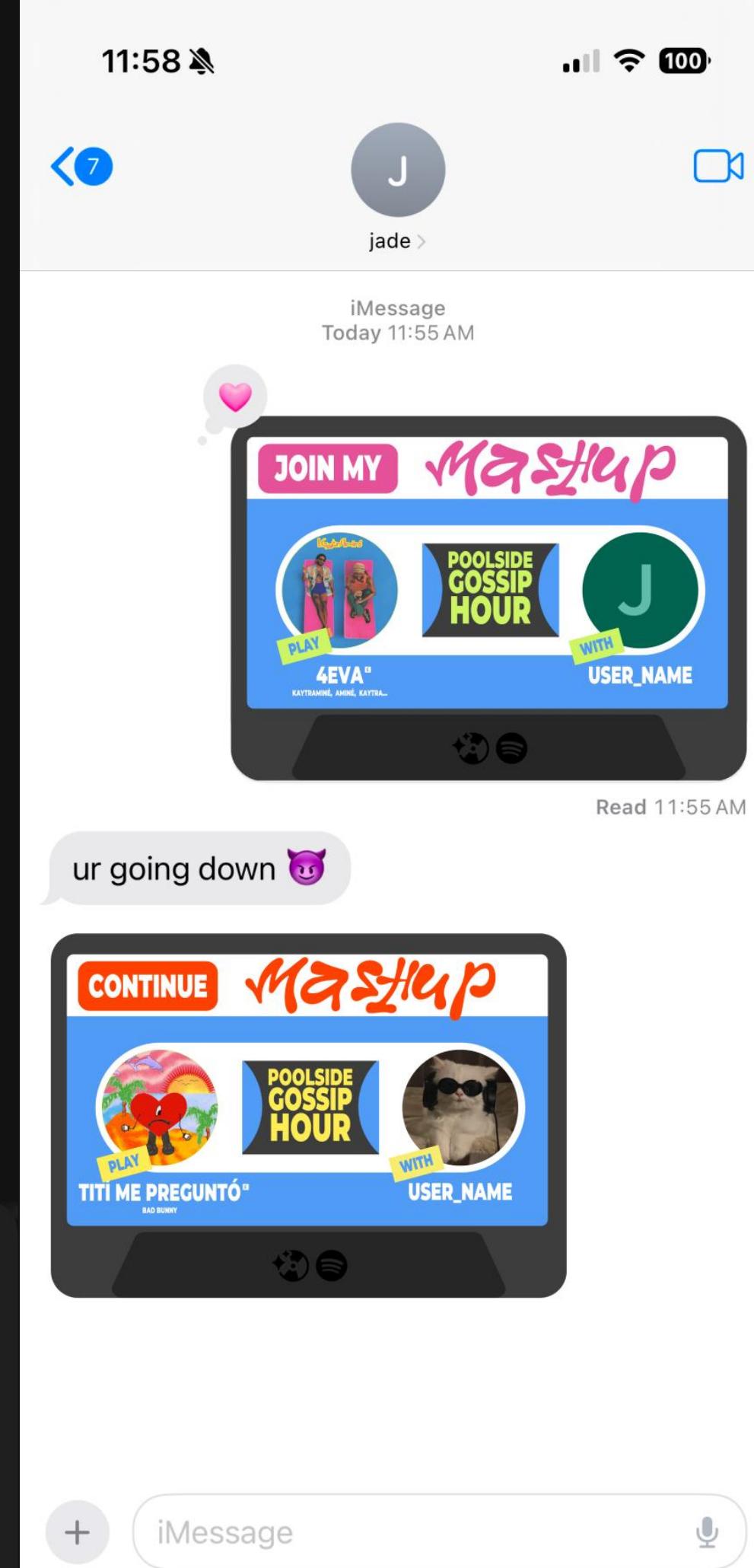
