

Music Match

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Music Brings People Together

IHC Lab Class 5 - Assignment 2

Final Presentation

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Music Match

- 1. Motivation
 - 2. Objectives
 - 3. Persona
 - 4. Scenarios
 - 5. Tasks
 - 6. Requirements
 - 7. Low Fidelity Prototype
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Music Match

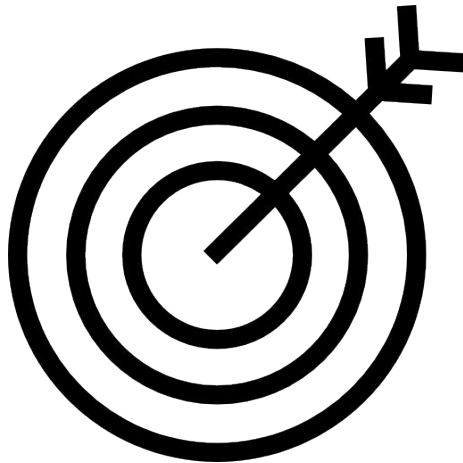
- 8. LFP Analysis
 - 9. Functional Prototype
 - 10. FP Analysis
 - 11. Heuristic Eval
 - 12. Demo
 - 13. Next Up
-

1. Motivation

- Streaming services have taken the music industry by storm
- Music has been a bonding agent for centuries
- Digitalization has lacked the socializing aspect of music

2. Objectives

Bring People Together



- The primordial goal of this project is to develop an app that allows users to connect with other people whose musical taste is similar to theirs
- The app will be profile-centered with a focus on the different measures of each user's musical taste (e.g. favourite genre, favourite artist, most-played song etc.)
- Users may connect with others by providing their social media profiles or by creating collaborative playlists
- The UI will be implemented as a web application available on most smart devices

3. Persona



Juliana Pais

Age: 23

Gender: Female

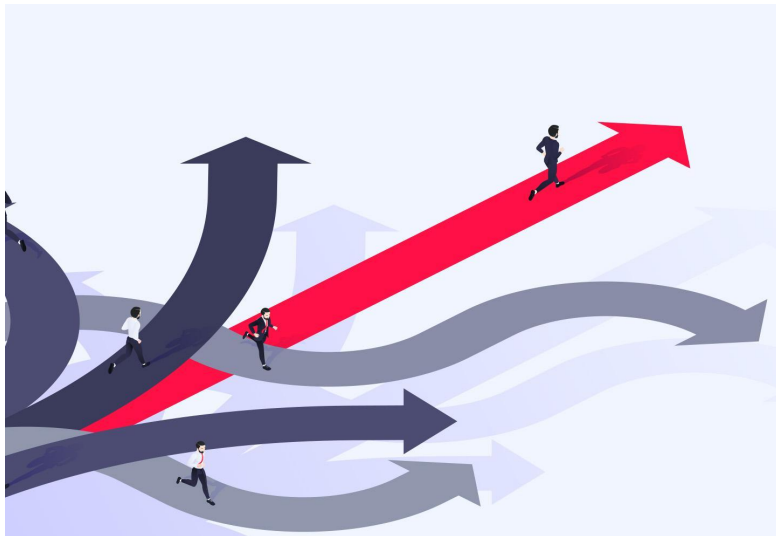
Status: Single

Location: Aveiro

Occupation: Art Student

Background: Juliana is a very outgoing person who loves to socialize and uses various social medias to this effect. She studies Art at the University of Aveiro and has a deep interest in Indie Rock with her favourite band being Oasis.

