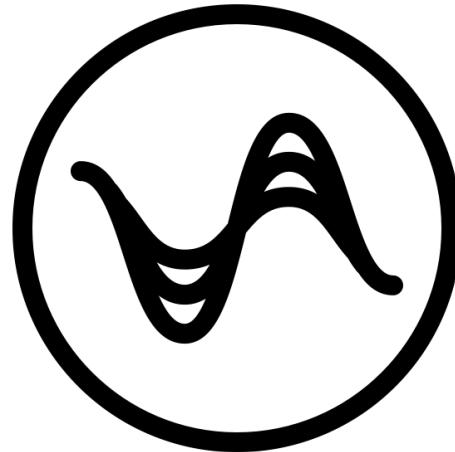


Resonance

Music, together.

Christina Stanfield
Gerard Gaimari
Trevor Alexander

Problem



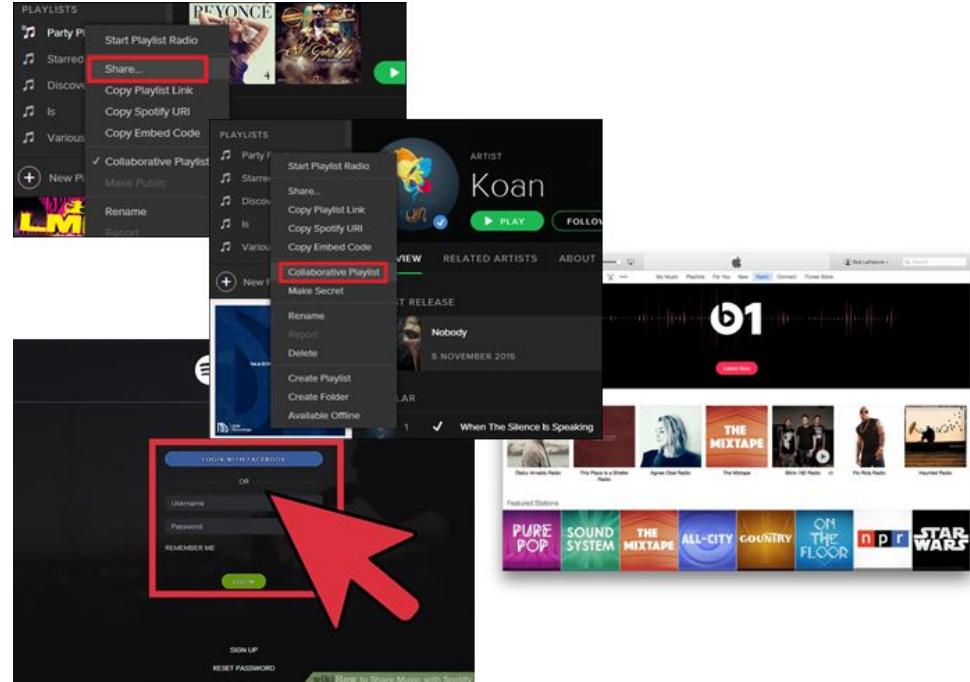
“Who’s on aux?”

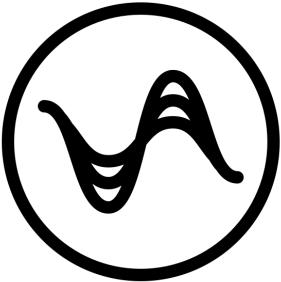
*“I don’t want to play a bad
song.”*

“Just put on a mix.”

Current Solutions:

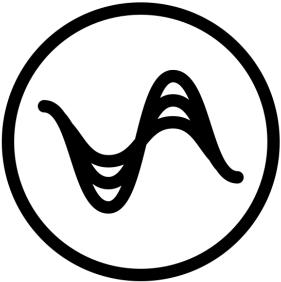
- Shared music
- Social logins
- Public feedback
- Streaming radio





Goal

Make group music selection & feedback easier for students in a creative work session.

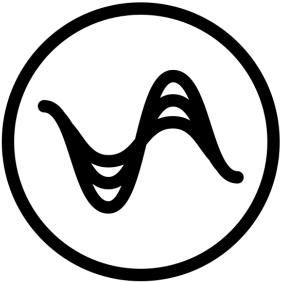


Difficulties of Group Decision Making

Time consuming

Not always “optimal”

Distracting

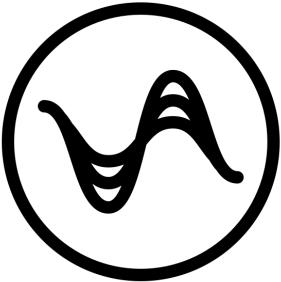


Importance of Music

Enhances productivity & creativity

Improves collaboration

Diversity



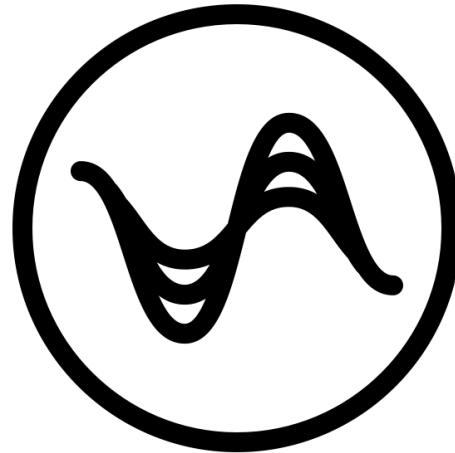
User Research (Interviews)

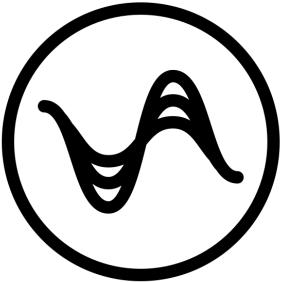
Explore different environments and users

