HUMAN COMPUTER INTERACTION

MUSIC PLAYER

TEAM

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PROBLEM STATEMENT

- Music is an important part of every person’s daily routine.
- People listen to music to refresh their mind, before going to bed, while travelling, etc.
- We are hoping to design an intuitive music player for people to listen to based on their experiences with other websites and any wishes or needs

INTERVIEWEE 1

- Name : Josh
- Student

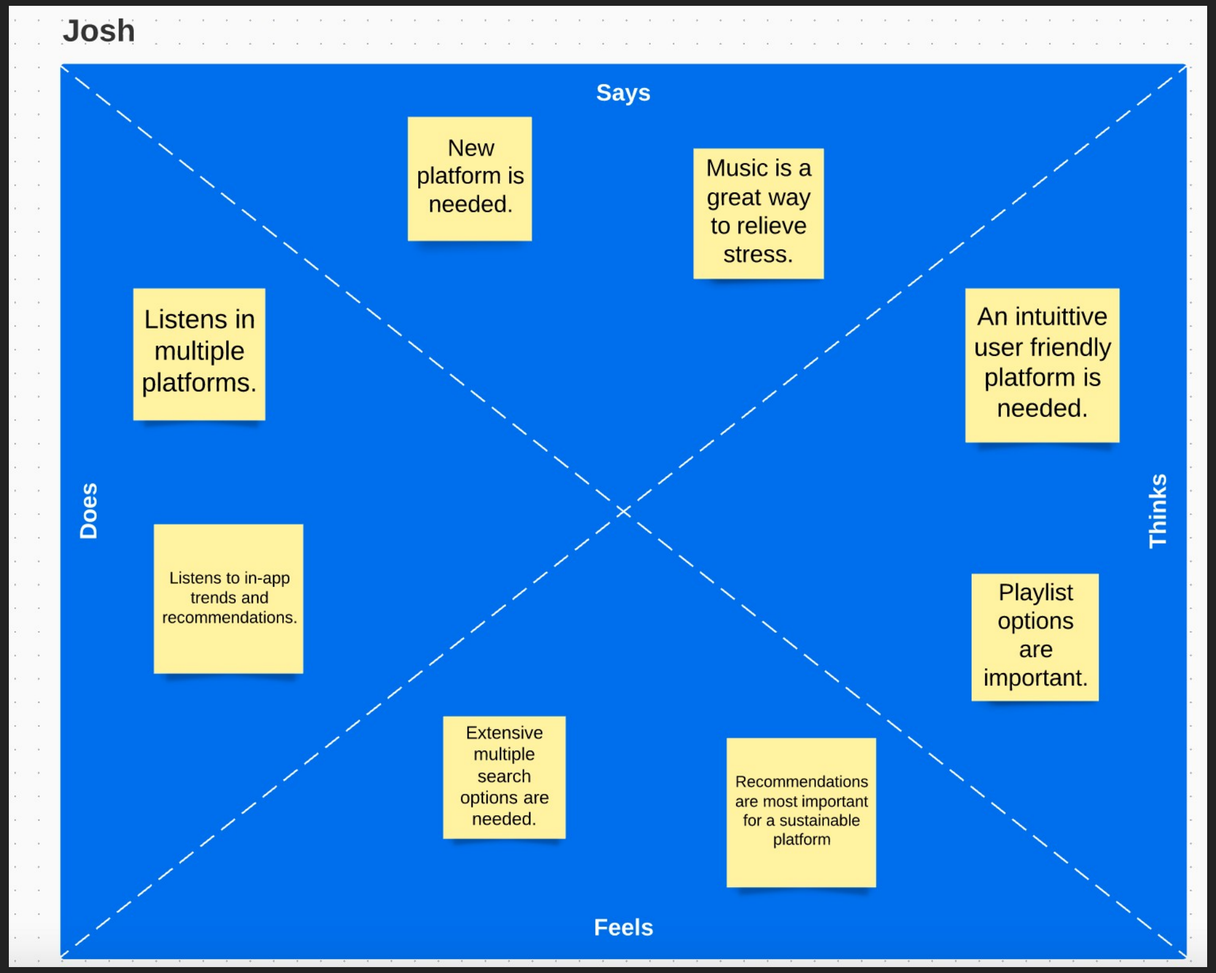
QUESTIONS ASKED

Q. Why do you listen to music?

Q. What do you look for in a music player?

Q. What type of recommendations do you wish for?

EMPATHY MAP


Josh
Says
New platform is needed.
Music is a great way to relieve stress.
Listens in multiple platforms.
An intuittive user friendly platform is needed.
Does
Thinks
Listens to in-app trends and recommendations.
Playlist options are important.
Extensive multiple search options are needed.
Recommendations are most important for a sustainable platform
Feels