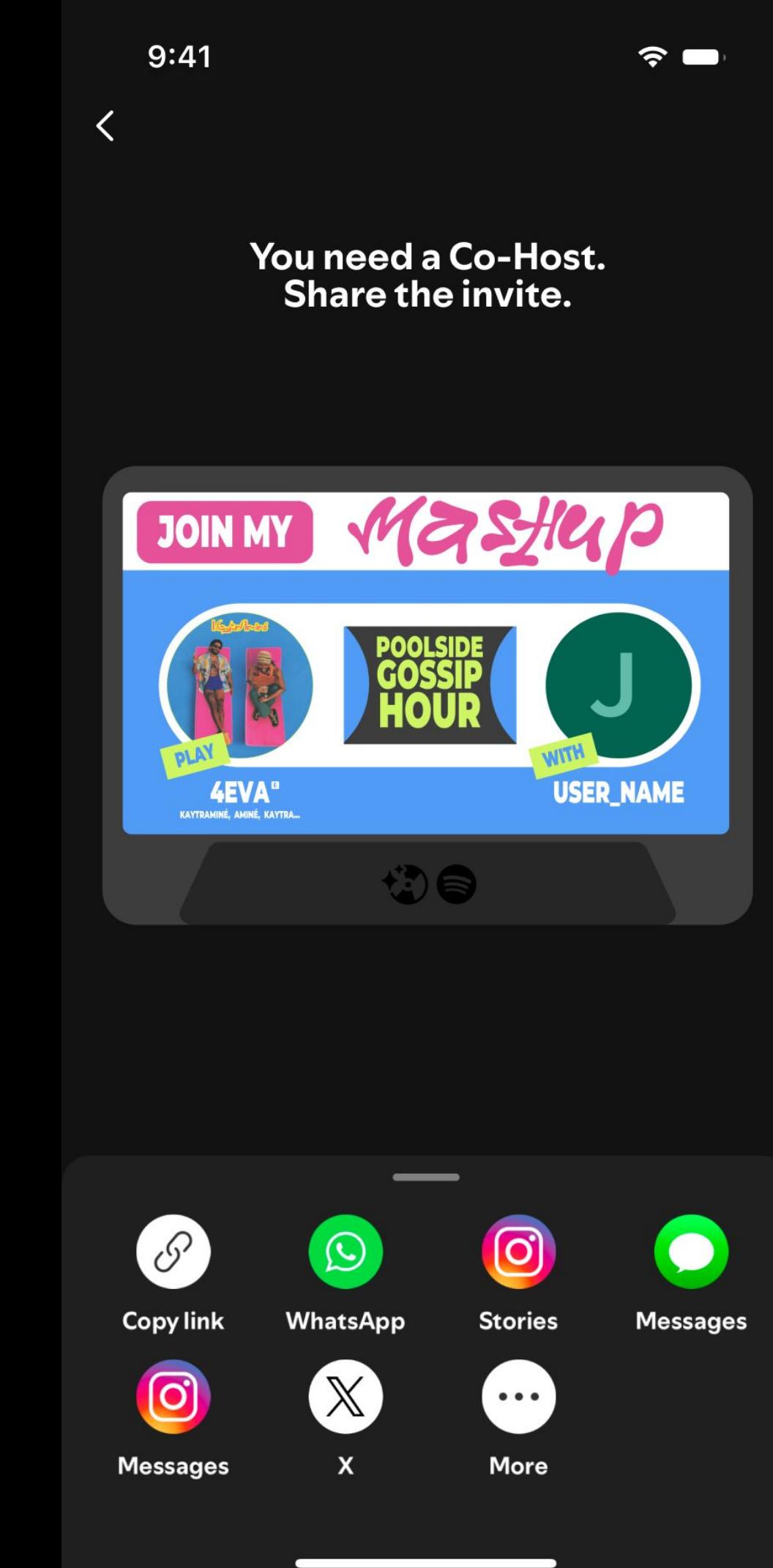
Waffle House
Jonas Brothers