Narrow target users

Consider current solutions

Paper Prototype





Initial Design

Physical Device

Host Application

Guest Widget

Dynamically Selecting Music

Task 1

- Initial selection of songs
- Creating queue using feedback

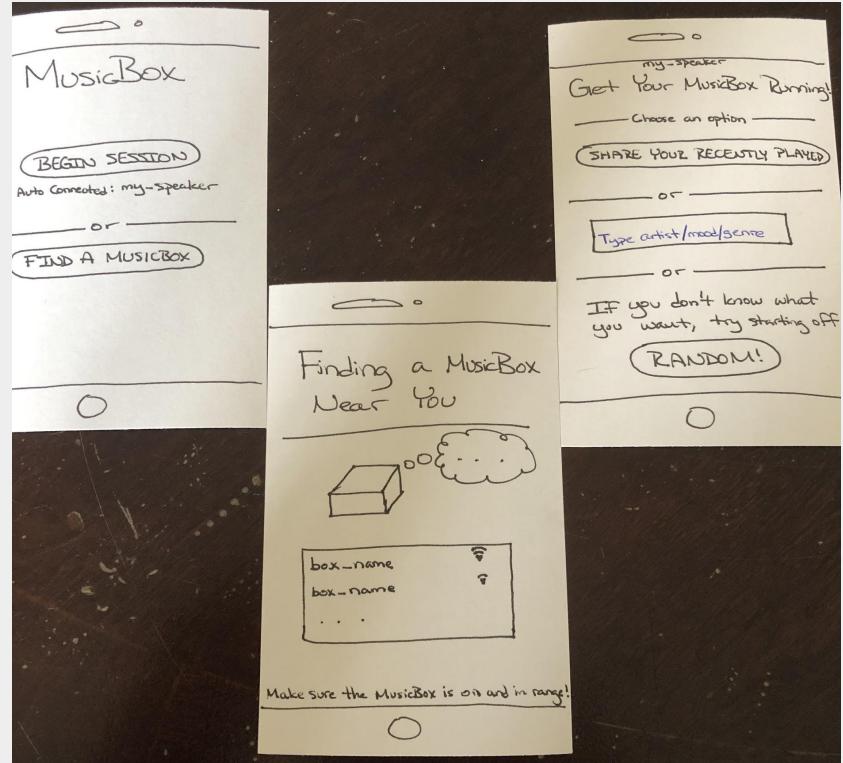


Physical Device

Dynamically Selecting Music

Task 1

- Initial selection of songs
- Creating queue using feedback

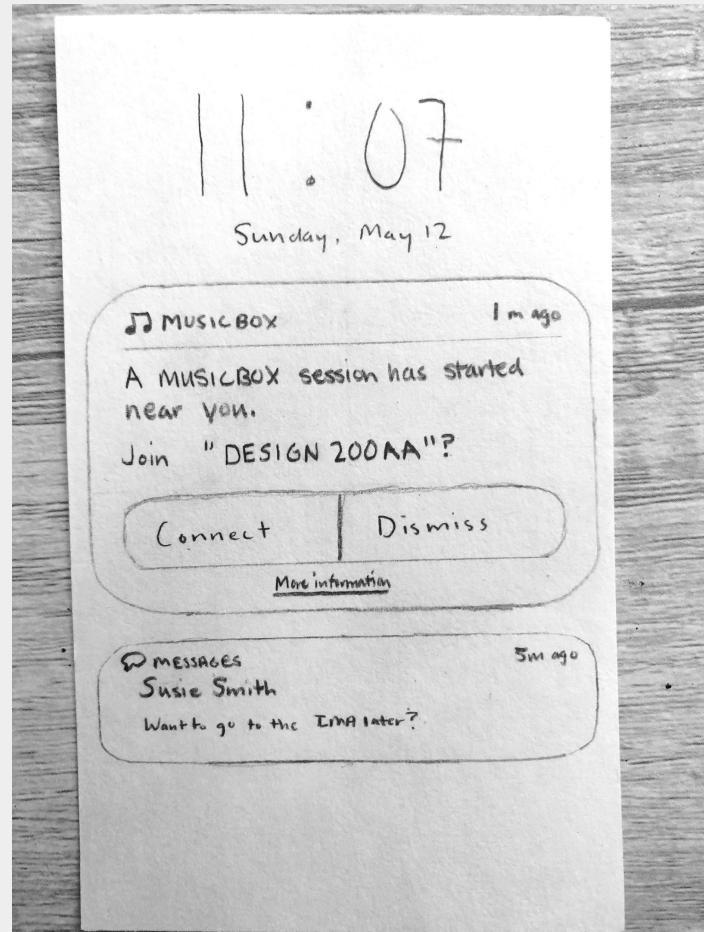


Host Set-Up

Dynamically Selecting Music

Task 1

- Initial selection of songs
- Creating queue using feedback

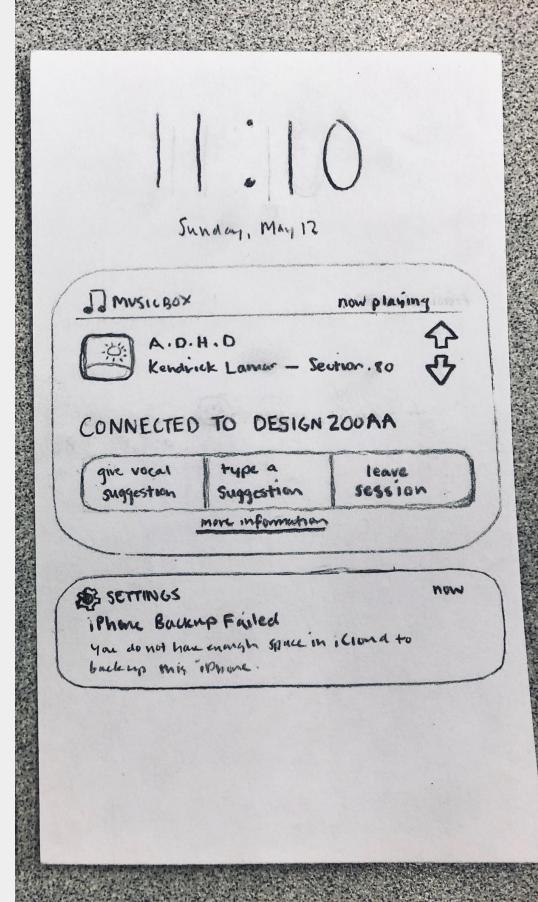


Guest Connection

Providing Feedback

Task 2

- Non-disruptive, discrete
- Music is representative of group preferences

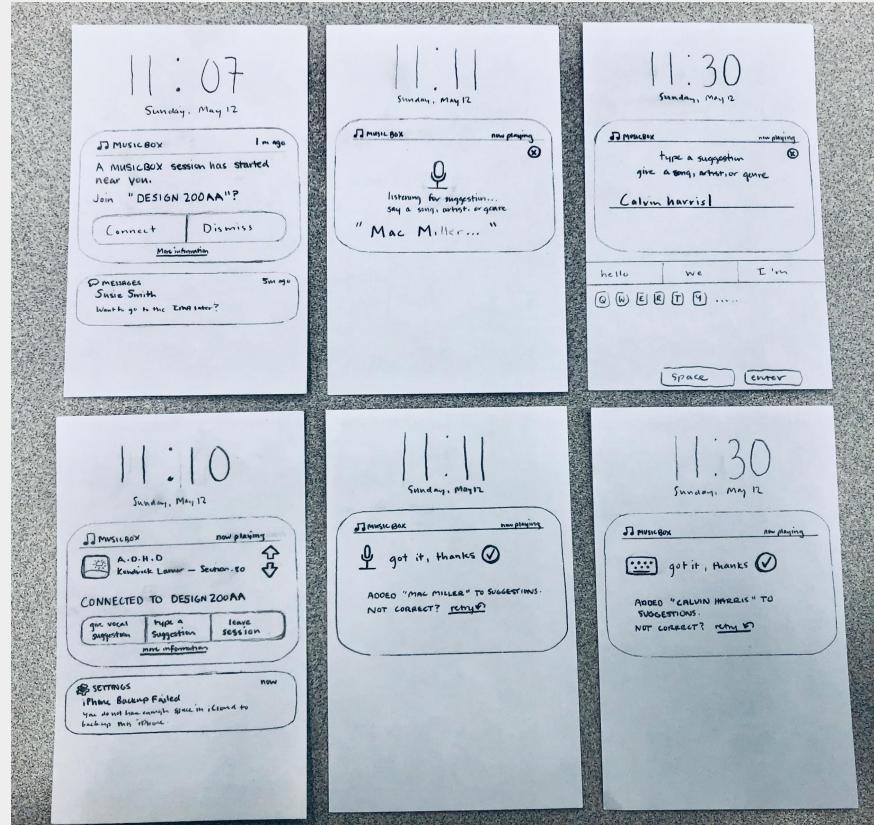


Upvote/Downvote Feedback

Providing Feedback

Task 2

- Non-disruptive, discrete
- Music is representative of group preferences

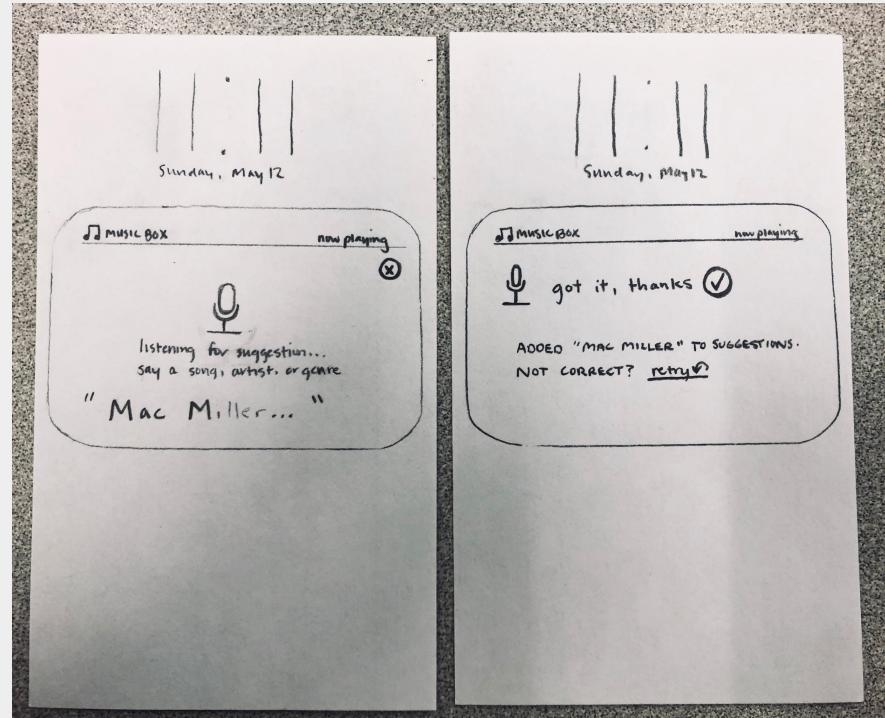


Typed and Vocal Suggestions

Providing Feedback

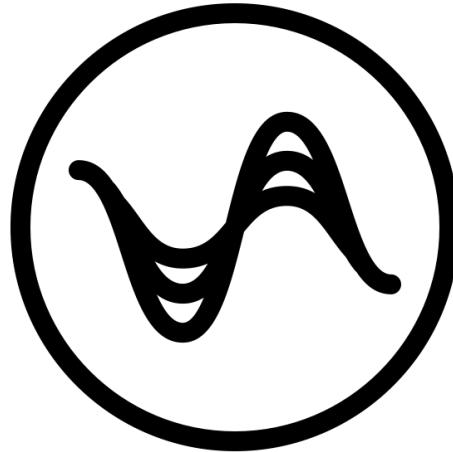
Task 2

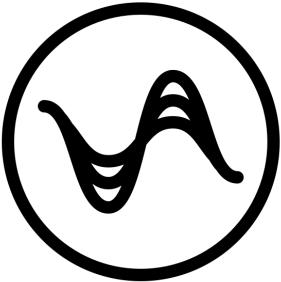
- Non-disruptive, discrete
- Music is representative of group preferences



