Need finding

Step 1: Observe

Watching my user interact with Milkdrop was a really fun experience, they were captivated by the imagery of the visualization and immediately began to interact with it by playing with the type of sound input in terms of volume, pitch and frequency of sound in the songs.

However, when they started using True RTA, they immediately balked. It was remarkable because my user had experience hosting a radio show and recording music, but the interface was incredibly uninviting and stuck out of the 90s in terms of buttons, icons, and stylistic choices. The use of technical jargon that is out of bounds knowledge even for someone with a music background was confusing: buttons labeled with things like "wave" and "quick sweep" were too complicated for the user base that I'm targeting and immediately made sound manipulation and information seeking uninviting and inaccessible.

Needs:

1) The user needs to be able to learn basic sound terminology to understand the information provided by their vocalizations, quick definitions as a hover over might be a good idea.

2) The user wants a clear interaction that is beautiful and fun to see (similar to Milkdrop).

3) The project must inform the user about how their sound translates from waves to visuals.

4) The user needs to understand how their vocalization pattern is indicative of a larger social implication.

5) The user might want to be able to initially chart information about their personality type in terms of Myers Briggs Test and see what their sound can say in relation to that information.

6) The user must be able to select different social situations to be able to analyze their vocal patterns (ex. Party, Learning, Teaching, One on One interaction, small group, large group, new people, old friends, ect).

7) If there's a way to map vocal change over time, this project could be used as a self help tool to promote different types of vocalization goals (sort of like a fit bit)

8) The user should be able to instantly understand results

9) The user should be able to digest the project and what it can do quickly

10) The user should learn the longer/more they use the project.