INTERVIEWEE 2

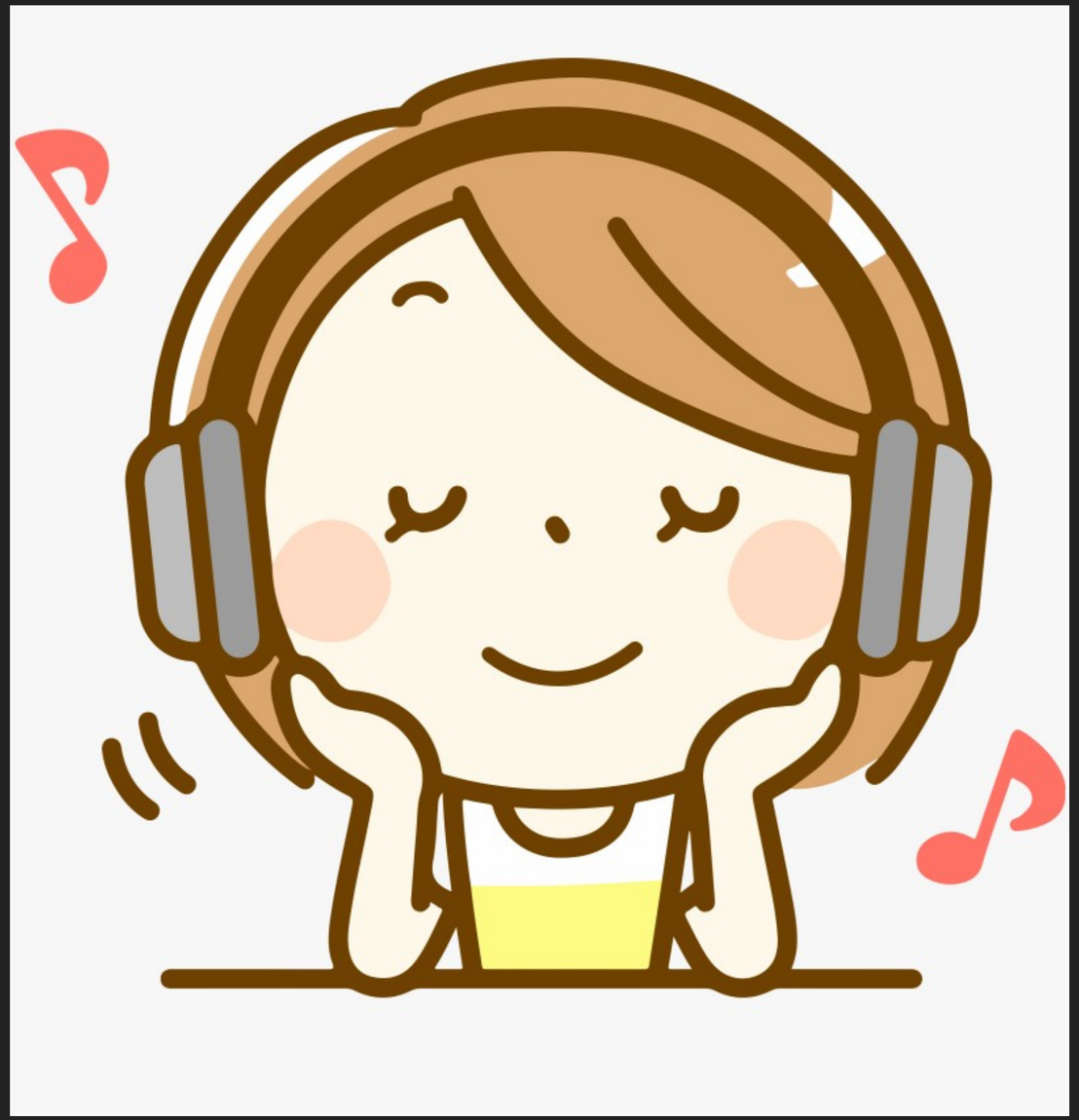
- Name - Rama
- Housewife

Questions Asked

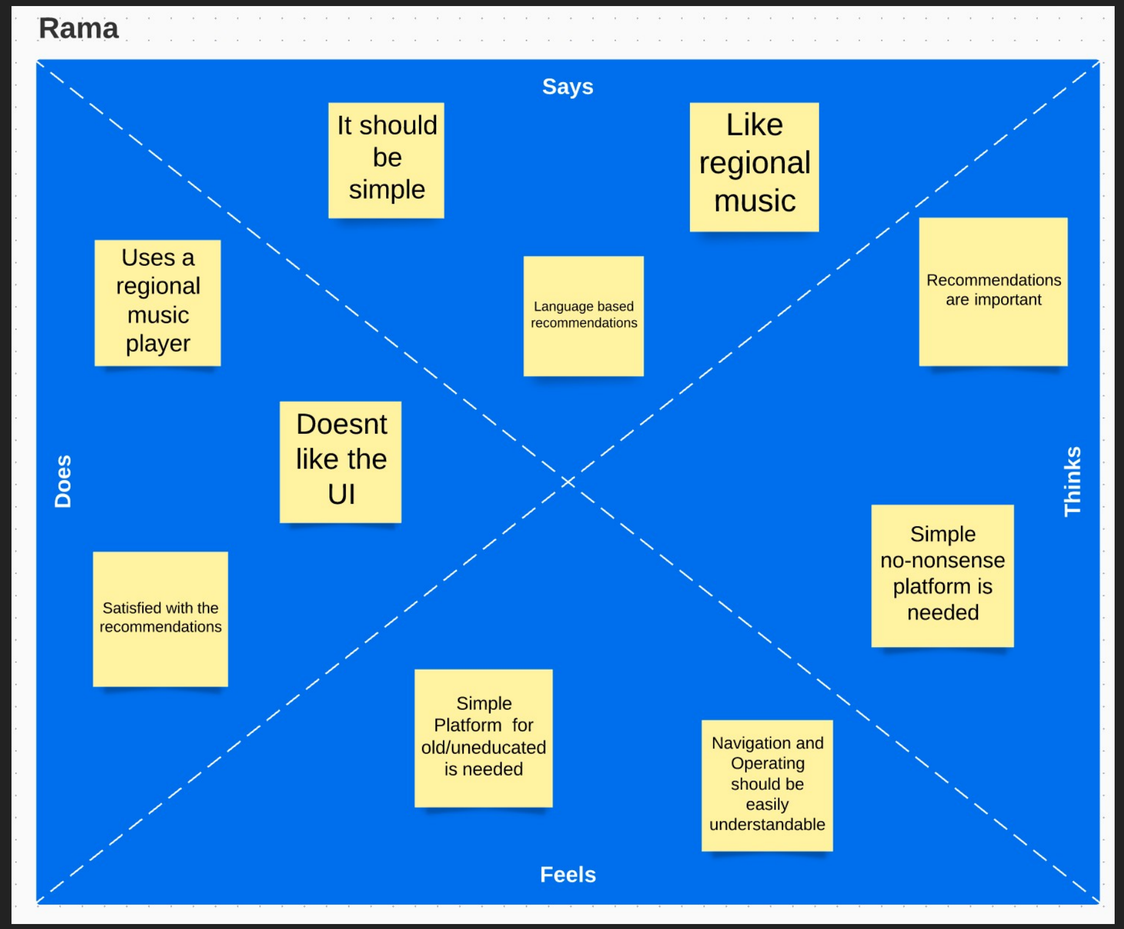
Q. What do you wish for in a music player?

