

# 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.