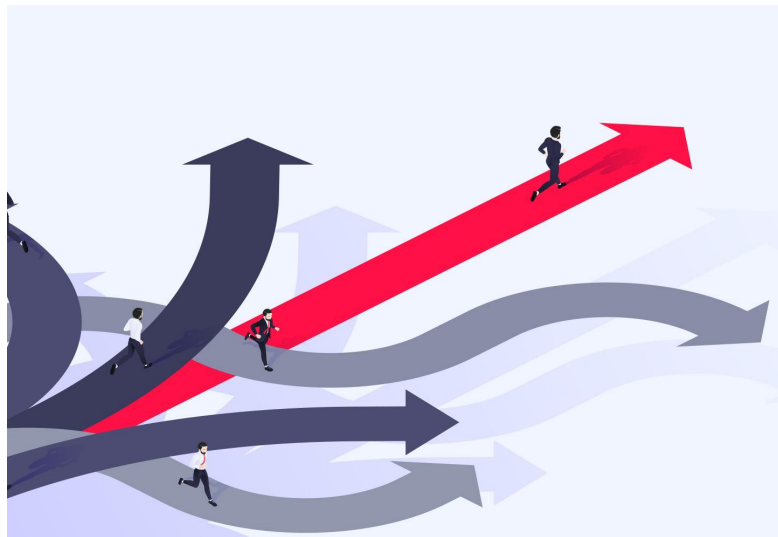
4. Scenarios



Juliana wants to share her musical taste

Juliana wants to put herself out there as an indie rock enthusiast. To do this, she opens MusicMatch, selects the Your Profile section and either uses the built-in configurator to customize her profile or links her Spotify account, which will automatically configure her MusicMatch profile for her.

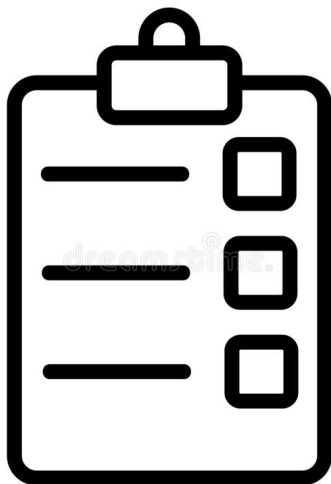
4. Scenarios



Juliana wants to find someone to go to an Oasis tribute concert with

As an Oasis fan, Juliana would love to go to an upcoming tribute concert, but has nobody to go with. To fix this, she uses MusicMatch to find users with the same love for Oasis as she has. She opens the app, selects the Network section and scrolls through the users presented to her, selected by the app based on her preferences, making it easy to find Oasis concert goers. When she finds someone to her liking, she asks to Match, hopeful it will go both ways.

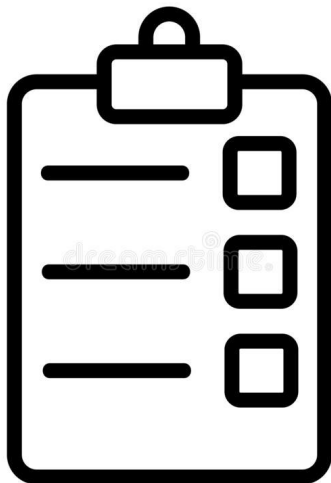
5. Tasks



Customize MusicMatch Profile

1. On the menu bar select the **Profile button**
2. Choose either to manually add preferences or '**Link Spotify Account**'
3. For the former, **fill** with the user's musical preferences, for the latter, **login** with the user's Spotify account.

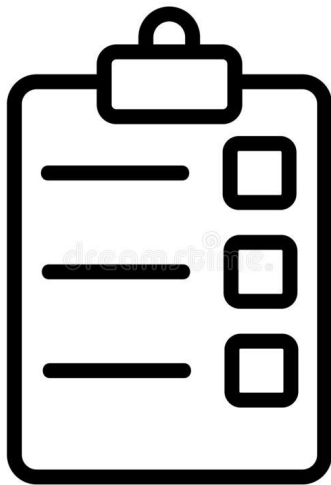
5. Tasks



Browse and Request to Match

1. On the menu bar select the **Home button**
2. **Scroll** through the presented user cards
3. When a user of interest is found, **press the 'Swipe Right' button** on their profile card

5. Tasks



View and Manage Matches

1. On the menu bar select the **Matches button**
2. **Scroll** through the list of users that requested to **Match**
3. Either click the **Accept** or **Deny button** next to each user

6. Requirements

Non-functional requirements:

- Easy to use controls
- Readable font and accessible colour distribution
- User control of data preferences