Q. Any particular likes and dislikes?

Q. What type of recommendations do you like?

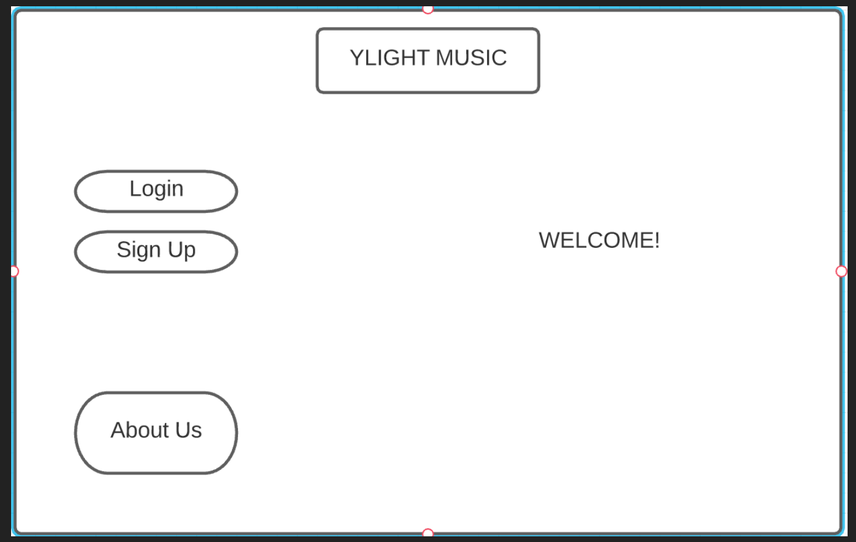


EMPATHY MAP

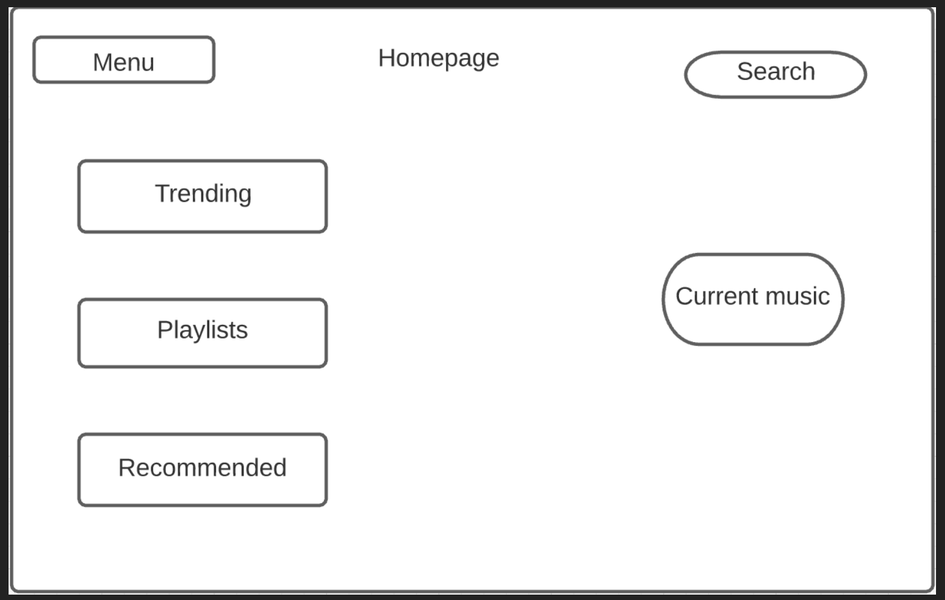

Rama
Says
It should be simple
Like regional music
Uses a regional music player
Language based recommendations
Recommendations are important
Doesnt like the UI
Does
Thinks
Satisfied with the recommendations
Simple no-nonsense platform is needed
Simple Platform for old/uneducated is needed
Navigation and Operating should be easily understandable
Feels

LOW-FIDELITY PROTOTYPE

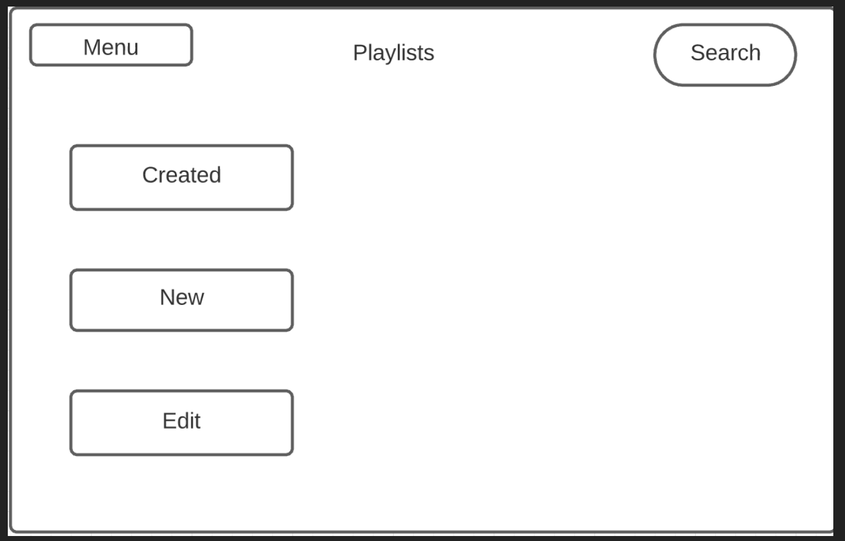
- Opening page contains options for login/sign-up.
- Has info about our website as well which describes the uniqueness, speciality, features of our website.



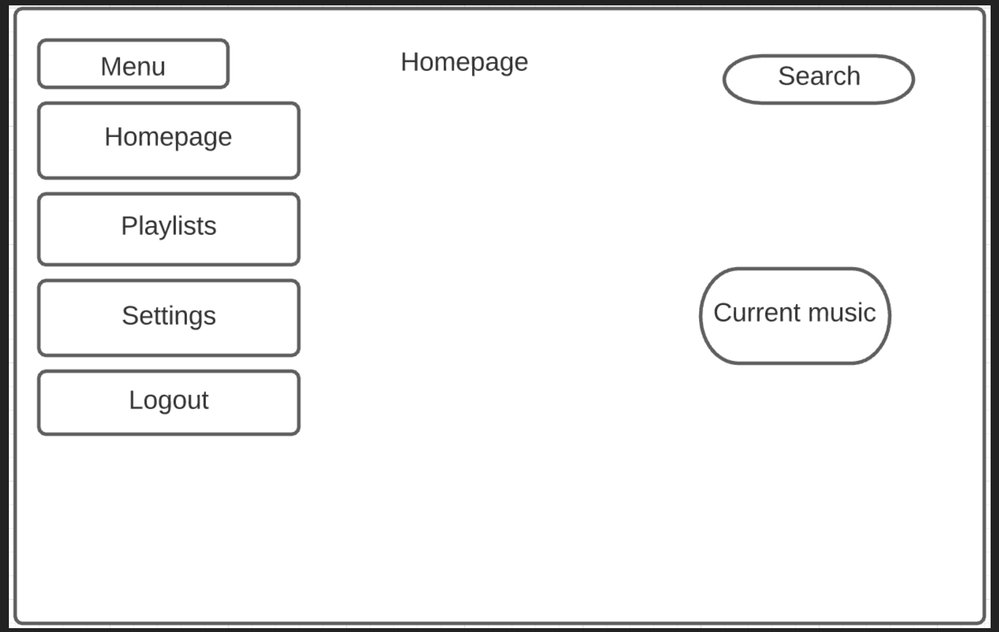
- Homepage contains multiple music options such as :
- Trending songs, user created playlists, recommended songs.
- Current music which is being played is also displayed.