Vocal Suggestion

Testing



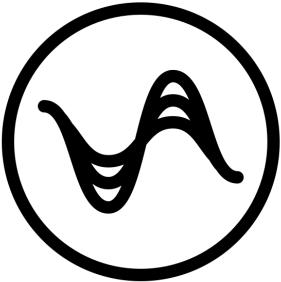


Heuristic Evaluations

Aesthetic and Minimalist Design of Device

Match between system and the real world

Interface consistency and standards



Usability Tests

Users from target demographic

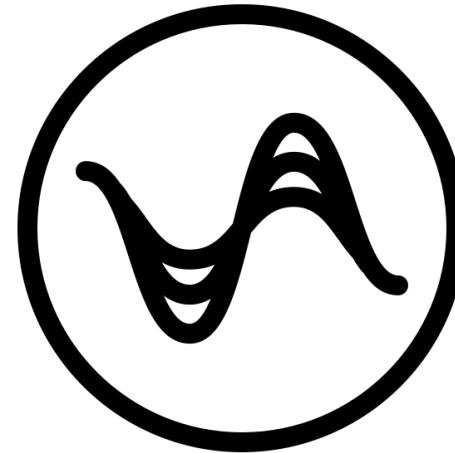
Conducted in natural environments with roleplay elements

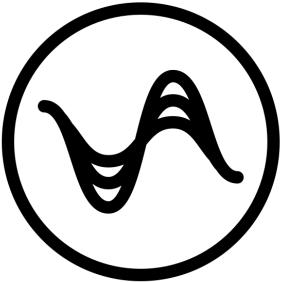
Takeaways:

- Clarify host onboarding and controls
- Clarify guest voting options
- Allow host to see more of system state
- Make physical device setup more obvious

Final Paper Prototype

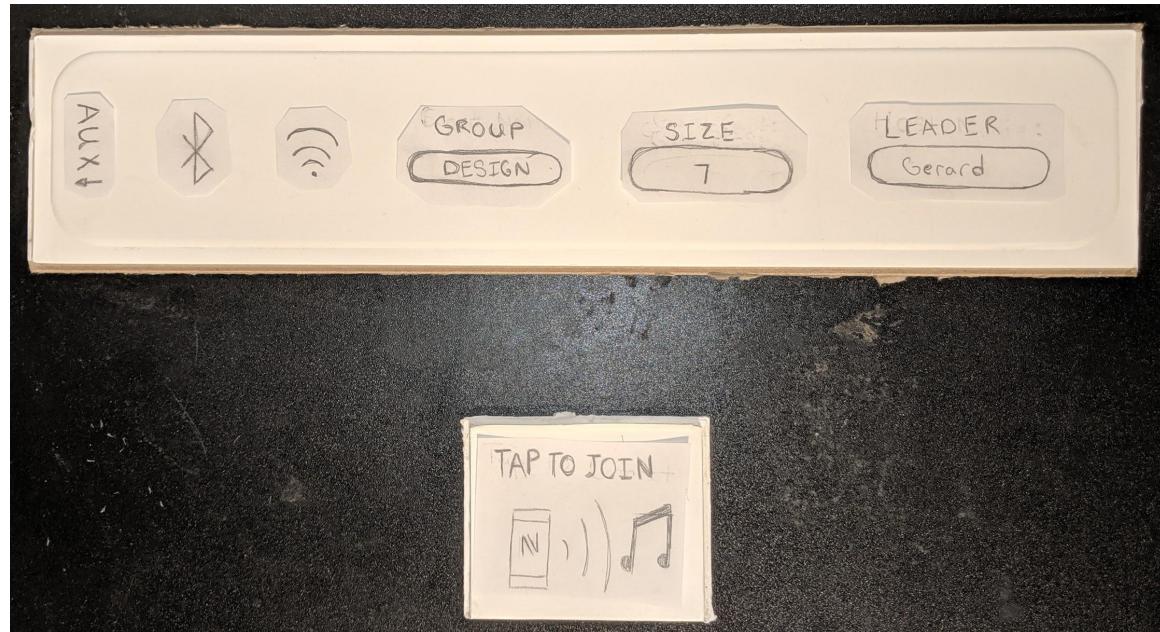
Iterating the design

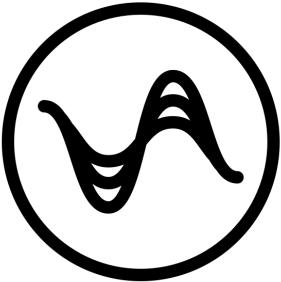




Device

Differentiate
between host &
guest roles.

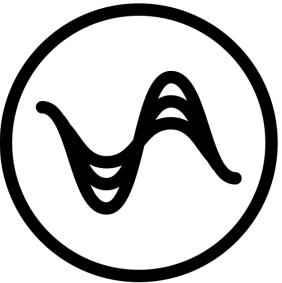




Device

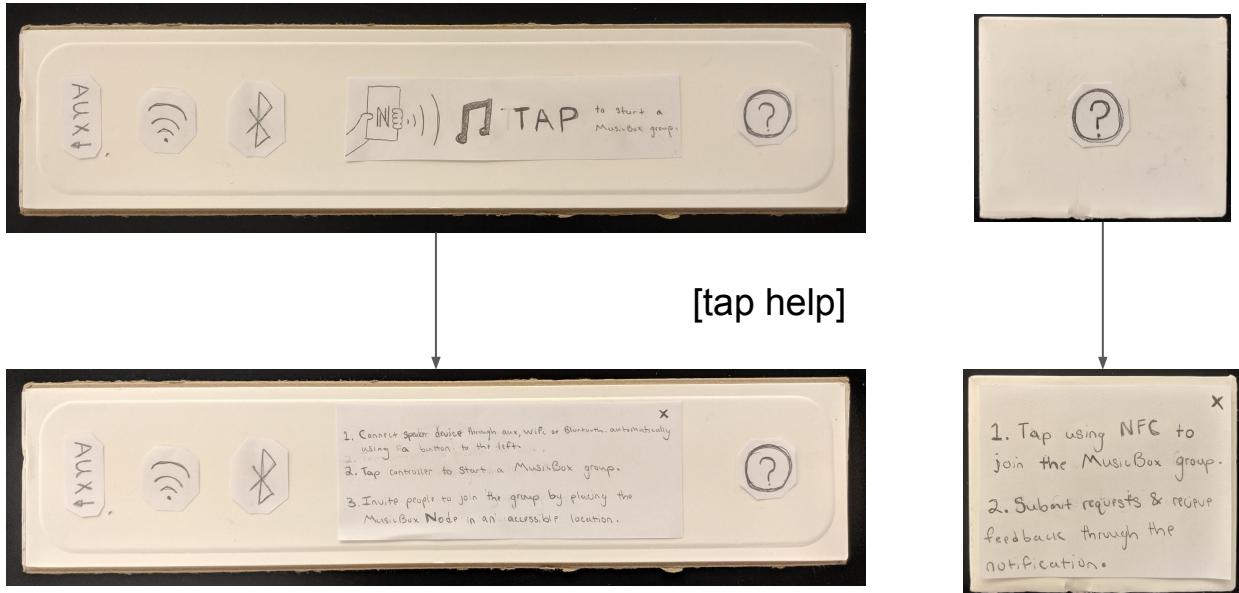
Create interactions which are responsive and intuitive.

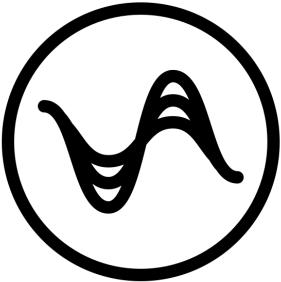




Create interactions which are responsive and intuitive.