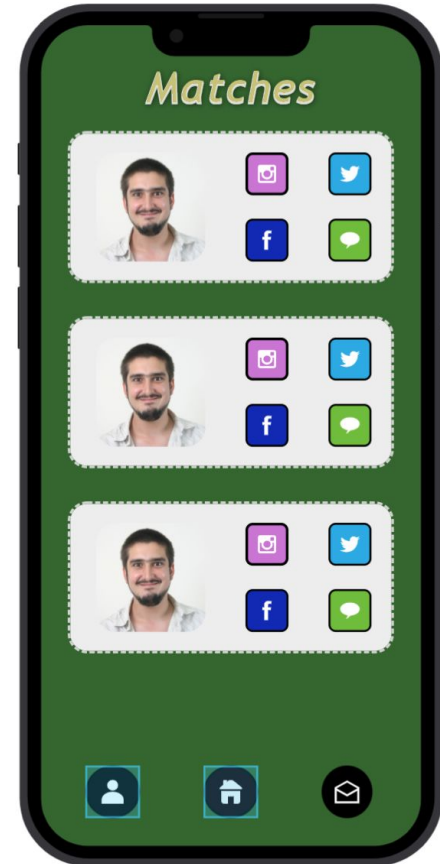
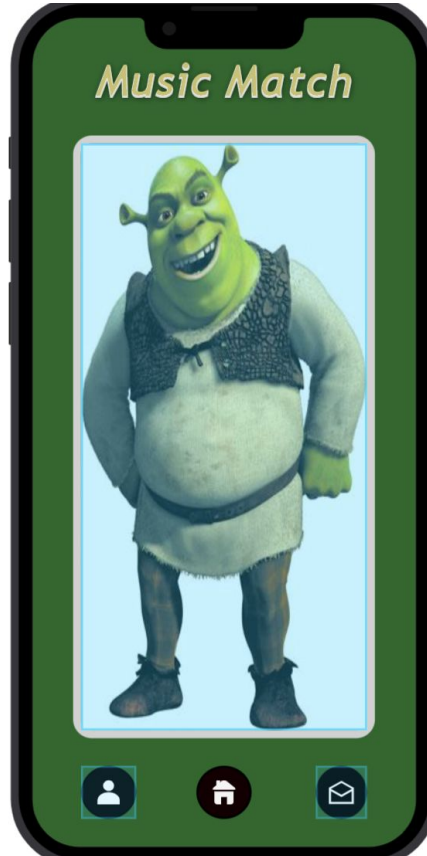
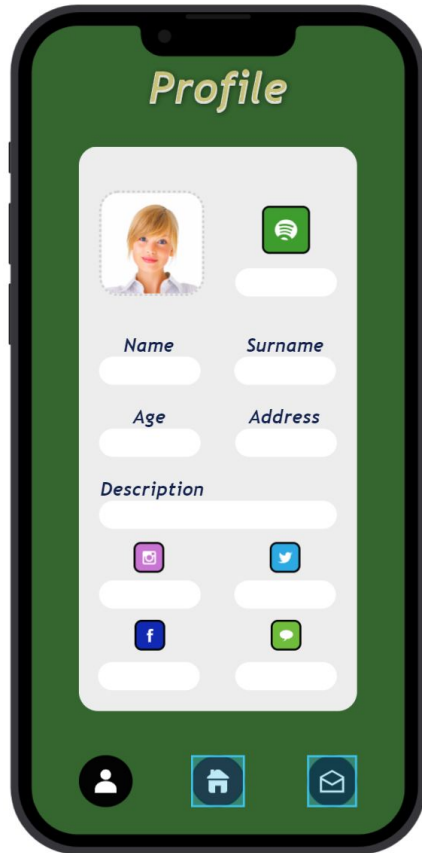
Functional requirements:

- Setup and edit profile
- Scroll through other profiles
- ‘Match’ with other users
- View and manage ‘matched’ users

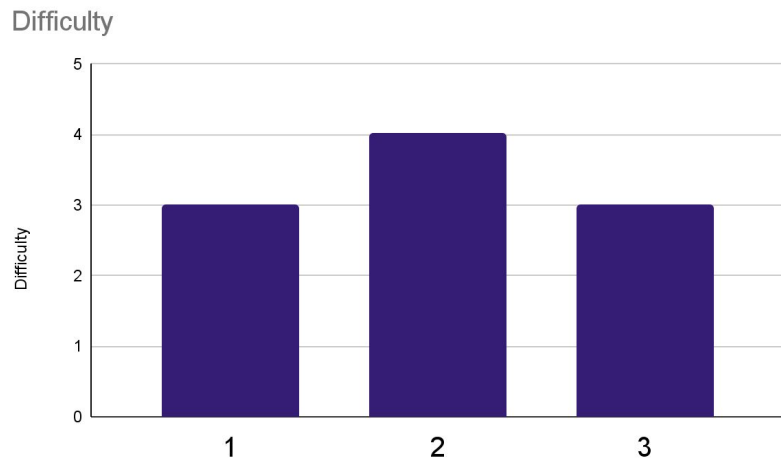
7. Low Fidelity Prototype

- 1. Customize MusicMatch Profile
- 2. Browse and Request to Match
- 3. View and Manage Matches

