
music on the **move**

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project 2

background

brief

Bring a short story to life by designing and developing an experiential single-page website telling the history of a person, place or thing while considering the flow of content, visual design, expressive web typography, animated and interactive enhancements, and overall responsive nature.

story

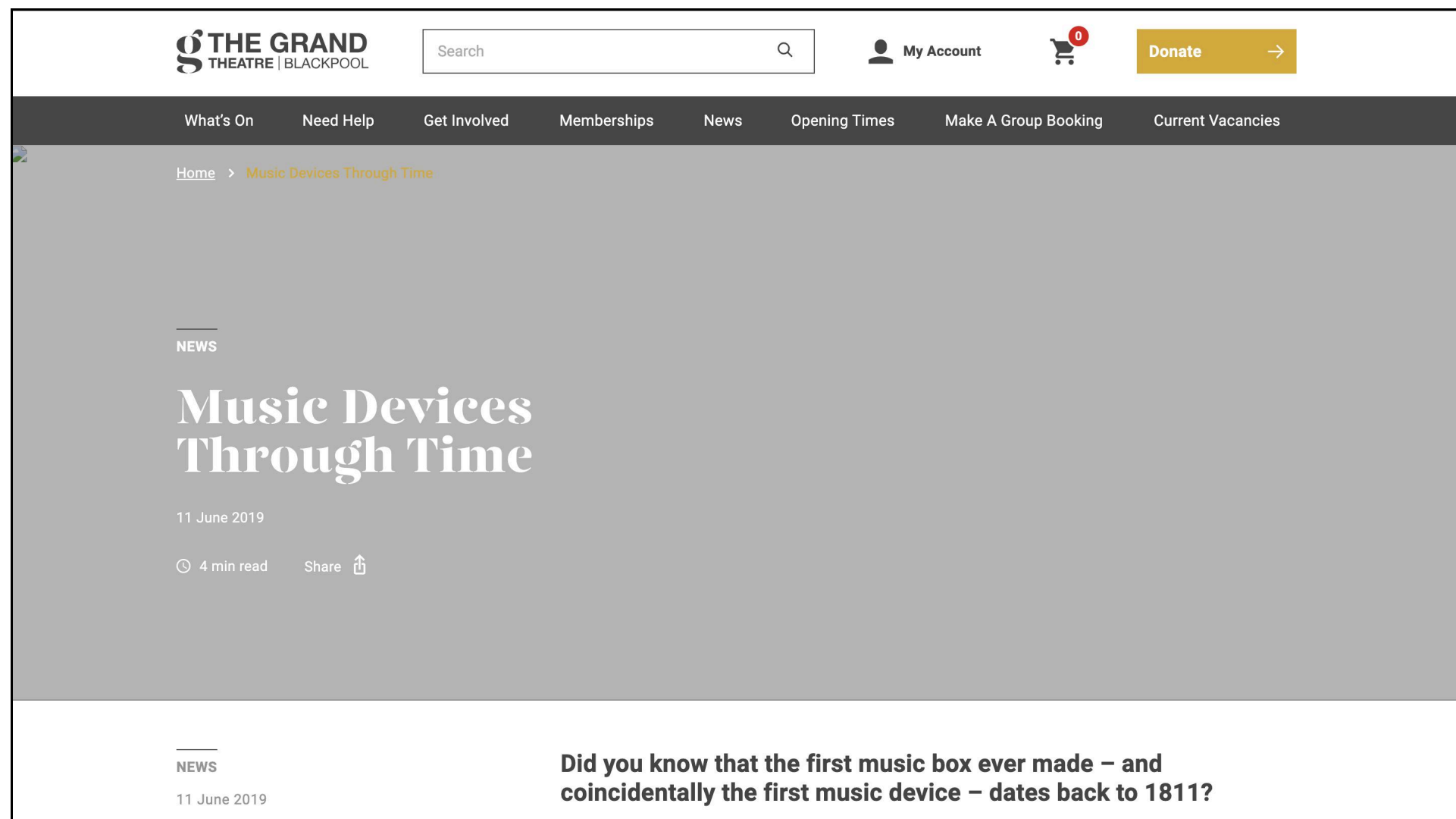
My website will be a timeline of the history of devices used to play music, with an emphasis on music becoming something that is personal and portable through the evolution of musical technology.

