Problem Solving (A3) Report

Topic: Music Recommendation App

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1. Identify a Problem	PLAN

- People listen to their favorite songs and artists again and again, leaving small opportunities for them to be exposed to new music that may cater to their preferences.
- If they have no one to talk to who might share their tastes in music, manually finding or searching for new music becomes time consuming.

2. Set the Target	PLAN

Create a music recommendation system that automatically recommends new music at the user's preferred rate, based on their current tastes and favorite artists. Help users open themselves up to new music that other people who share their music preferences enjoy.

3. Analyze the Causes	PLAN

- It is hard to find people who have the same preferences in music that you have.
- There are almost too many artists and songs to discover.
- Finding new music can be time consuming.

4. Propose & Implement Countermeasures	PLAN/DO

- Create an app that first asks for your favorite artists in your favorite genres.
- The app will compare this list to other user's lists and find similar lists to yours, then recommending artists that they enjoy.
- Users can set how often they want to be recommended new music, if they want to be recommended full albums or single songs, recommend music during specific times of day, play a recommended song after as an alarm.

5. Check/Evaluate	CHECK

ASK:
- Did the countermeasures work?
- Was the target achieved
- Can I verify that the Root Cause was eliminated (can I turn it off & on)
- If the Countermeasure was not effective, why didn't it work

SHOW:
The results; describe the reliability of the new process
TOOLS:
Line graph, pareto

6. Act and/or Standardize	ACT

ASK:
- How will we ensure the process continues to work (stays solved)?
- What have we learned?
- Where else can we apply this learning?

SHOW:
New or changed procedures, plans to apply learning in other areas
TOOLS:
Standard Operating Procedures

Template by Ignacio Tampe