Device



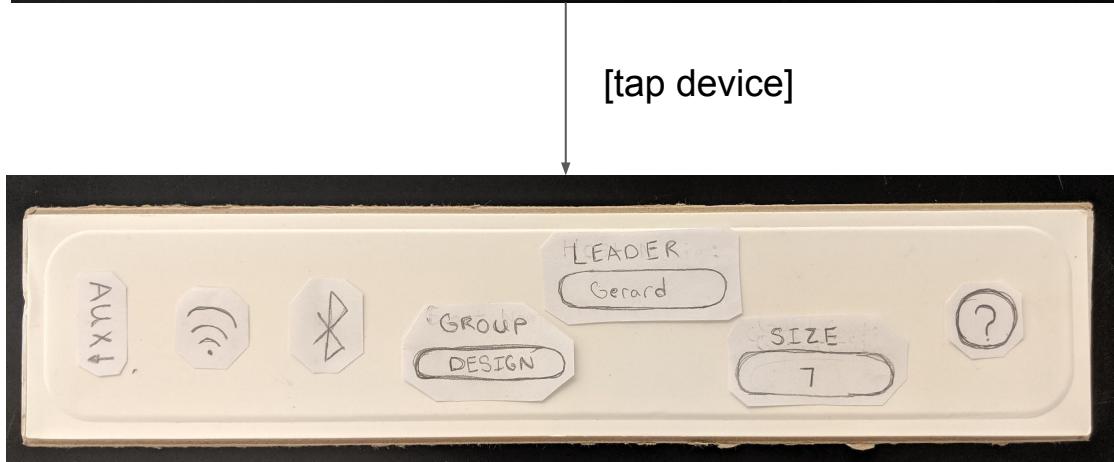


Device

Create interactions which are responsive and intuitive.

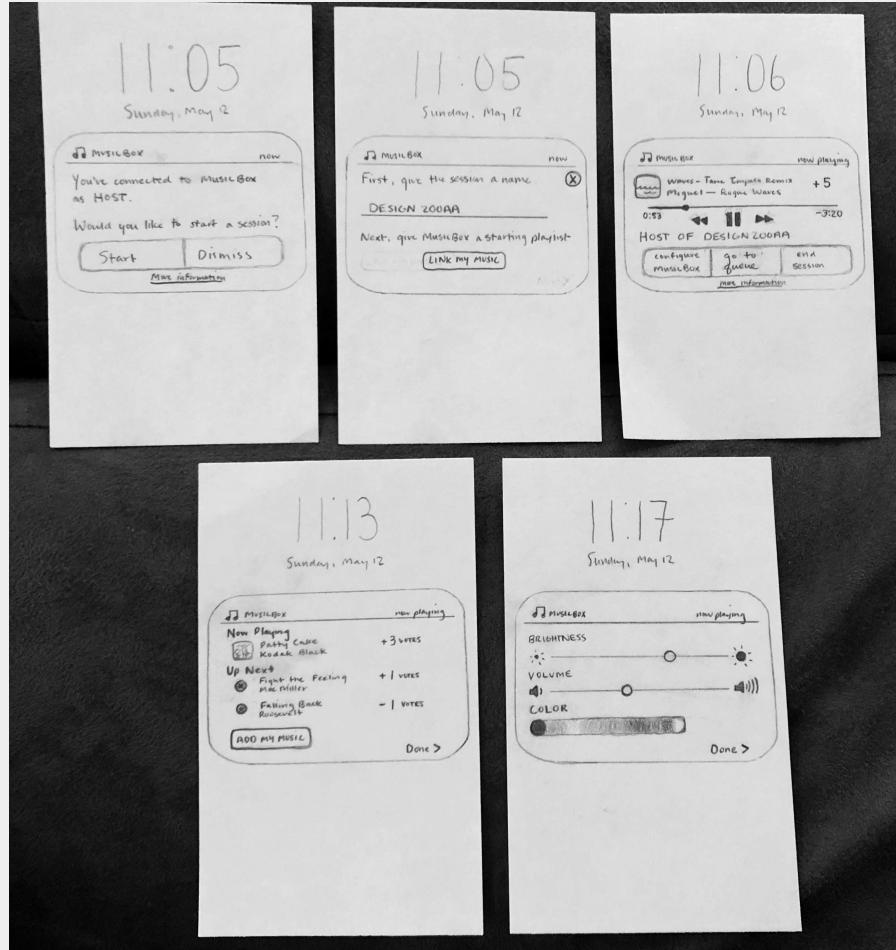


[tap device]



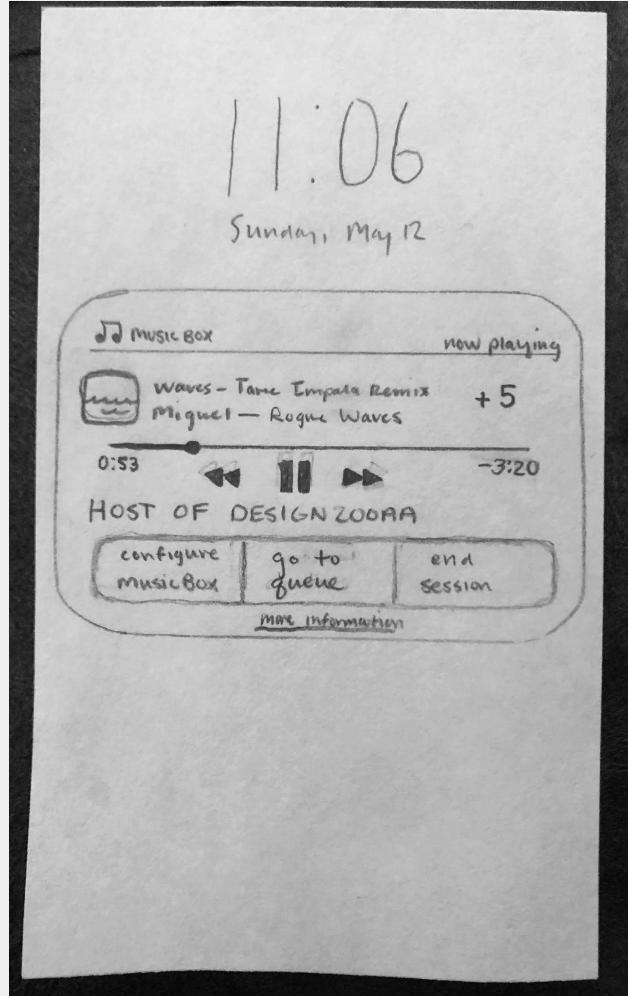
Host Interface

- Match to guest interface
- Simplify onboarding process
- Additional controls and state view



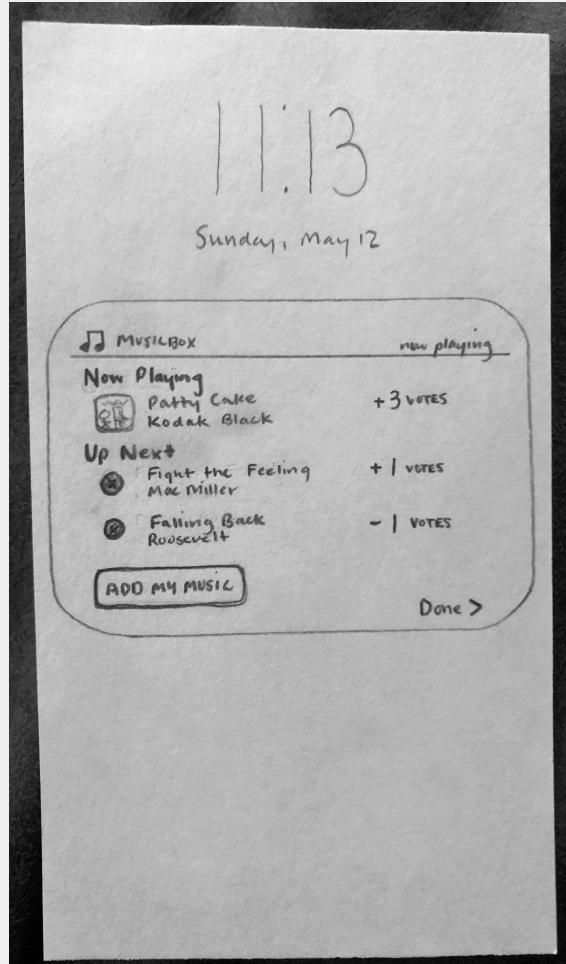
Host Interface

- Match to guest interface
- Simplify onboarding process
- Additional controls and state view