7. Low Fidelity Prototype



8.LFP Analysis

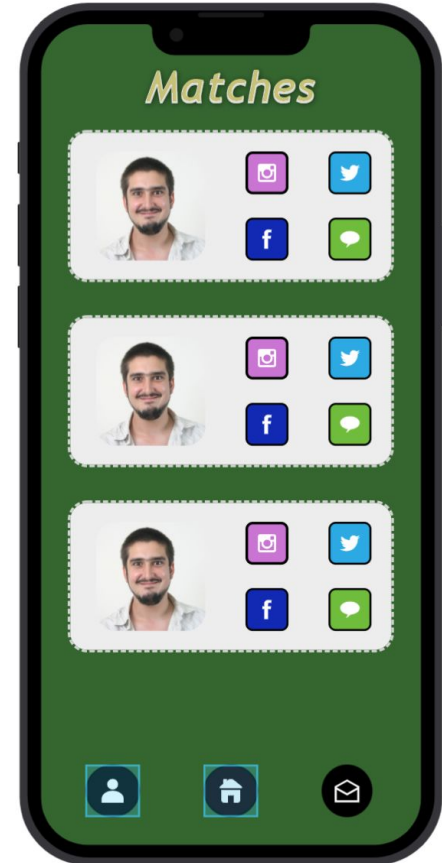
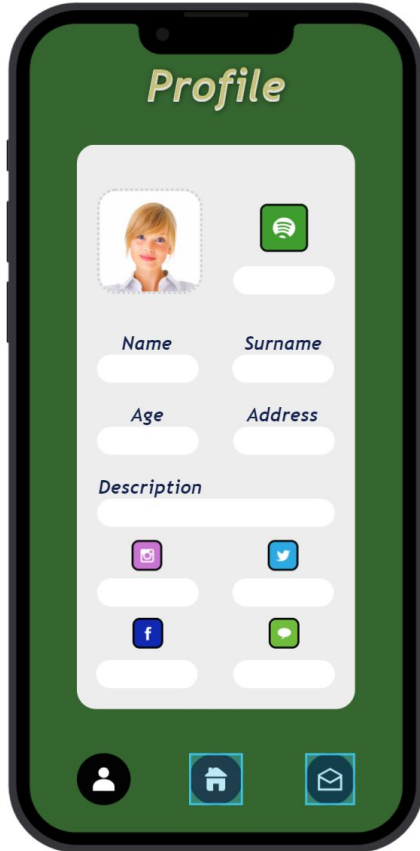


- 1. Customize MusicMatch Profile
- 2. Browse and Request to Match
- 3. View and Manage Matches

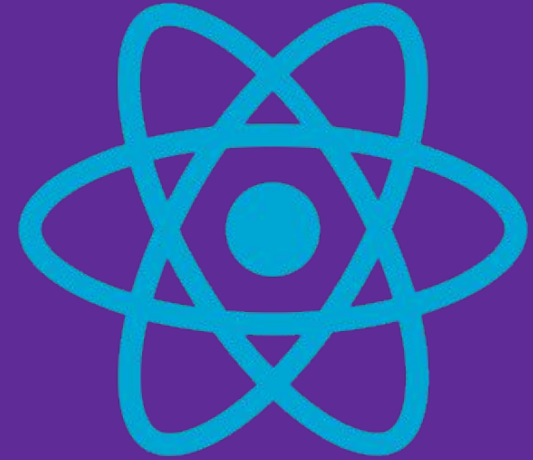
8.LFP Analysis

- Swipe motion was not clearly indicated
- Buttons should be provided as an alternative to swiping
- Help button would be useful
- Social network profiles should only be displayed after interest to Match was shown
- Add concerts the user intends to attend

