Risk Assessment

Personal informatics applications are already a market that exists, with many apps surrounding the tracking of music, such as Spotify Wrapped, and Last.fm. As a result, one risk we must consider is how our app is going to break into the market, with big music app owners already tracking their own data and sharing it with their customers. A potential solution to this is to have our app cover various music apps and for it to combine the statistics for all the apps. This would allow us to cover a larger audience than other apps would as many users only use one specific app to listen to music due to premium memberships in apps like Apple Music and Spotify. In addition to this, it would enable us to cater to users that use multiple apps as all their stats would be available in a single app rather than having them use various apps for several music streaming services.

Understanding the customer is vital to creating a good product, however as developers, we may not always understand the customers’ point of view since we are the ones designing the program. As a countermeasure to this, we have ensured that we have done plenty of research into our audience, including the creation of a questionnaire for simple feedback, and having a focus group for more in depth feedback from a group of people that are unrelated to the development of the app. It is important to get clear and concise feedback where possible as this means that there is less to be misunderstood by the developers, thus allowing us to satisfy the customers’ needs.

Furthermore, maintenance post development is important for the system to succeed in the long term. In the event that the app is not maintained after release, then there is a high likelihood of one of the music streaming services updating their services such as their API, this would lead to our app being incompatible with the streaming service, which would lead to a loss of customers. As a result, in order to keep up with rapidly evolving and updating applications, we too must keep pace, and update our system as necessary so that it will be able to function as intended as much as possible.

The threat of coronavirus is something that must be considered. As not only could it potentially incapacitate a member of our group, but it can also lead to the quarantine of the university. This would lead to us being unable to meet up in person and could make working together challenging. One way we could work around this is through using online messaging apps, which we already do, but in place of in person meetings, we would need to use the support of social networking apps such as WhatsApp, Microsoft Teams, or Discord. As WhatsApp has a limit of four people in a video call, using Microsoft Teams or Discord would be ideal; it is not required that we see each other’s faces when in call however, so this is of little importance. Coronavirus would not only affect our group’s members but would also affect our potential audience. This may lead to a change in the types of music that users would listen to, as well as potentially change how much they listen to said music.

Following on from the risk of group members being unable to work, there are an infinite number of scenarios that could result in a member being unable to participate. Whether this is because they are unconscious or are simply unable to work. Outside of generally taking care of ourselves and ensuring our health is in good shape, there is not much else that can be done about this.