

Music Streaming App UI/UX Design Presentation

INTRODUCTION

Project Name: Task Management Tool

Goal: To design and develop an efficient task management system that allows users to create, assign, and track tasks effectively.

Role: UX/UI Designer and Developer

Team Members:

1. VAISHNAVI P
2. PRIYANKA T
3. SOMESH M
4. RAGUL R

. Tools Used: Figma, Adobe XD, Visual Studio Code, Python, and SQLite.

Problem Statement

Existing apps are complex or cluttered.

Users need simple navigation.

Lack of personalization in some apps.

UX solutions: Simplify interface, enhance personalization..

Design Goals

Simple and intuitive interface.

Quick access to playlists and favorites.

Smooth onboarding for new users.

Eye-friendly colors and typography.

User Research & Persons

Persona 1: Student, 18–24, loves playlists.

Persona 2: Professional, 25–35, listens during commute.

Persona 3: Casual user, 35+, prefers simplicity.

Needs & behaviors summarize

User Journey

Sign up → Browse → Play music → Create playlist → Share.

Steps simplified for better UX.

Pain points identified and solved.

Wireframes

Low-fidelity sketches of main screens: Home, Search, Player.

Focus on layout and navigation.

Visual Design (UI)

Colors: Soft blue, white, pastel accents.

Typography: Modern, clear sans-serif fonts.

Icons: Minimal and intuitive.



Key Features

Personalized playlists.

Search and browse by genre.

Offline download.

Social sharing.

Prototype Screens

Screens: Home, Player, Playlist, Search.

Include CTA buttons.

Smooth transitions and animations.

Usability Testing

Test with 5–10 users.

Feedback on navigation and design.

Adjustments made based on insights.

Conclusion

Modern, intuitive design improves user experience.

Simple navigation with appealing UI.

Ready for development and launch.