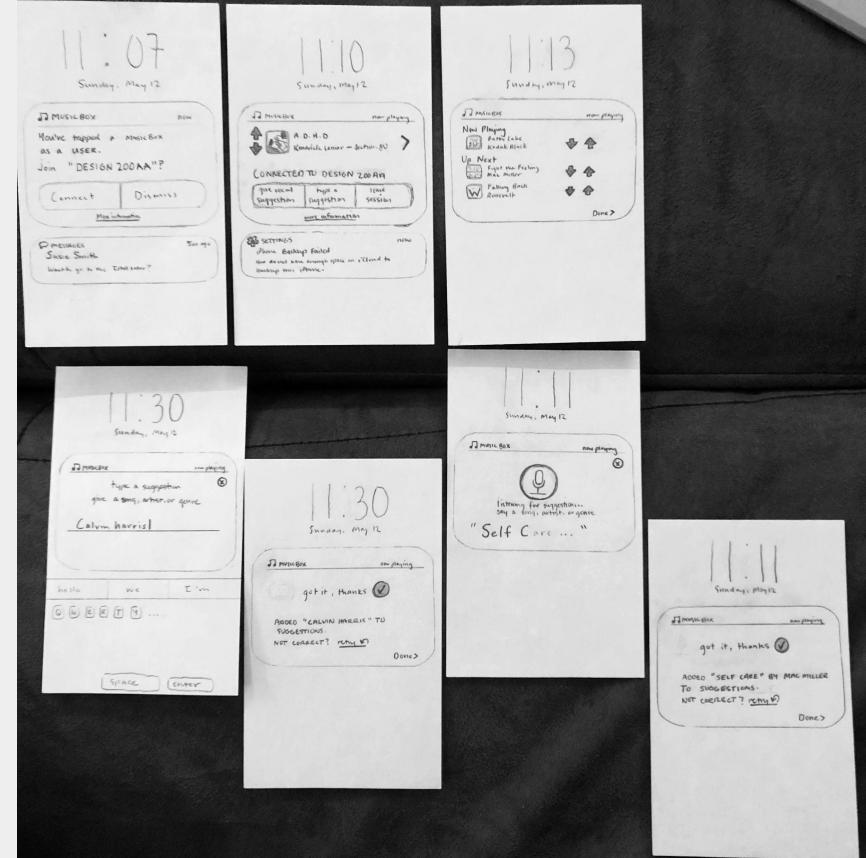
Host Interface

- Match to guest interface
- Simplify onboarding process
- Additional controls and state view



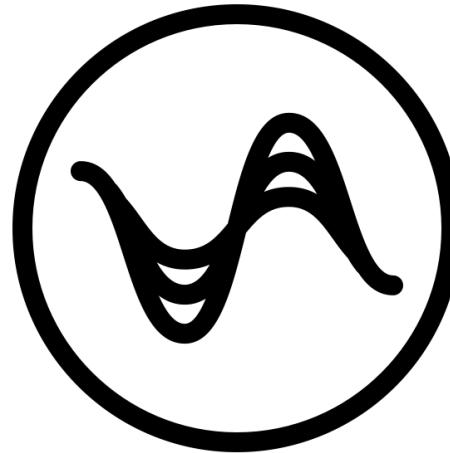
Guest Interface

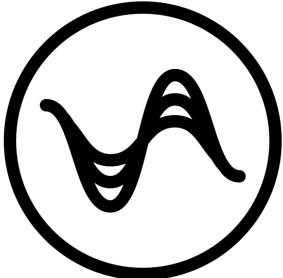
- Cosmetic changes to enhance the minimalistic design
- Clarify upvotes and downvotes by color-coding



Digital Mockup

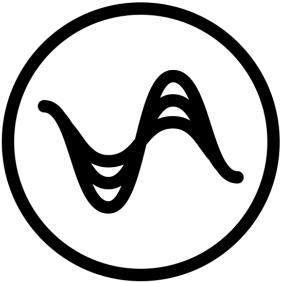
Getting the design right





Host Controller

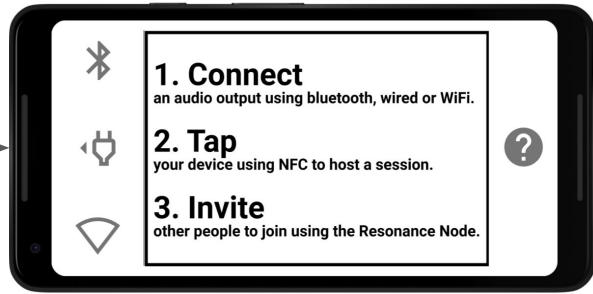




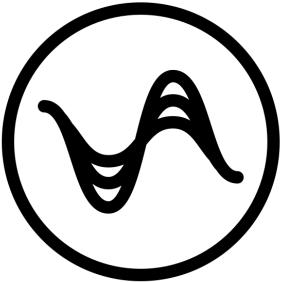
Built-in help



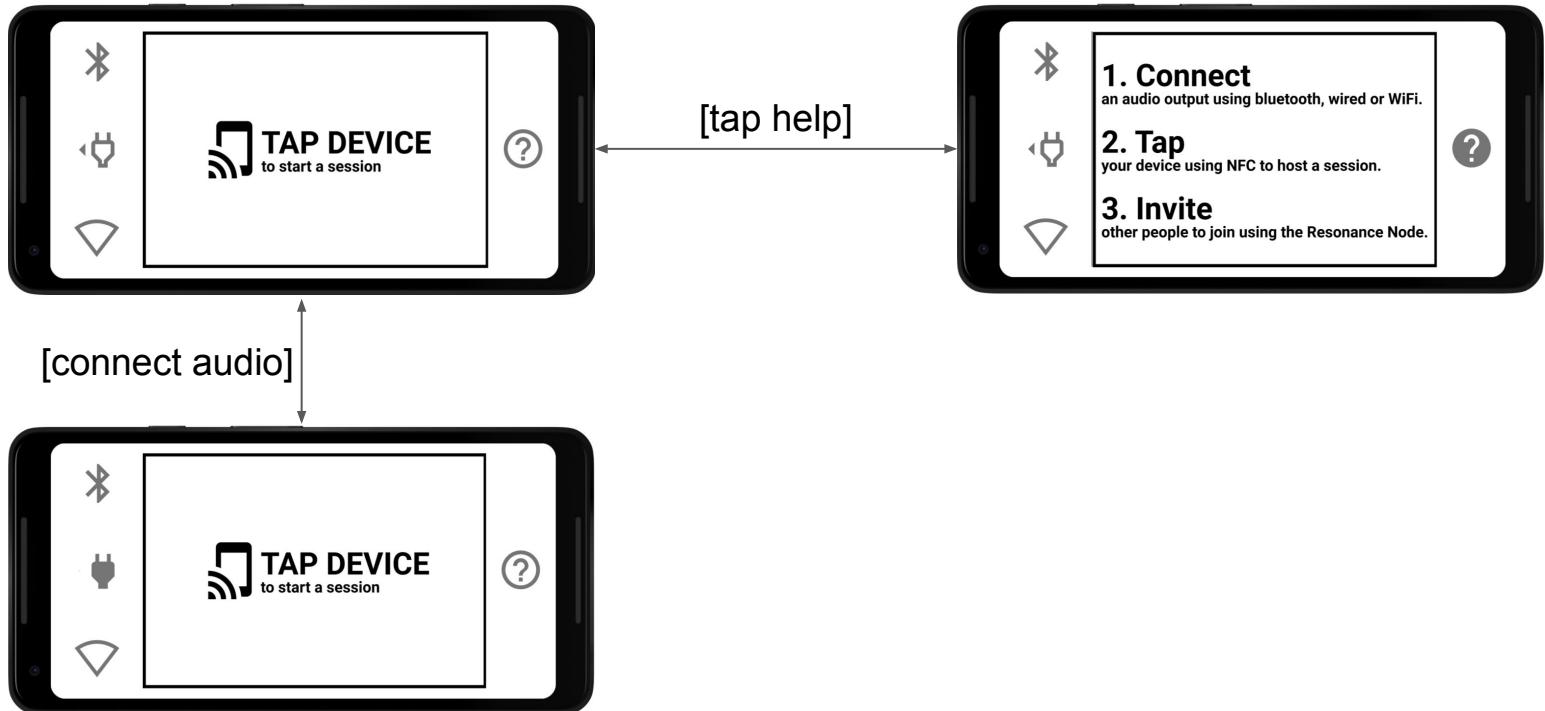
[tap help]

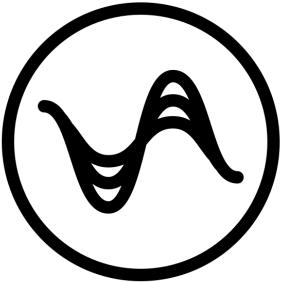


- 1. Connect**
an audio output using bluetooth, wired or WiFi.
- 2. Tap**
your device using NFC to host a session.
- 3. Invite**
other people to join using the Resonance Node.