Back on 74
Jungle

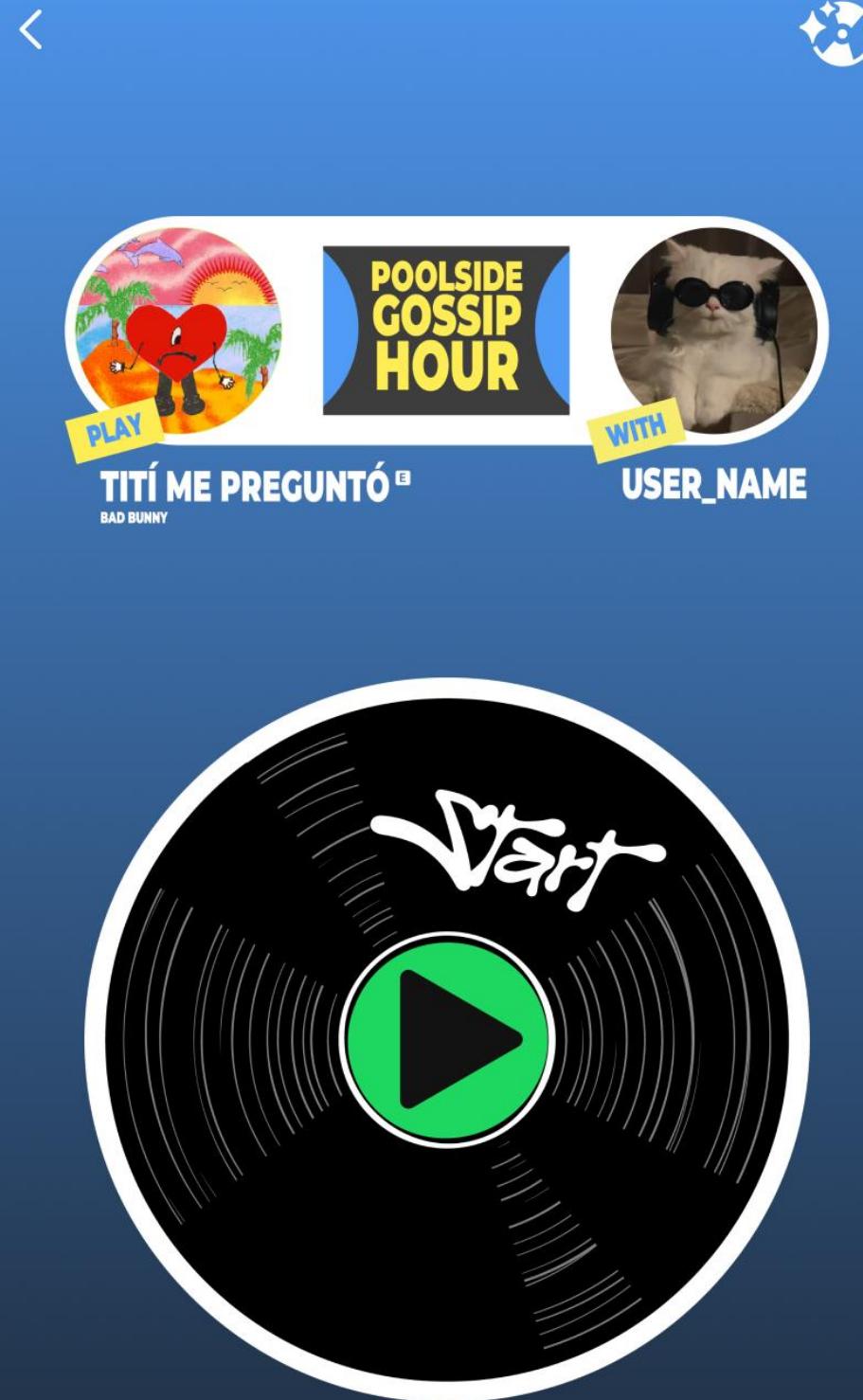
SELECT

Share

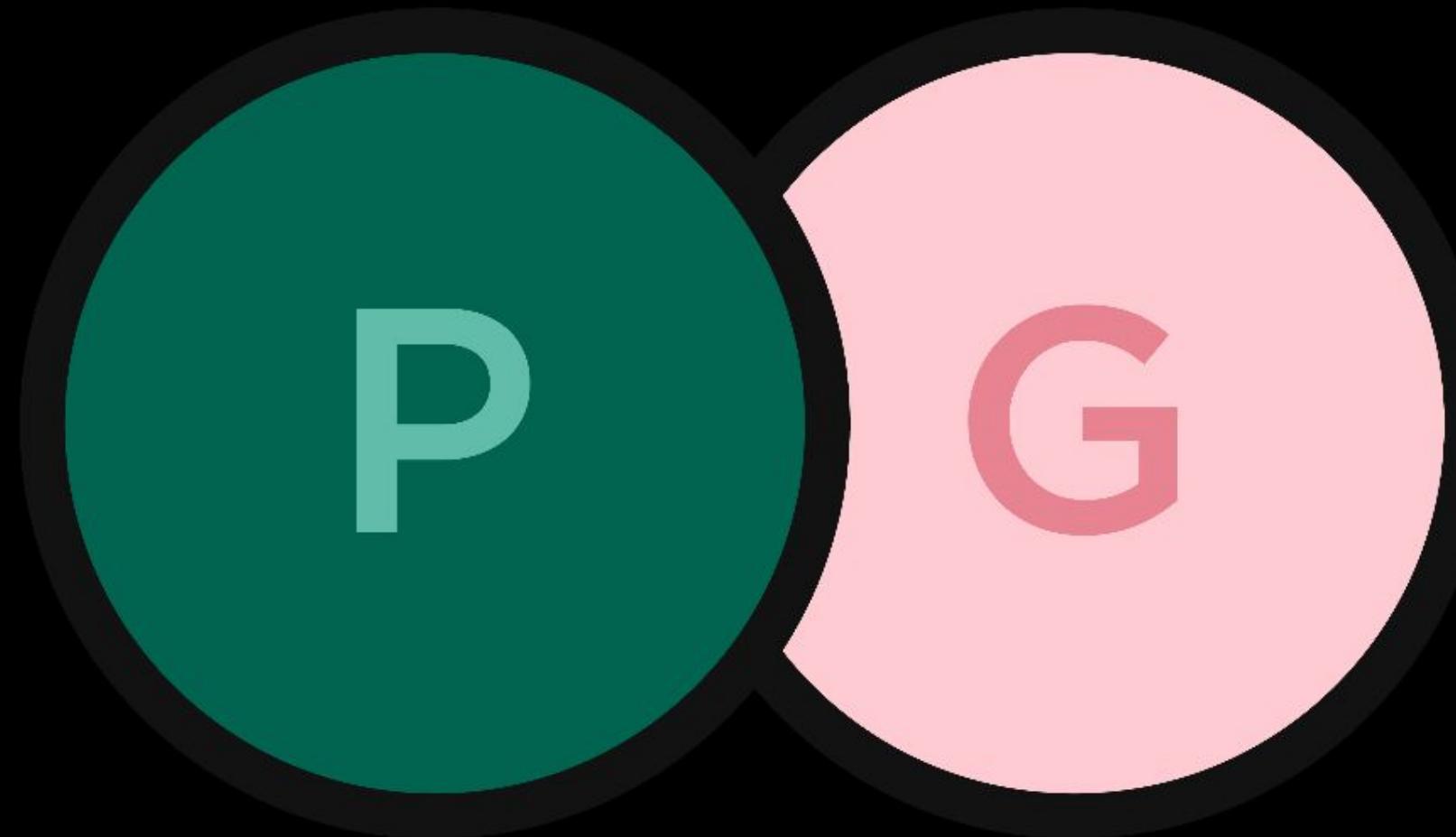




Play