strategy statement

Illustrate the evolution of musical technology over time while cleanly displaying information, focusing on how they shaped how digital, accessible, and individual music-listening is today.

research

research



- music box, 1811
- phonautograph, 1857
- phonograph, 1877
- gramophone, 1887
- nickel-in-the-slot phonograph, 1890
- headphones, 1910,
- first radio station, 1920
- 78 RPM standard, 1925
- magnetic tape, 1928
- AEG magnetophon tape recorder, 1935
- two-channel stereo, 1937
- vocoder, 1940
- transistor radio, 1954
- first portable stereo, 1962
- compact cassette tape, 1963
- 8-track tape, 1965
- boombox, 1966
- technics SL-1200 turntables
- walkman, 1977
- compact disc, 1982
- discman, 1984
- mp3 player, 1998
- ipod, 2001
- ipod classic, 2002
- ipod touch, 2007

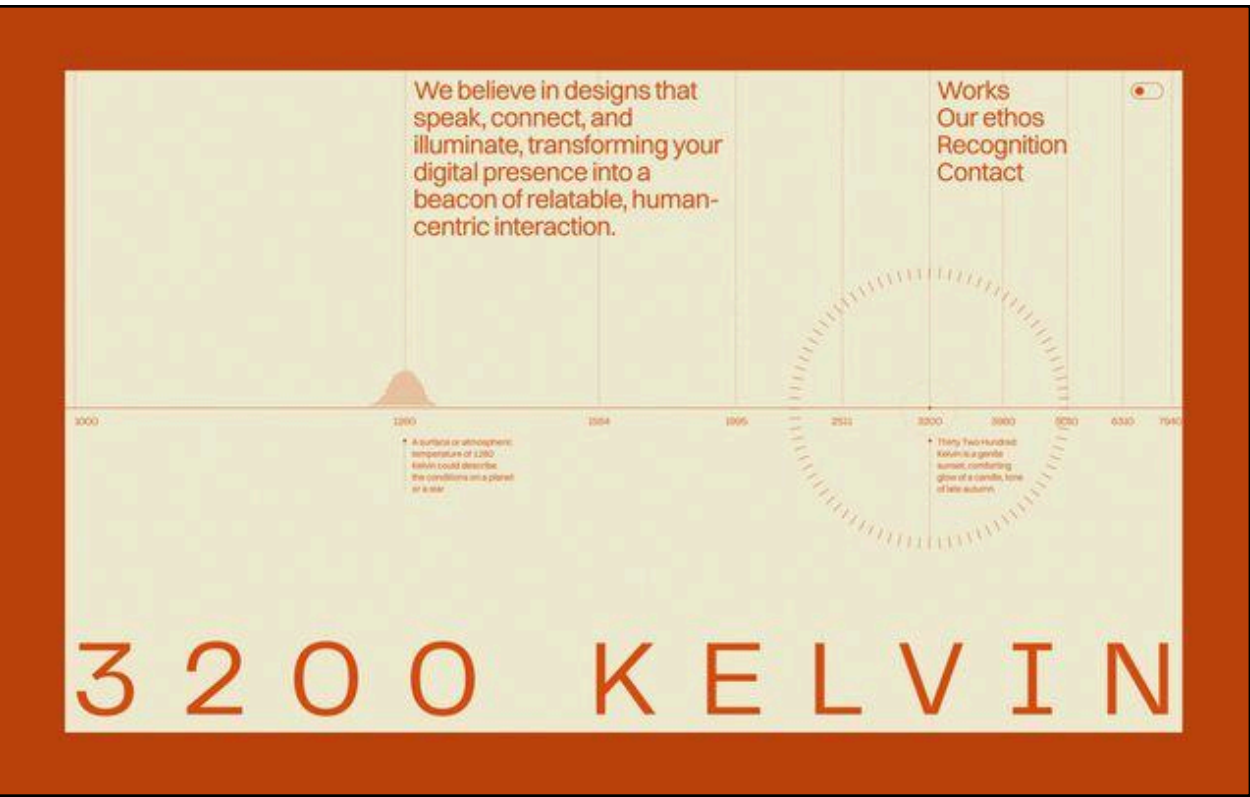
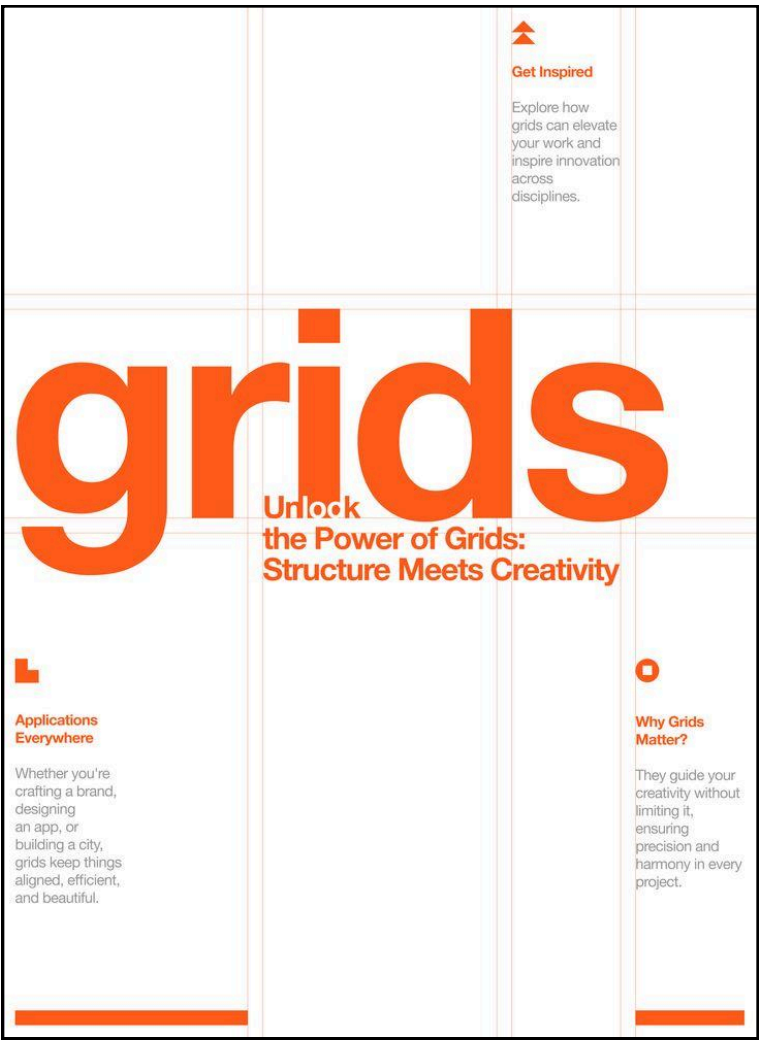
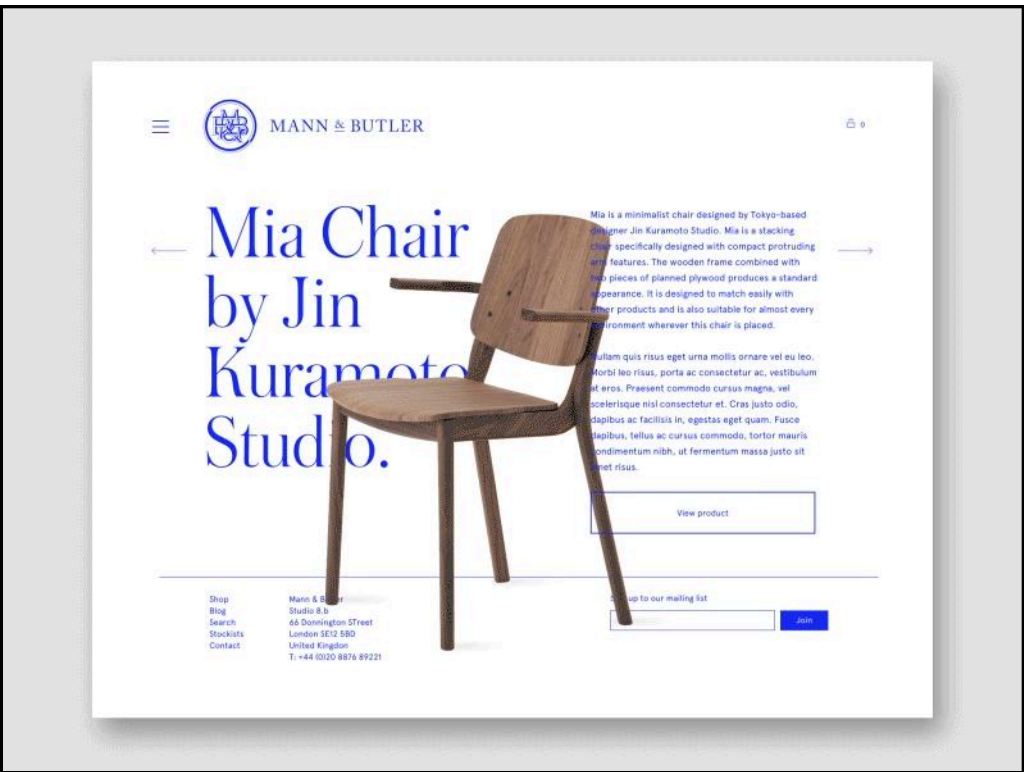
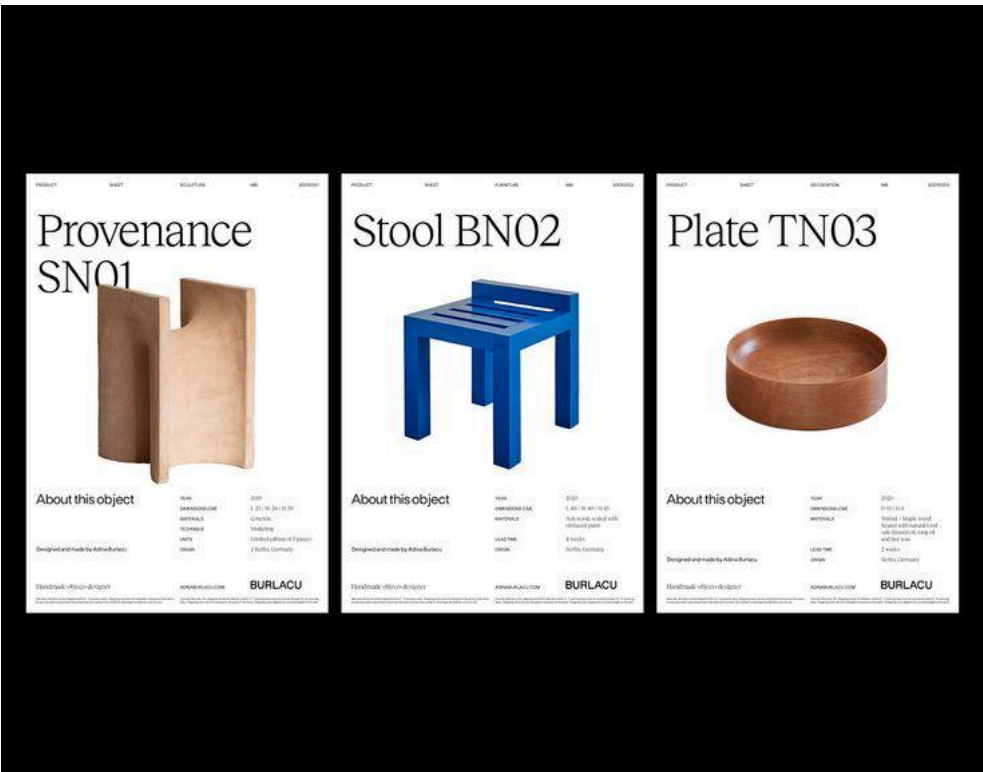
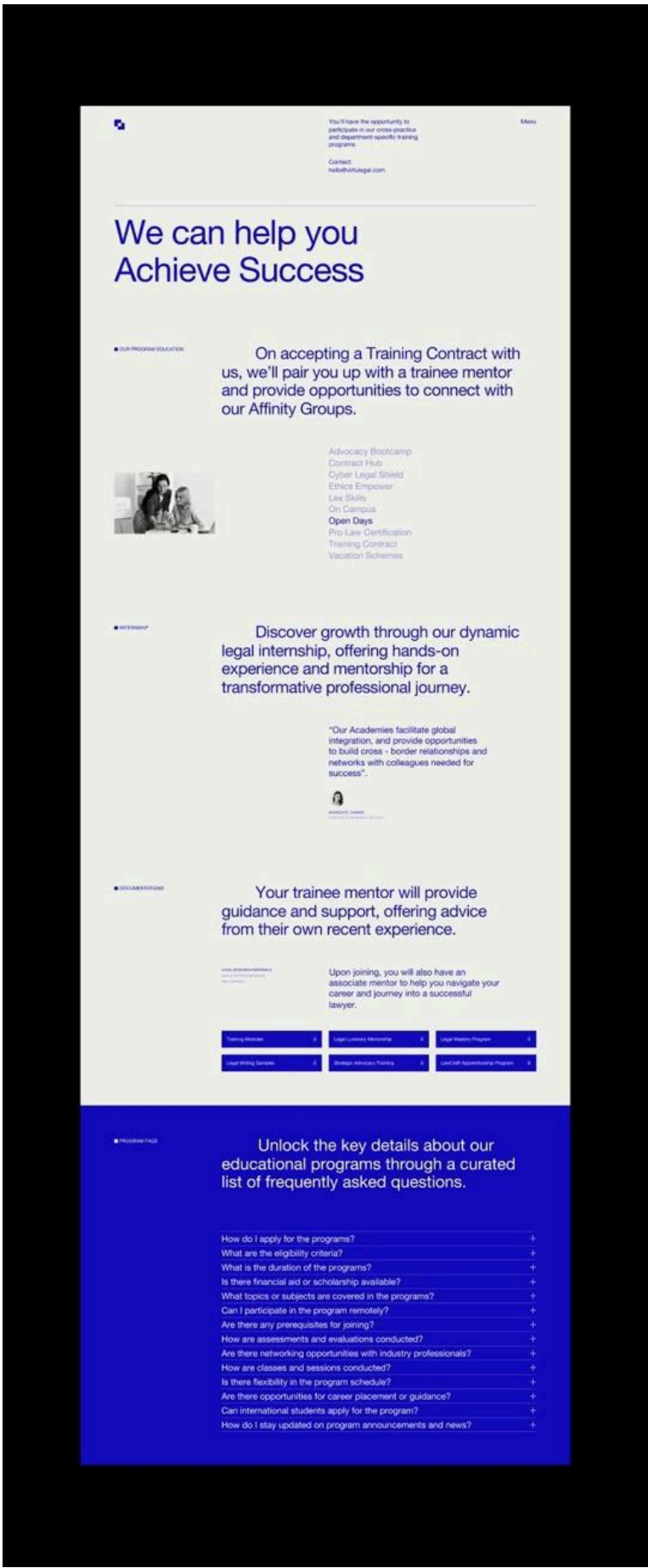
inspiration



<https://readymag.website/shuffle/dieter-rams/products/>

brainstorm

- clean
- minimal
- stark
- swiss
- hierarchy
- focus
- simple
- concise
- grid



moodboard

research

concept evolution

wireframe sketch



figma prototype



concept evolution |

outcome

final design

music on the move

1811

music box

The music box was a popular mechanical device in the late 19th century, often used to play simple melodies automatically.



1877

phonograph

Thomas Edison creates the phonograph, a device that records sound and changes the audio and music industries. It worked through mechanical recording and reproduction of sound by using vibration waveforms.



challenges

i think my main challenge with this project was ultimately just the code. html is interesting to me, but it definitely does not come easily. adjusting my expectations to keep my goals challenging but realistic when planning out designs and features was different from what my process would usually be in a UX/UI design class.

reflection

i have taken away a new and more informed appreciation for web design and everything that goes into it. i think that even if i don't necessarily foresee coding as something i'd pursue professionally myself, i definitely expect to encounter situations where programmers are on my team, and i think the skills/knowledge i've taken from this course will help me work and communicate in a more efficient and understanding way.