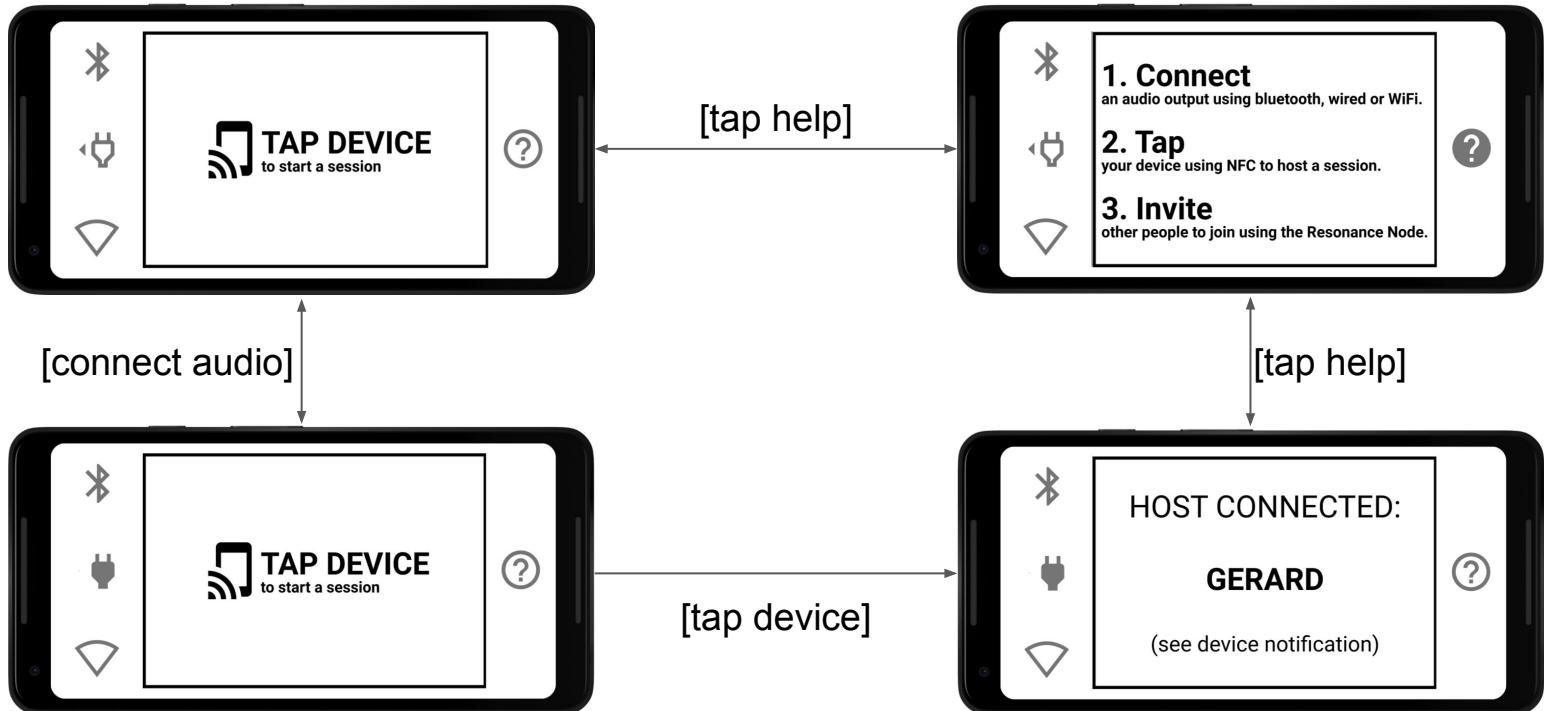


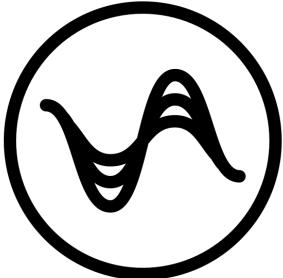
Connect any audio output



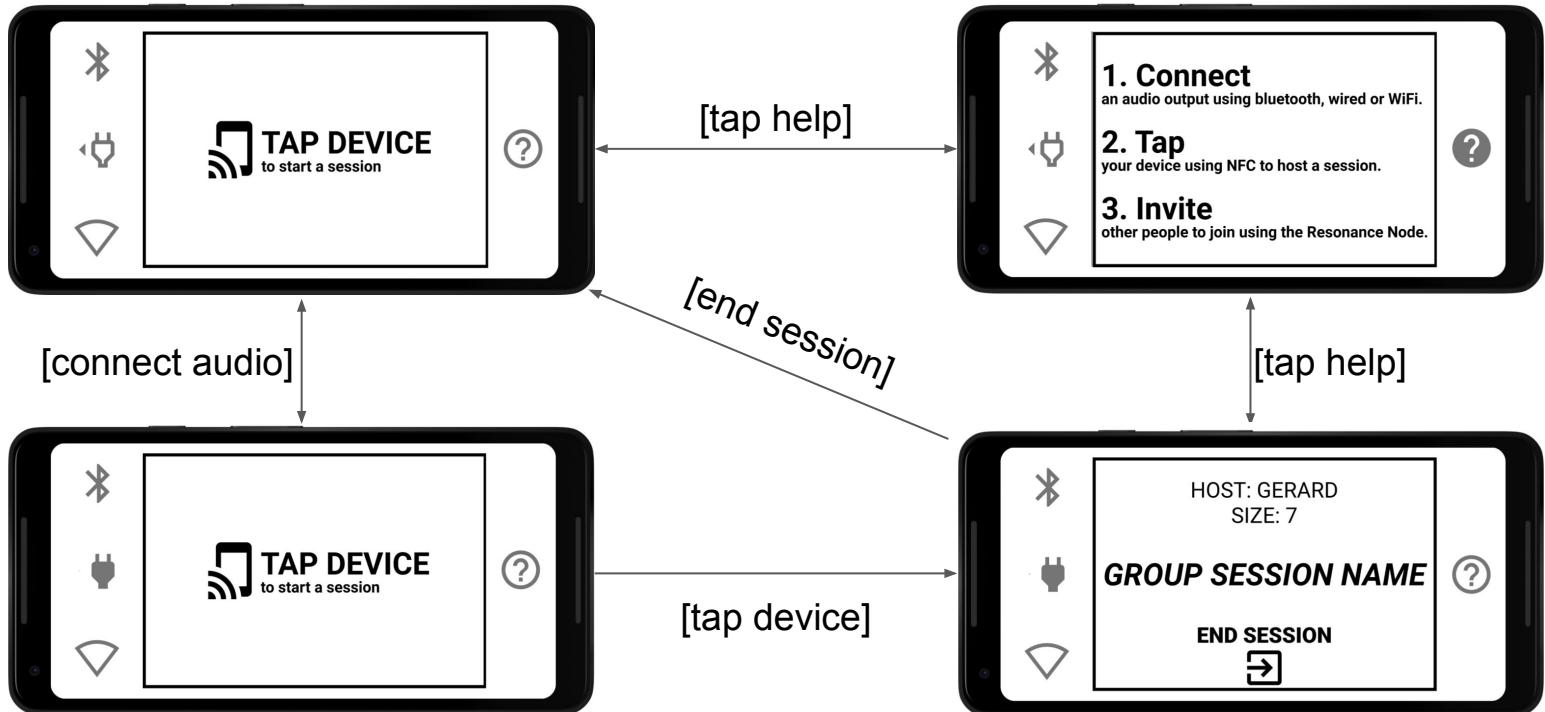


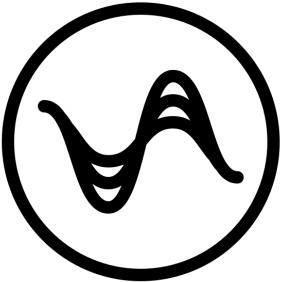
Tap a mobile device



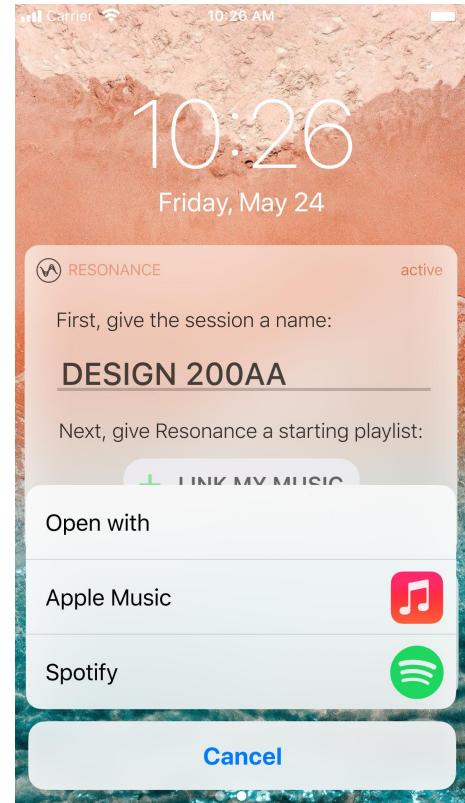
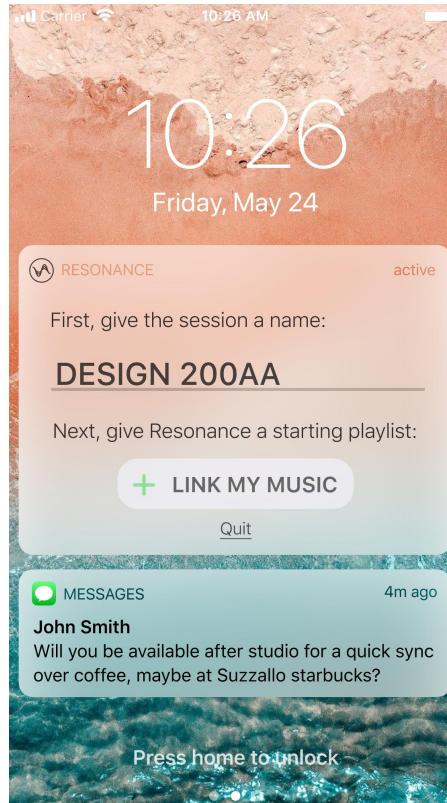
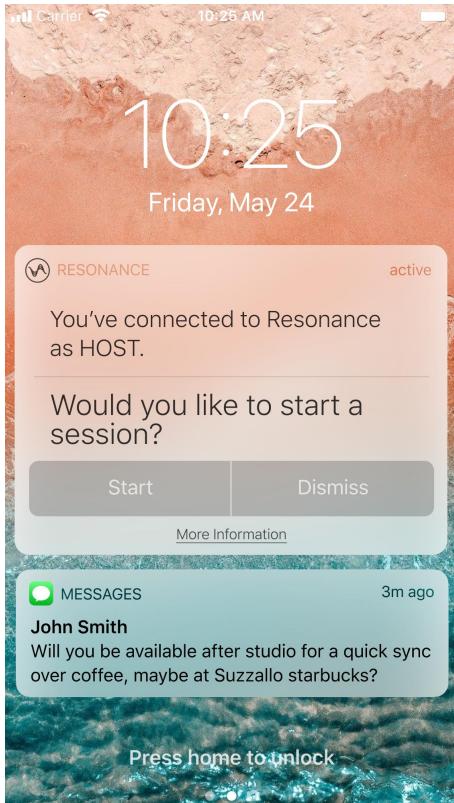


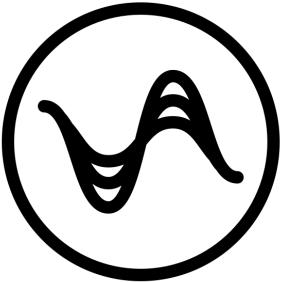
Monitor the session