WHAT SHOULD I DO FOR CAPSTONE BLEND



Past + Game

Ideate



1st Idea

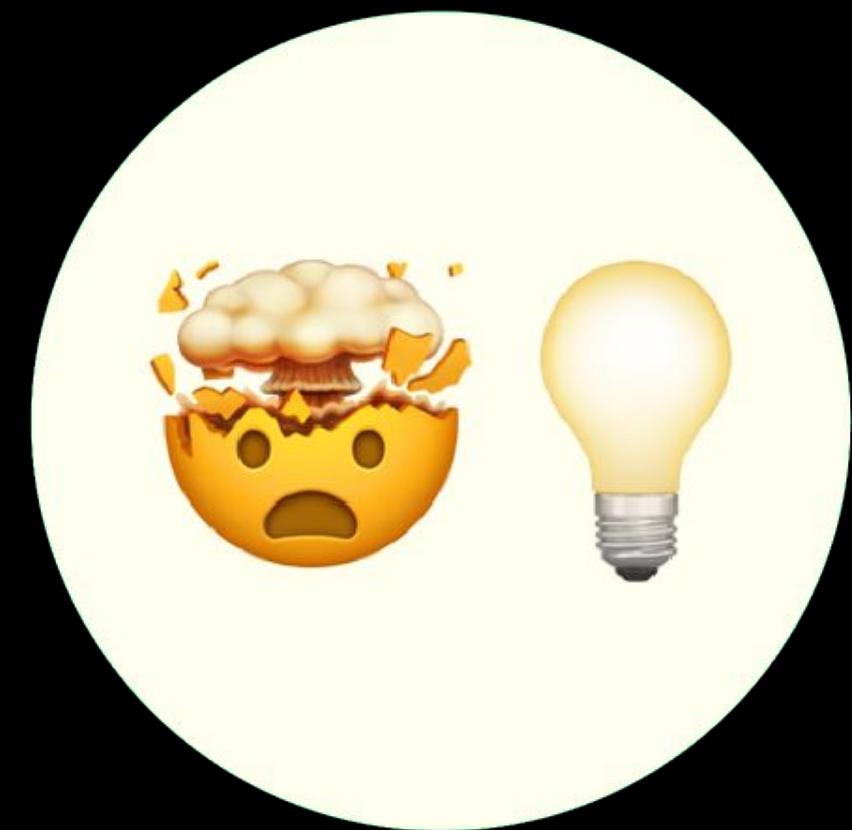
WHAT SHOULD I DO FOR CAPSTONE BLEND: PT. 2