- Playlists page contains options for :
- Creating new Playlists
- Viewing current playlists
- Editing playlists

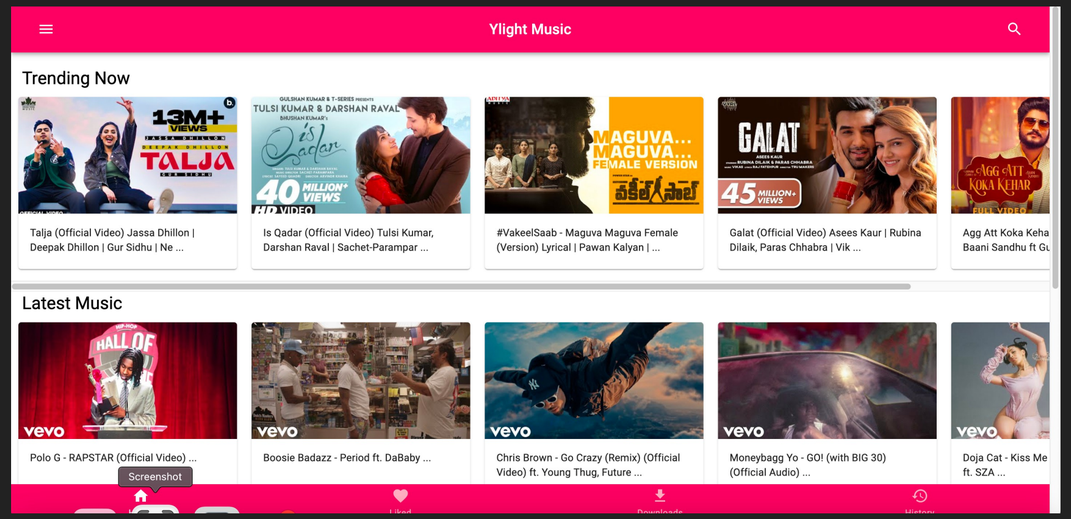


- Menu page contains options for navigating to different pages such as Homepage, Playlists, Settings, Option for logging out.