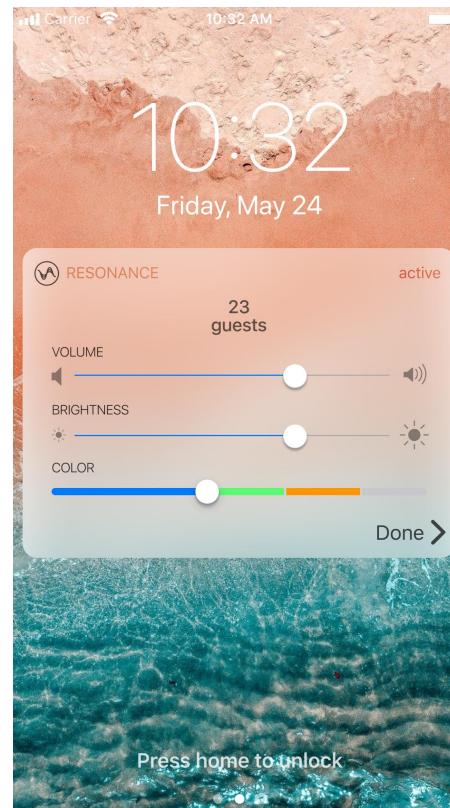
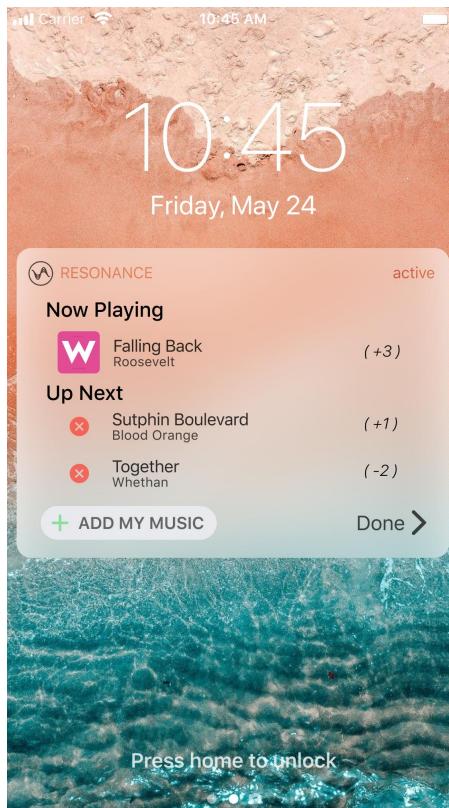
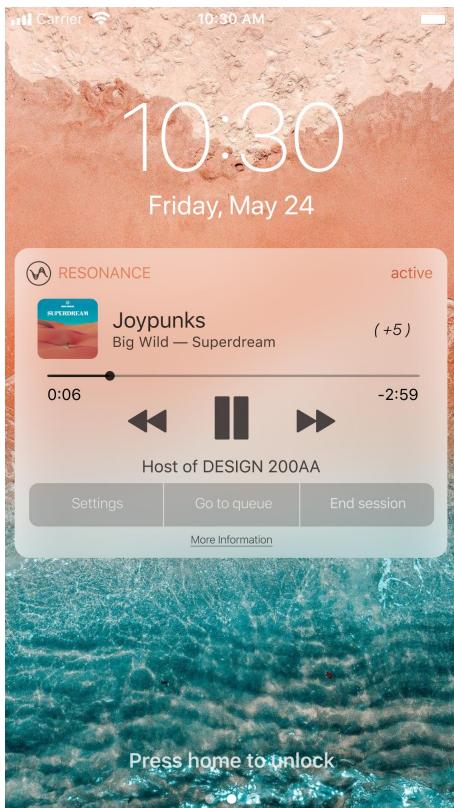


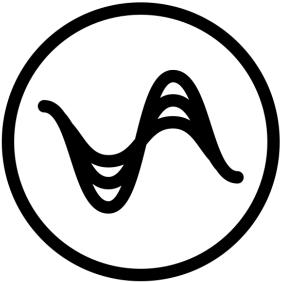
Host Onboarding





Host Controls



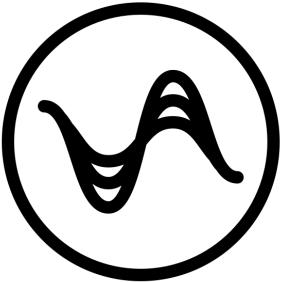


Guest Node



TAP DEVICE
to suggest music





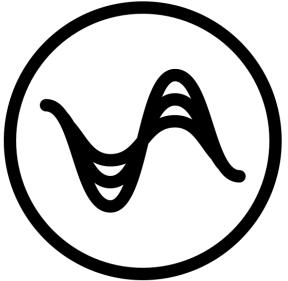
Tap to join



[tap device]

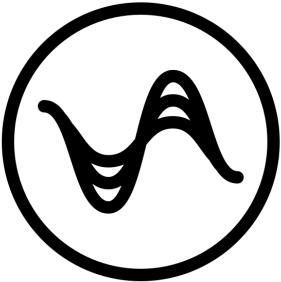


[3 seconds]