1st Idea + Research



Challenge



Target Problem



Recommendations

 Made for **jade_tu**



1  Collect Data

2  Filtering

3  Recommend



jade_tu

Sources

The Inner Workings of Spotify's AI-Powered Music Recommendations: How Spotify Shapes Your Playlist
Torabi

Recommendation Systems as Technologies of the Self: Algorithmic Control and the Formation of Music Taste
Karakayali, Kostem, Galip



Recommendations

 Made for **jade_tu**



1  Music

2  Taste: Role vs. Identity

3  Taste = Interaction



jade_tu



Sources

Music Taste: What Is Liked Music?
Nowak, Bennet

Music as Social Interaction: Embedded,
Embodied and Multivalent
Crossley

Musicking Networks: Nodes, Ties and
Worlds
Crossley

Practical Interactions: Use, Taste,
Identity
Crossley

Semiotic Interactions: Meaning,
Communication and Affect
Crossley



Lack of Social Interaction

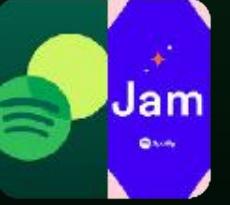
How can we make people socialize?



Interaction Inspo

 Made for **Mashup**



- 1  Blend & Jam
Spotify

- 2  iMessage Pool
GamePigeon

- 3  Games
DDR, Guitar Hero, Audiosurf, Ape Out

Sources

Audosurf 2: Ride Your Music
Fitterer

Ape Out turns raging monkeys into improvisational jazz
Webster

Every Essential Rhythm Game Term Explained
Tzechi

The Secret To Good Rhythm Games Mental Checkpoint

The Wild World of Rhythm Games
Mic The Snare

What Makes Good Rhythm Game UX?
Design Doc



New Goals

**PLAYER
CURATED**

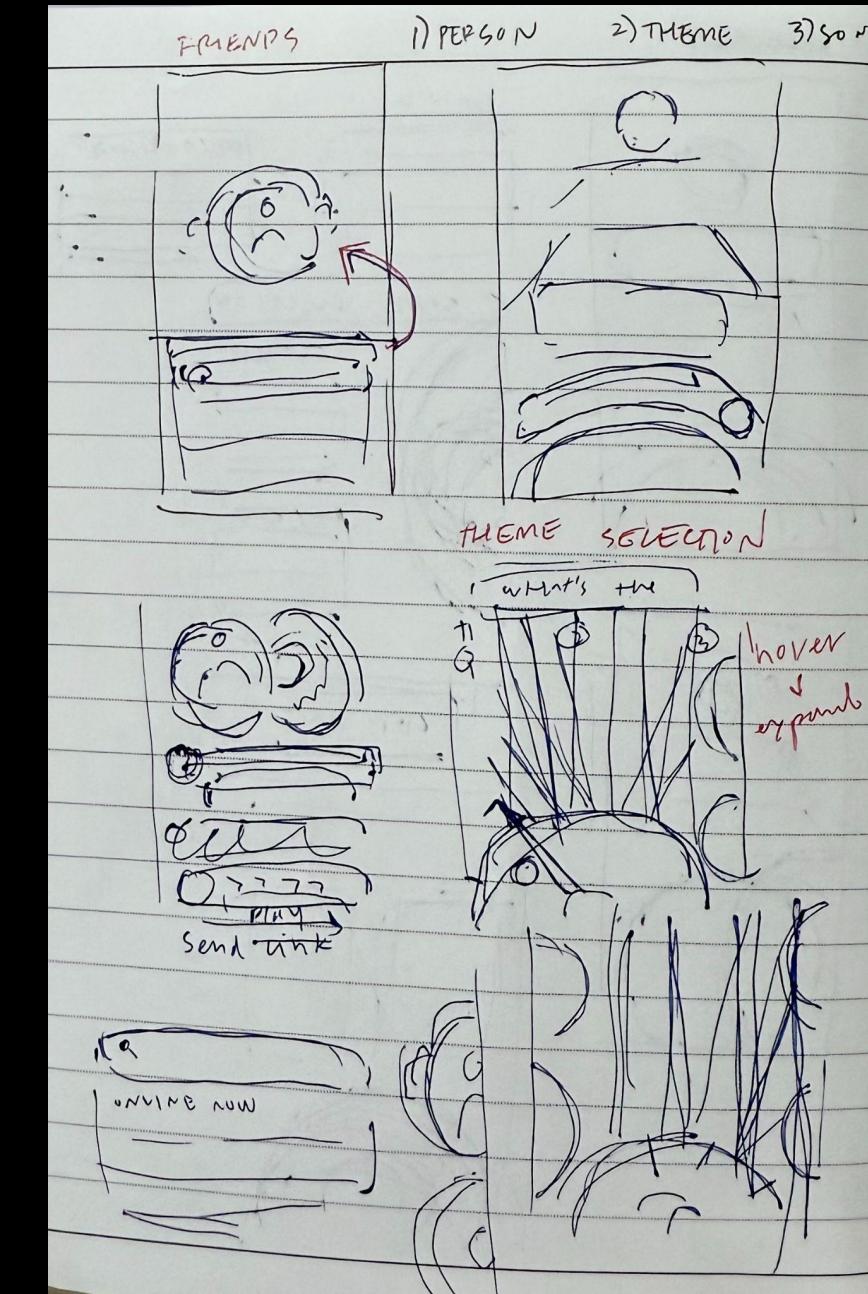
**SHARED
EXPERIENCE**

**GAME
FOCUSED**