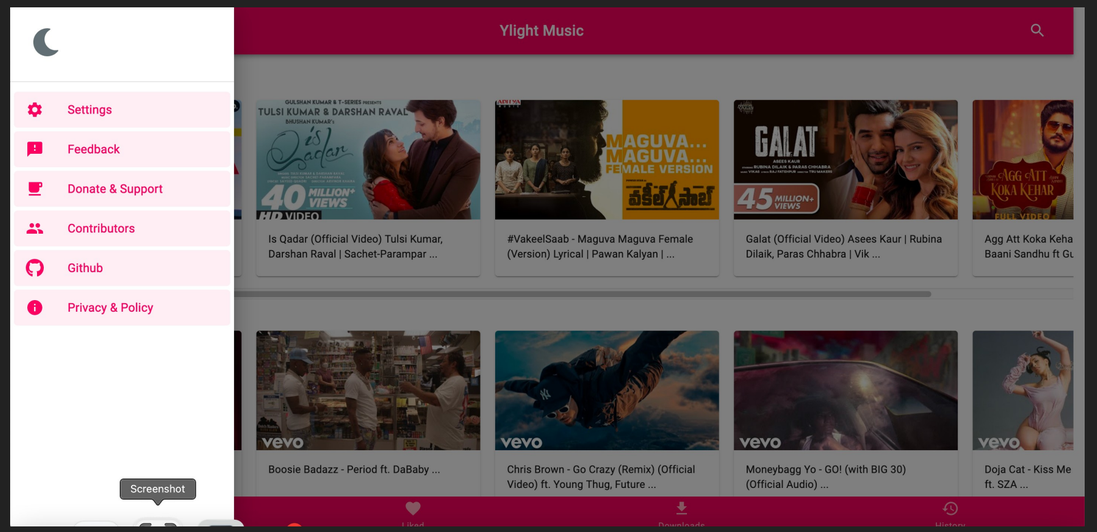


HIGH-FIDELITY PROTOTYPE

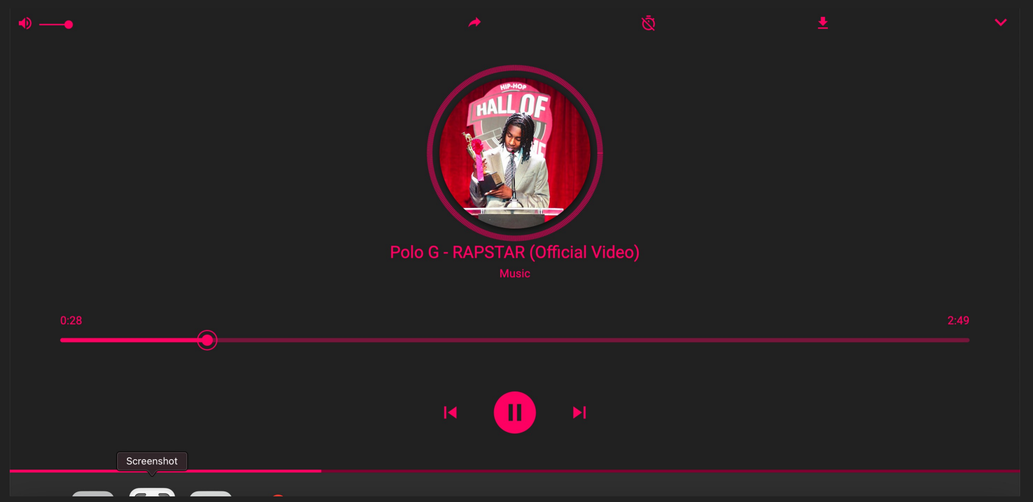
- Homepage



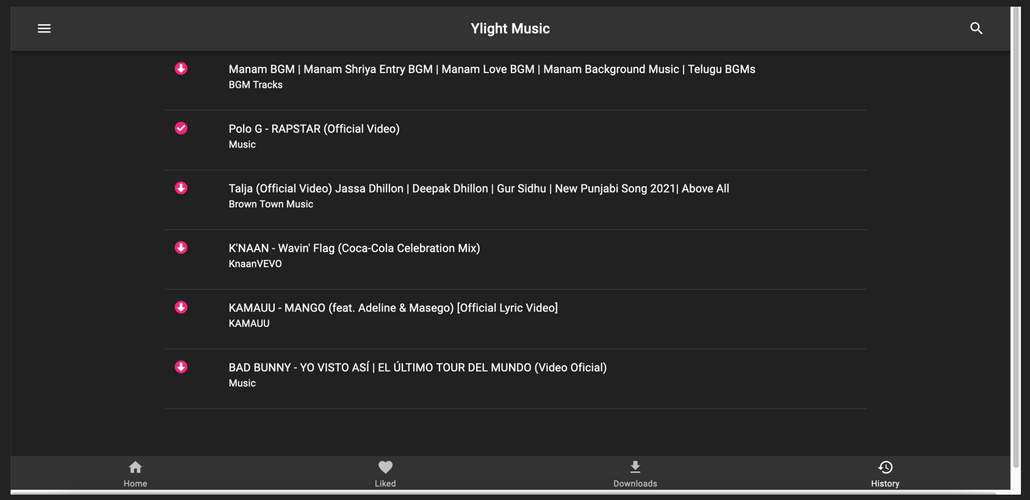
- Dashboard



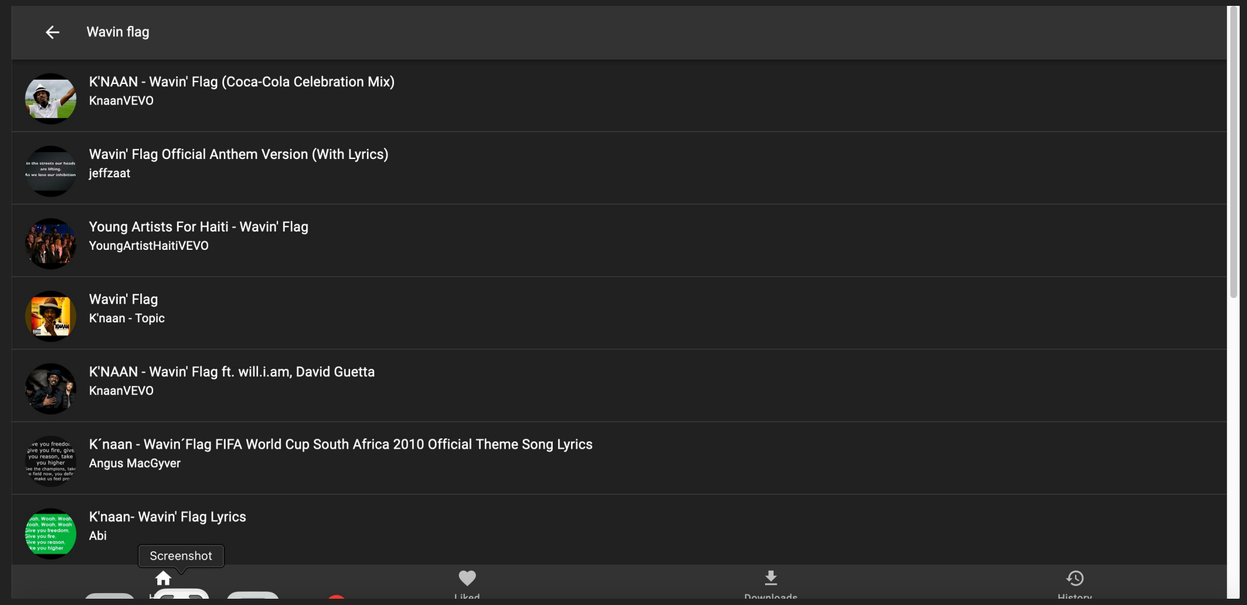
- Player



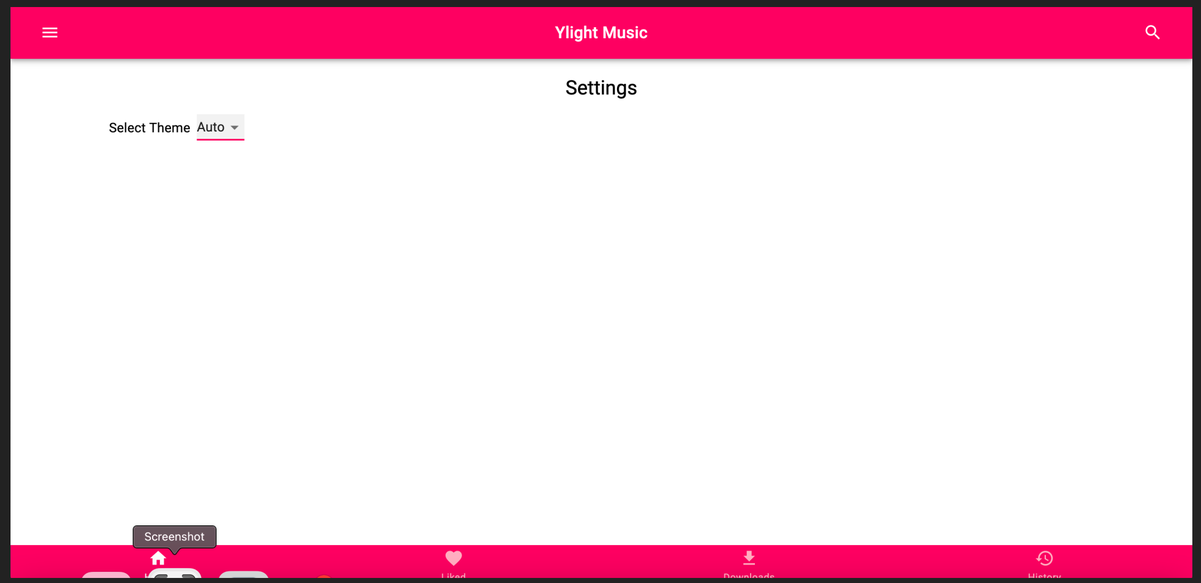
- History



- Search



- Settings



HEURISTIC - EVALUATION

STRIVE FOR CONSISTENSY

- Familiar Layout is used throughout the platform so that user gets acquainted with it.
- Generic design is repeated throughout all the pages for familiarity.
- Search, navigation is provided for ease of use.

