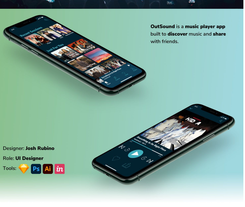
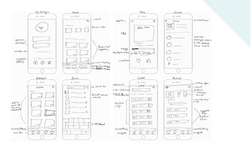


OutSound is a **music player app** built to **discover** music and **share** with friends.

Designer: **Josh Rubino**
Role: **UI Designer**
Tools: Figma, PS, AI, Pr

The **goal** of this app is to help users **discover new music**. They can do that through their own **searches** and app **suggestions** that have been **curated** for the user based on their listening history. OR they can learn about a new artist or song from other **users' profiles** and by **sharing with friends** from the app.

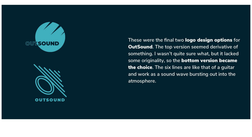
Through **research of music player apps** such as Spotify, iPhone's Music app, Google Play Music and SoundCloud, I better **understood the patterns** that were working and openings for **potential features**, such as a more **prominent profile** for **curating and sharing music** suggestions. I used this knowledge and direction to lay out some initial low-fidelity wireframes.



These initial **wireframes** seemed **intuitive** and **highly functional** after review, which led to a couple more rounds of wireframing (the mid-fidelity version is seen here).

While the wireframing process was coming together, working through **stylizing** the product had begun. The word that drives this app is "**discover**." In many ways, "discover" is an infinite thing, as is space. The turn to continually find more **drives people**. These thoughts all influenced the decisions that went into choosing a **color palette** and **designing a logo**.

These **dark blues** and **teal and white accents** were influenced by the colors I was finding in my research of creating a **mood board** of products and images that had their **foundations in outer space, performance and discovery.**



These were the final two **logo design options** for **OutSound**. The top version seemed derivative of something, I wasn't quite sure what, but it lacked some originality, so the **bottom version became the choice**. The six lines are like that of a guitar and work as a sound wave bursting out into the atmosphere.

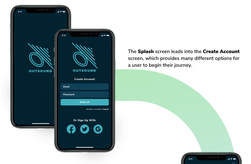
A **clean, very readable sans serif** typeface was necessary for the user to be able to search for artists and songs confidently without any ambiguous characters. **Nunito Sans** worked well to deliver such a service.

Nunito Sans

A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z

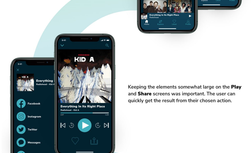
Each **icon** remains a teal stroked shape until selected when it is filled white for contrast.

The **mockups** below utilize the above elements from colors and overlays to type and image. The theme remains the same and provides an **ease of use** to the app.



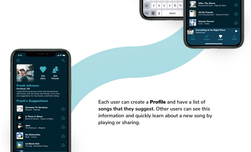
The **Splash** screen leads into the **Create Account** screen, which provides many different options for a user to begin their journey.

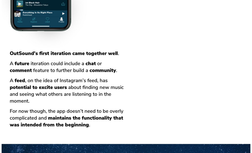
To accentuate the curated suggestions for an individual user, the **Home** screen utilizes the bright images of artist press photos, whereas the **Explore** screen is a bit more broad and uses a bluish overlay so as to keep everything equal and allow the user to discover new music without too much outside influence.



Keeping the elements somewhat large on the **Play** and **Share** screens was important. The user can quickly get the result from their chosen action.

Whether searching or going through one's saved songs on the **Search** and **Liked** screens, the user can **quickly play or share** a song or artist from there without having to do so from a different screen.

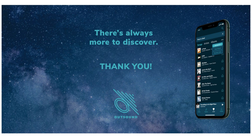




Each user can create a **Profile** and have a list of **songs that they suggest**. Other users can see this information and quickly learn about a new song by playing or sharing.

OutSound's first iteration came together well.

A **future** iteration could include a **chat** or **comment** feature to further build a **community**.

A **feed**, on the idea of Instagram's feed, has **potential to excite users** about finding new music and seeing what others are listening to in the moment.

For now though, the app doesn't need to be overly complicated and **maintains the functionality that was intended from the beginning**.