MAKING THE THING

Wireframes

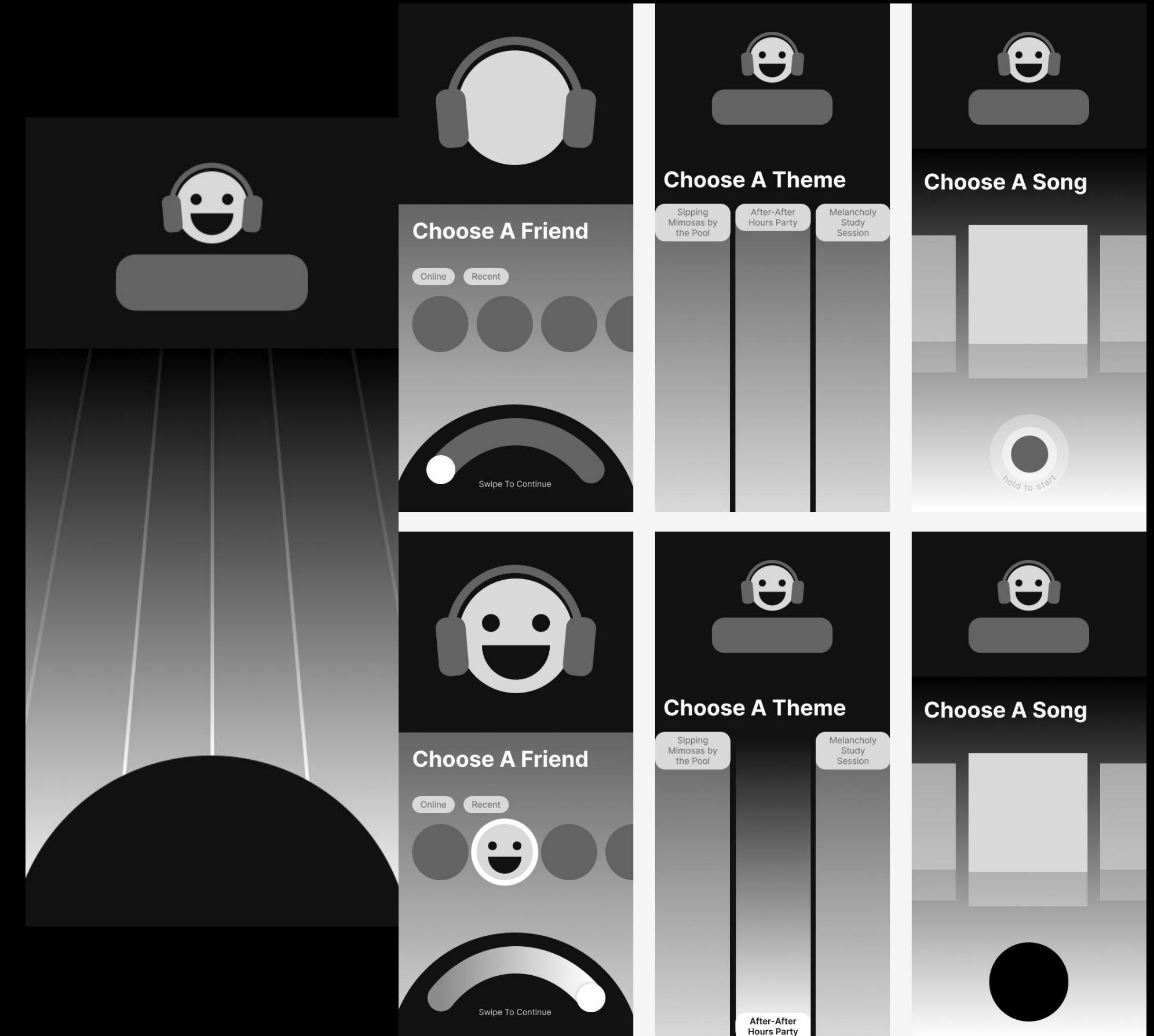
Paper



**MAKING
THE THING**

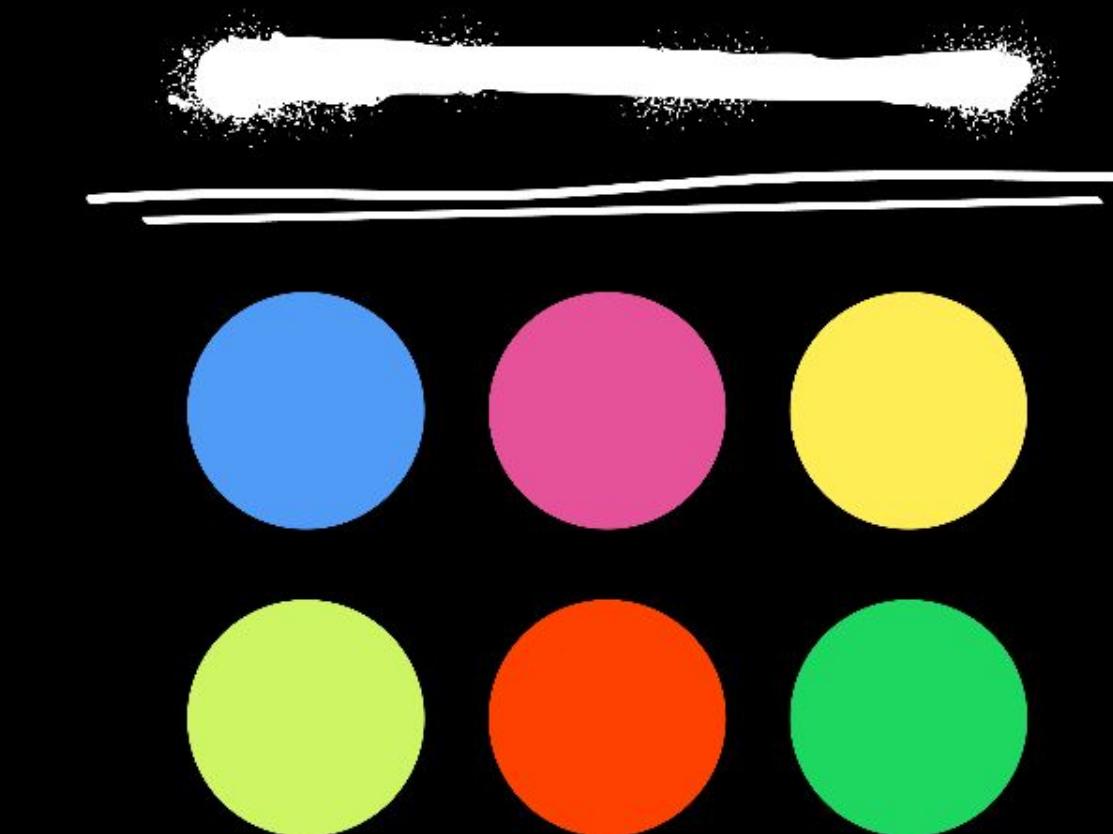
Wireframes

Figma

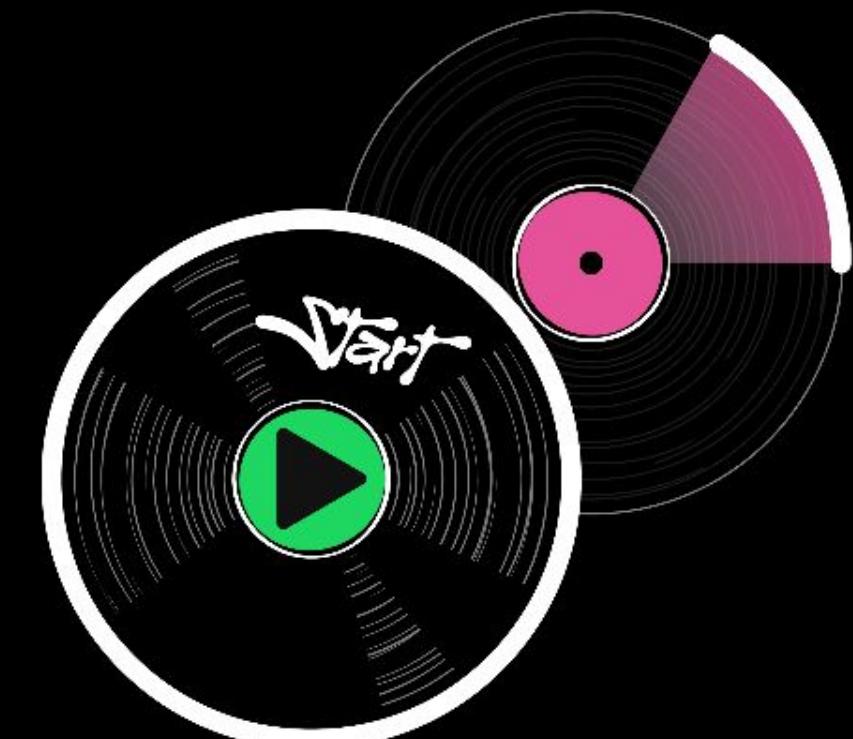


**MAKING
THE THING**

Art

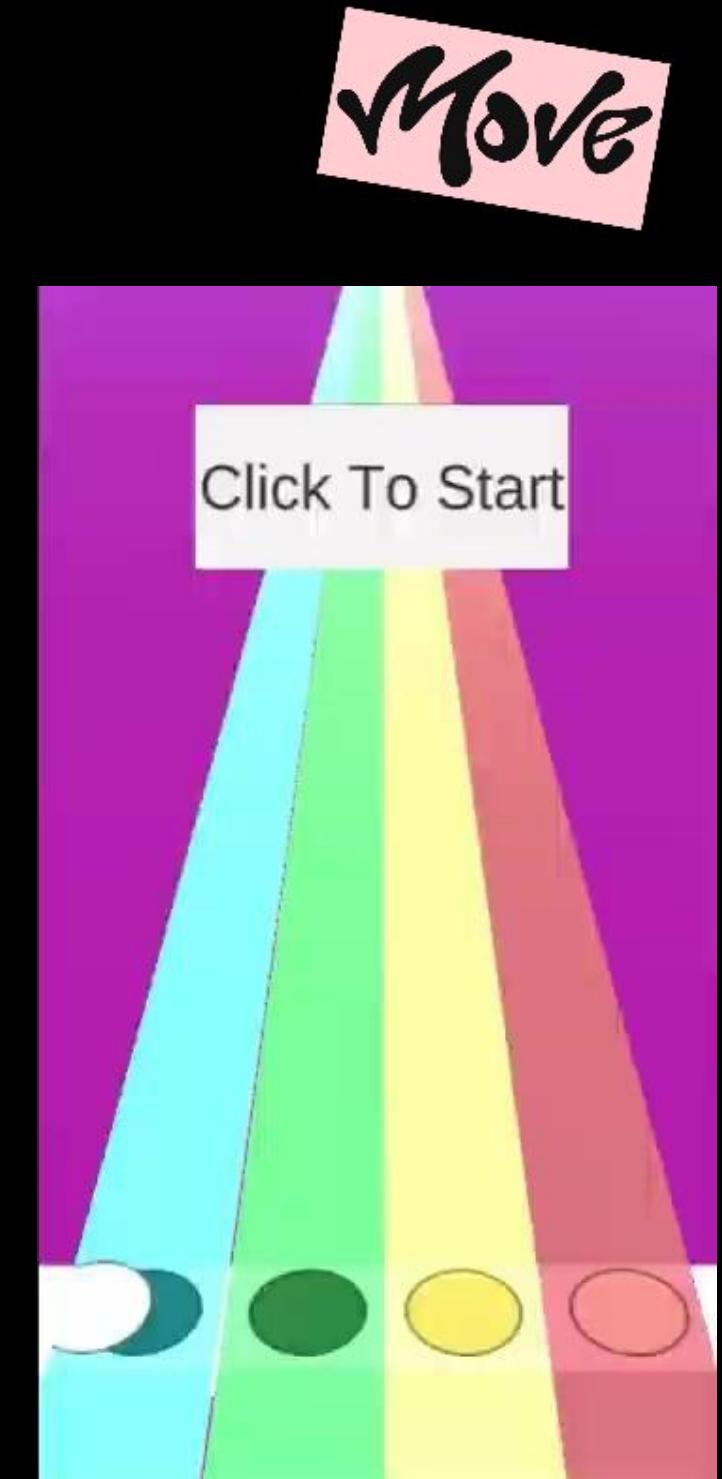


Montserrat Bold
Estrella Carly



**MAKING
THE THING**

Game Development



**PLAYABLE
DEMO**

Limited Themes & Songs

Full Beat Maps

Multi-Player

Research

THANK YOU

Theo

Yu & Zhiyang

IMA Fall 24 Capstone

Everyone Else