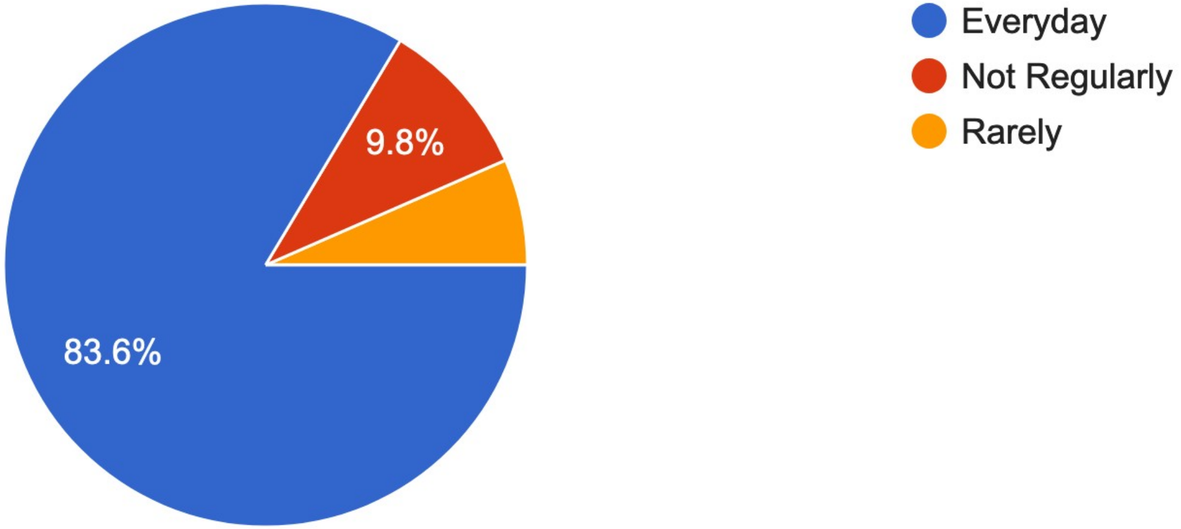
FEEDBACK

- Feedback is requested from the users for better understanding of their requests, wishes.
- Platform can be improved greatly from the feedback received from them.

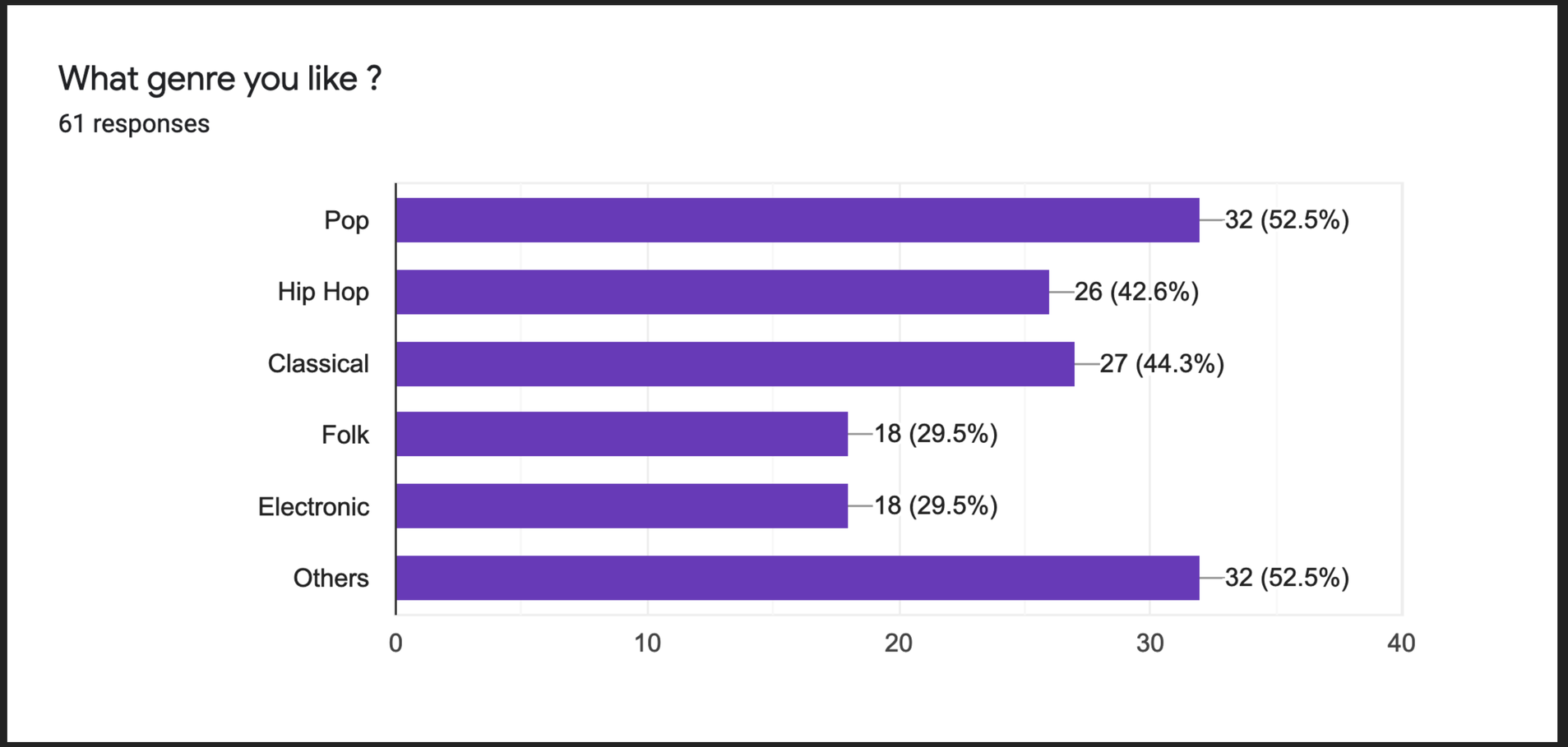
SURVEY

How often do you listen to music ?