8. Low Fidelity Prototype



9. Functional Prototype



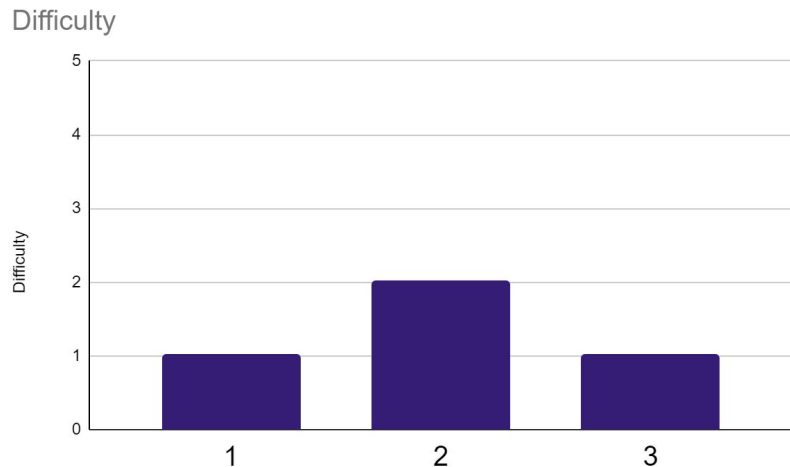
React Native

9. Functional Prototype

- 1. Customize MusicMatch Profile
- 2. Browse and Request to Match
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9. FP Analysis

Number of testers : 24



- 1. Customize MusicMatch Profile
- 2. Browse and Request to Match
- 3. View and Manage Matches

10. FP Analysis

- Buttons for swipes should be on their corresponding side
- Accept/Deny buttons for Matches should be coloured accordingly
- Confirm before rejecting a Match
- Indicator for current page in menu selection
- Profile edit area was not clearly marked as 'edit'
- Search function for Home Page
- Matches should be swipeable for consistency

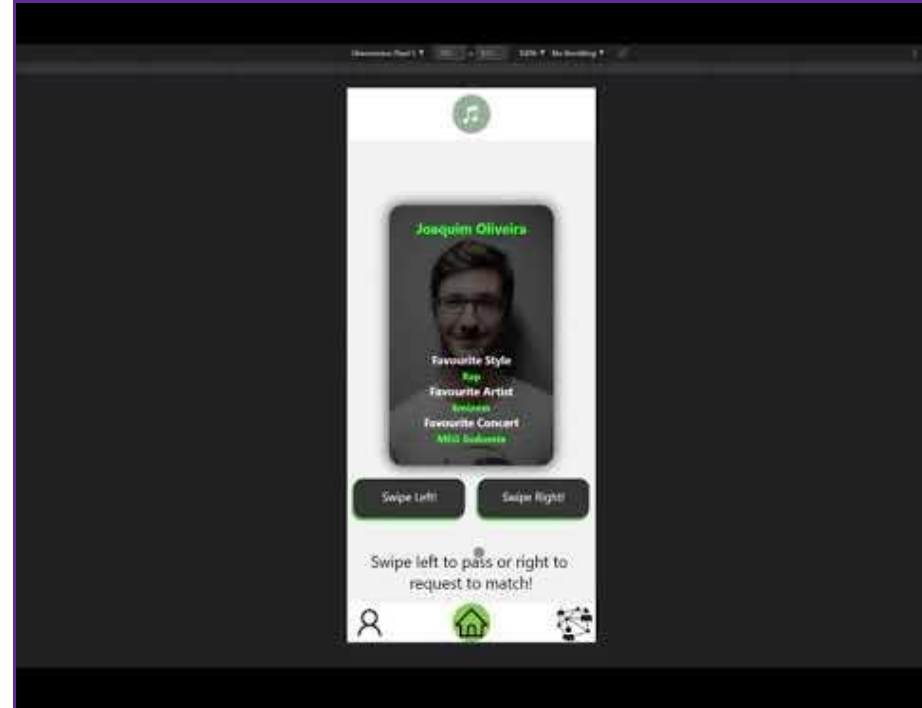
11. Heuristic Eval

- User profile stats are not visible on profile selection - H: **#1 Visibility of System Status** - S: 2
- Amount of swipe necessary unclear - H: **#3 User Control and Freedom** - S: 2
- Accepting Matches gives poor feedback - H: **#1 Visibility of System Status** - S: 1

11. Heuristic Eval

- Requesting to Match and managing Matches require different actions - H: **#4 Consistency and Standards** - S: 2
- No Help Section - H: **#10 Help and Documentation** - S: 2

12. Demo



13. Next Up

- **Search function for Matches**
- **Filters for Home Page**
- **Swipeable Matches**
- **Help Button**
- **Chat system**

Music Match

QUESTIONS?