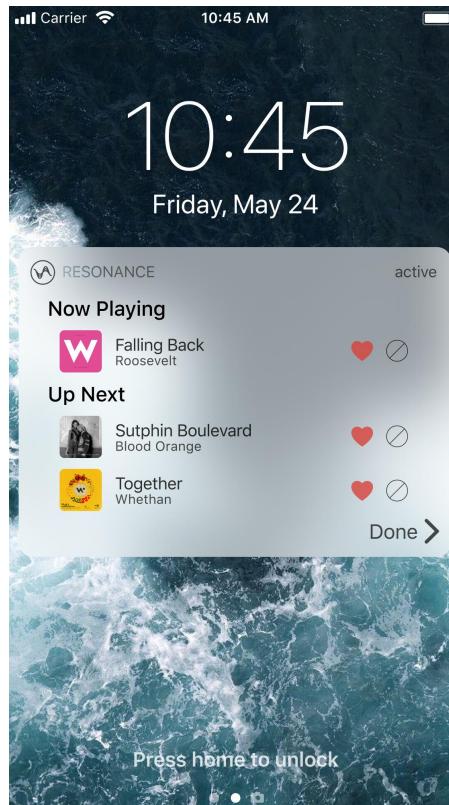
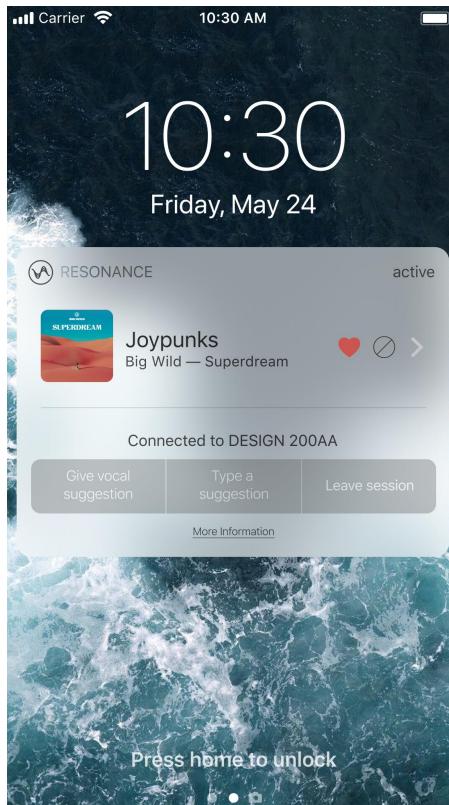
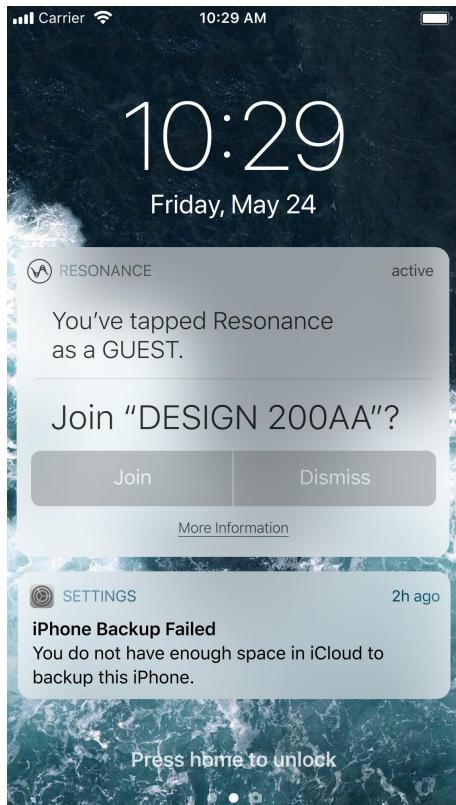


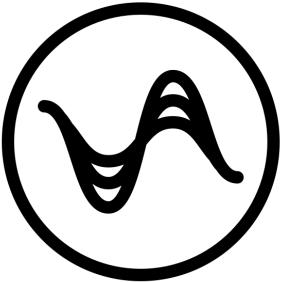
Scale



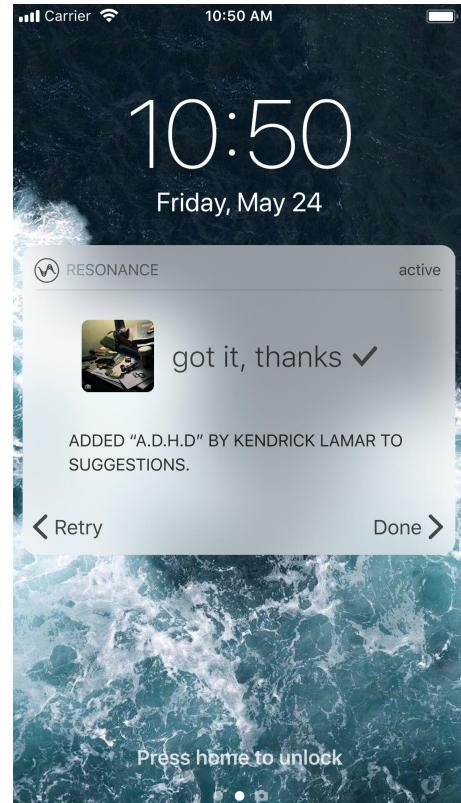
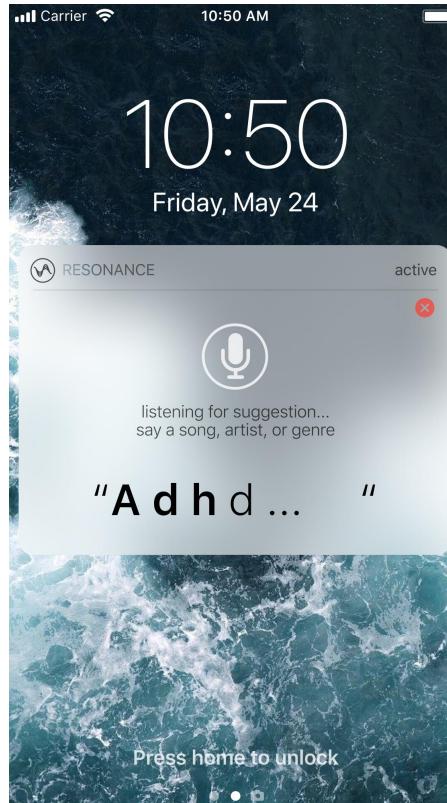
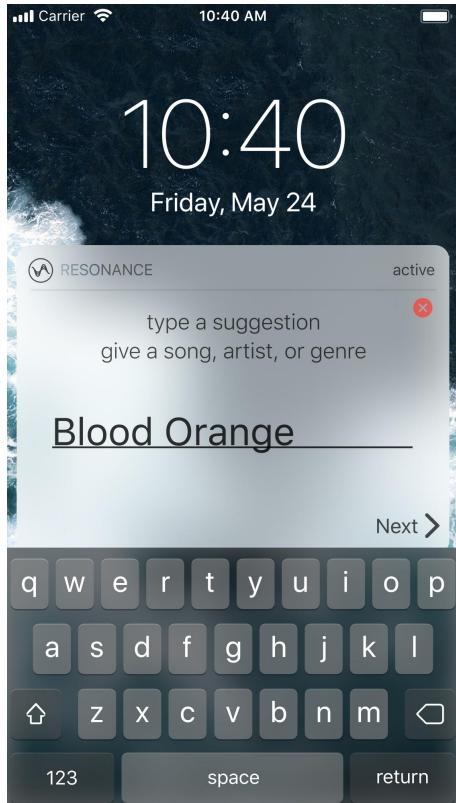


Guest Overview

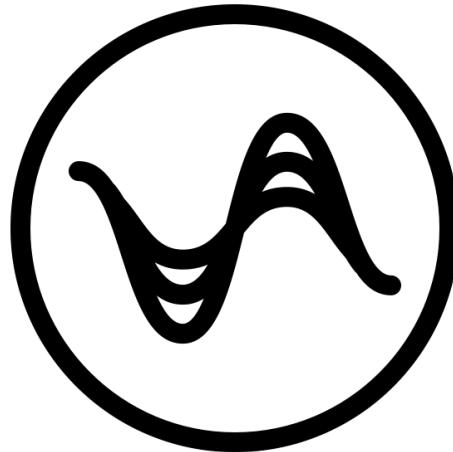


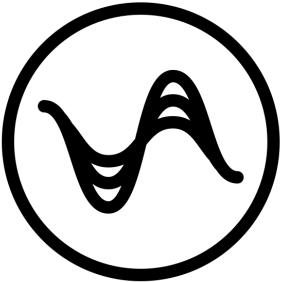


Guest Suggestions



Summary





Retrospect

Design → experience.

Narrowing user group enabled minimal design.

Generalizing to secondary users: **everyone**.

Thank you! Questions?