61 responses



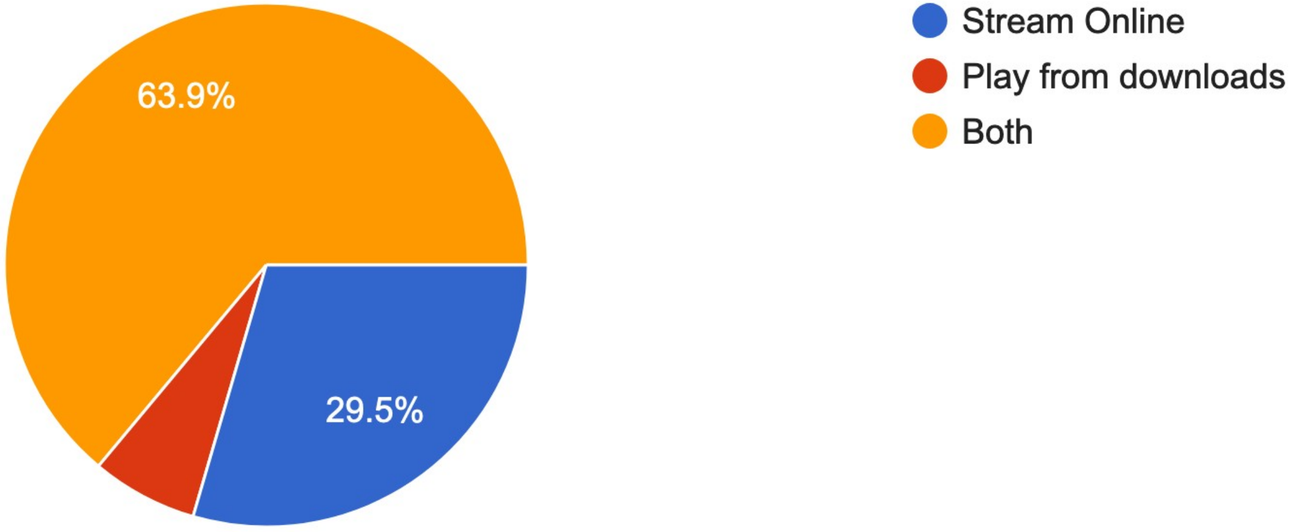
SURVEY


What genre you like ?
61 responses
Pop
Hip Hop
Classical
Folk
Electronic
Others
32 (52.5%)
26 (42.6%)
27 (44.3%)
18 (29.5%)
18 (29.5%)
32 (52.5%)
0
10
20
30
40

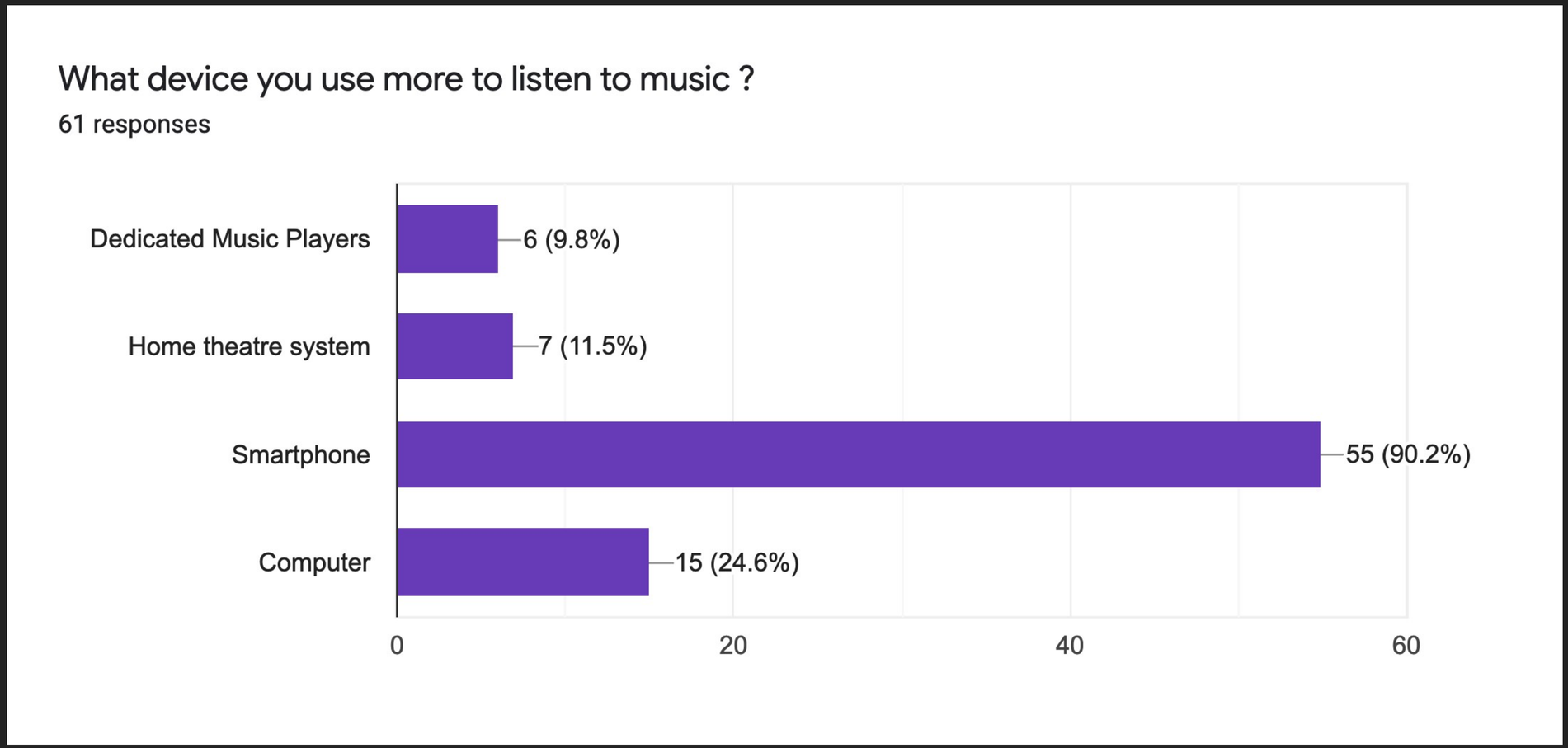
SURVEY

How would you like to listen to music ?

61 responses



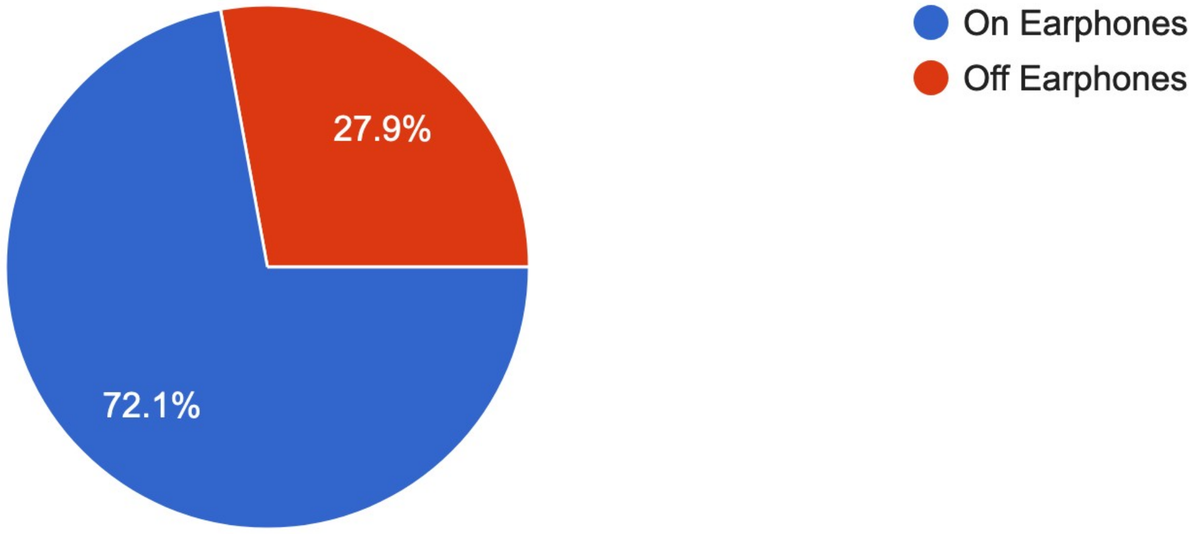
SURVEY


What device you use more to listen to music ?
61 responses
Dedicated Music Players
6 (9.8%)
Home theatre system
7 (11.5%)
Smartphone
55 (90.2%)
Computer
15 (24.6%)
0
20
40
60

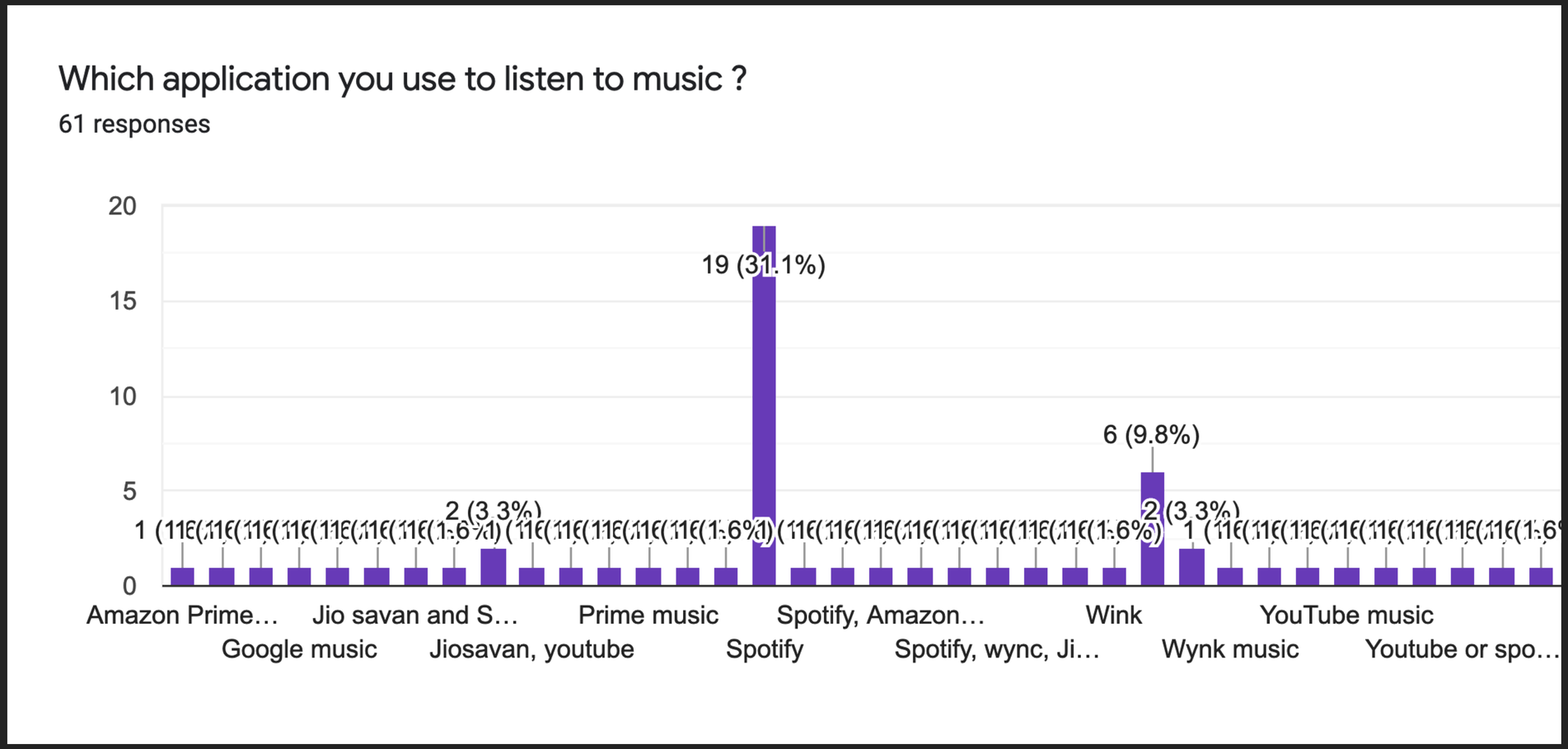
SURVEY

How do u listen ?

61 responses



SURVEY


Which application you use to listen to music ?
61 responses
20
15
10
5
0
19 (31.1%)
6 (9.8%)
2 (3.3%)
2 (3.3%)
Amazon Prime…
Google music
Jio savan and S…
Jiosavan, youtube
Prime music
Spotify
Spotify, Amazon…
Spotify, wync, Ji…
Wink
Wynk music
YouTube music
Youtube or spo…

SIMPLE ERROR HANDLING

- System should be designed in an intuitive way such that there is no room for user errors.
- User input errors should be handled properly by prompting the user to input correct credentials such as email, password, etc

PERMIT EASY REVERSAL OF ACTIONS

- Users should be able to edit any wrong inputs as they wish.
- Users can also reverse any actions done by mistake or if they wish to do it.

REDUCE SHORT-TERM MEMORY LOAD

The limitation of human information processing in short-term memory requires that displays be kept simple, multiple page displays be consolidated, window- motion frequency be reduced, and sufficient training time be allotted for codes, mnemonics, and sequences of actions.

ENABLE USERS TO USE SHORTCUTS

- No of interactions should be limited.
- UI should be easy and simple to use without navigating many pages, searching, etc.

SUPPORT INTERNAL LOCUS OF CONTROL

Experienced operators strongly desire the sense that they are in charge of the system and that the system responds to their actions. Design the system to make users the initiators of actions rather than the responders.