

mobile music player

prepared by Patrick Purdy

target group

target group

on-the-go individuals

This player targets active people who are out-and-about but want to take their phone with them. These people are runners, hikers, cyclists or even city dwellers walking down the street. Whether it's carrying a bag of groceries or training for a marathon, they want to be able to change the tune without stopping or losing a step.

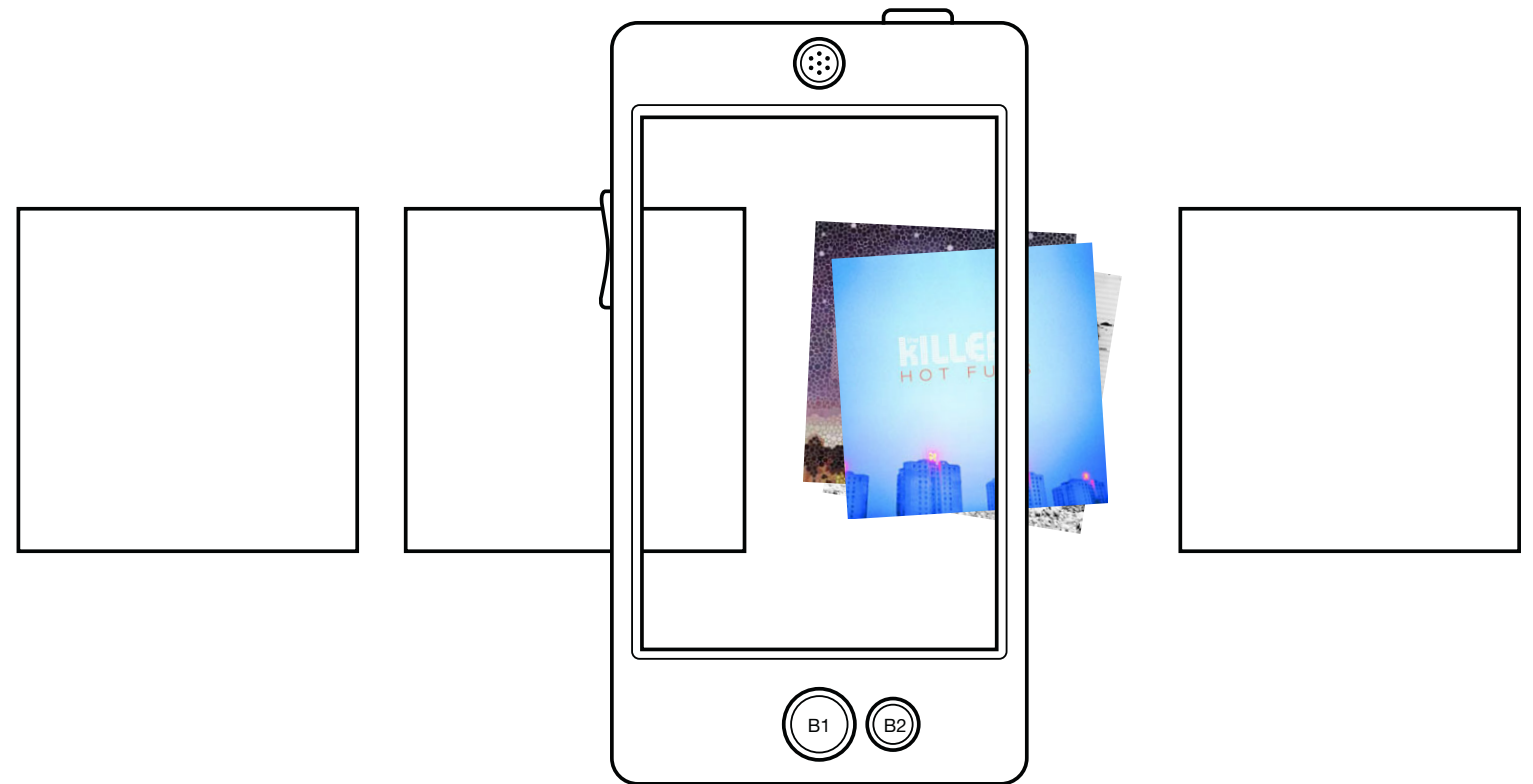
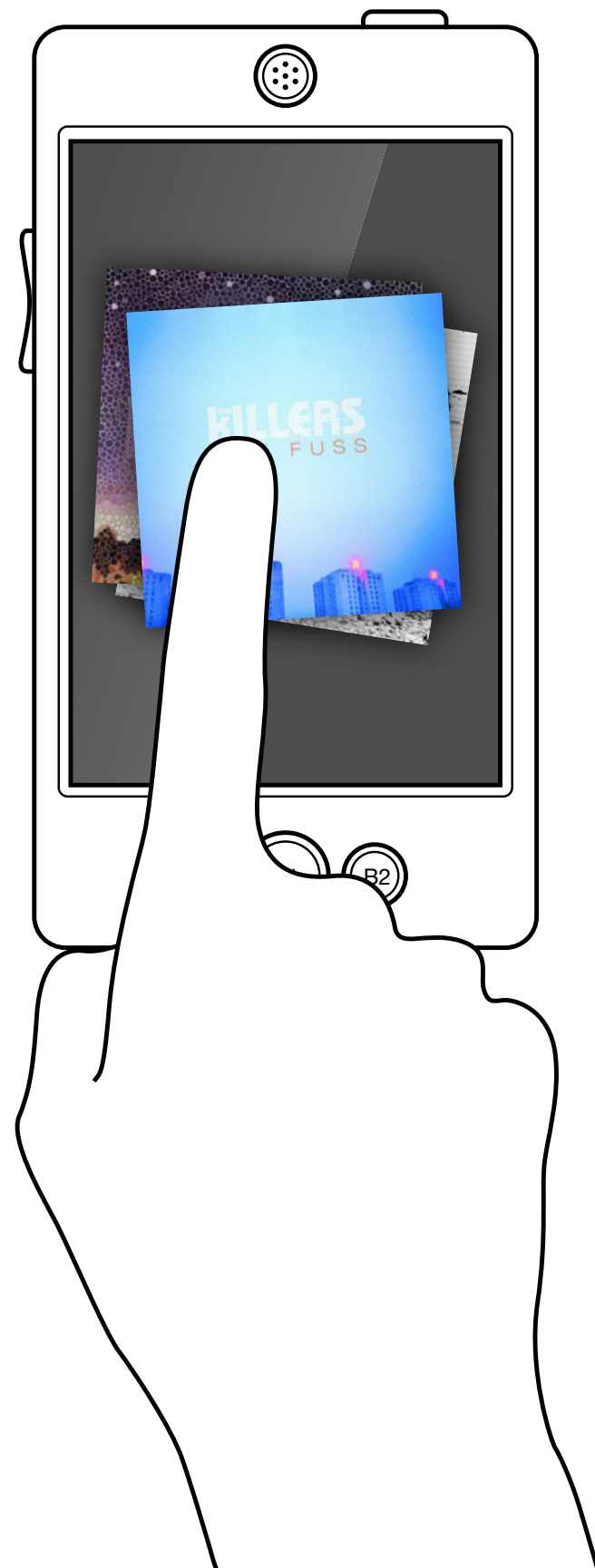
Specific interaction goals are:

To minimize the amount of attention required by the user to operate the player.

To maximize the users ability to perform most functions using only one hand.

To create a mode providing minimal functionality to users without requiring them to look at the player.

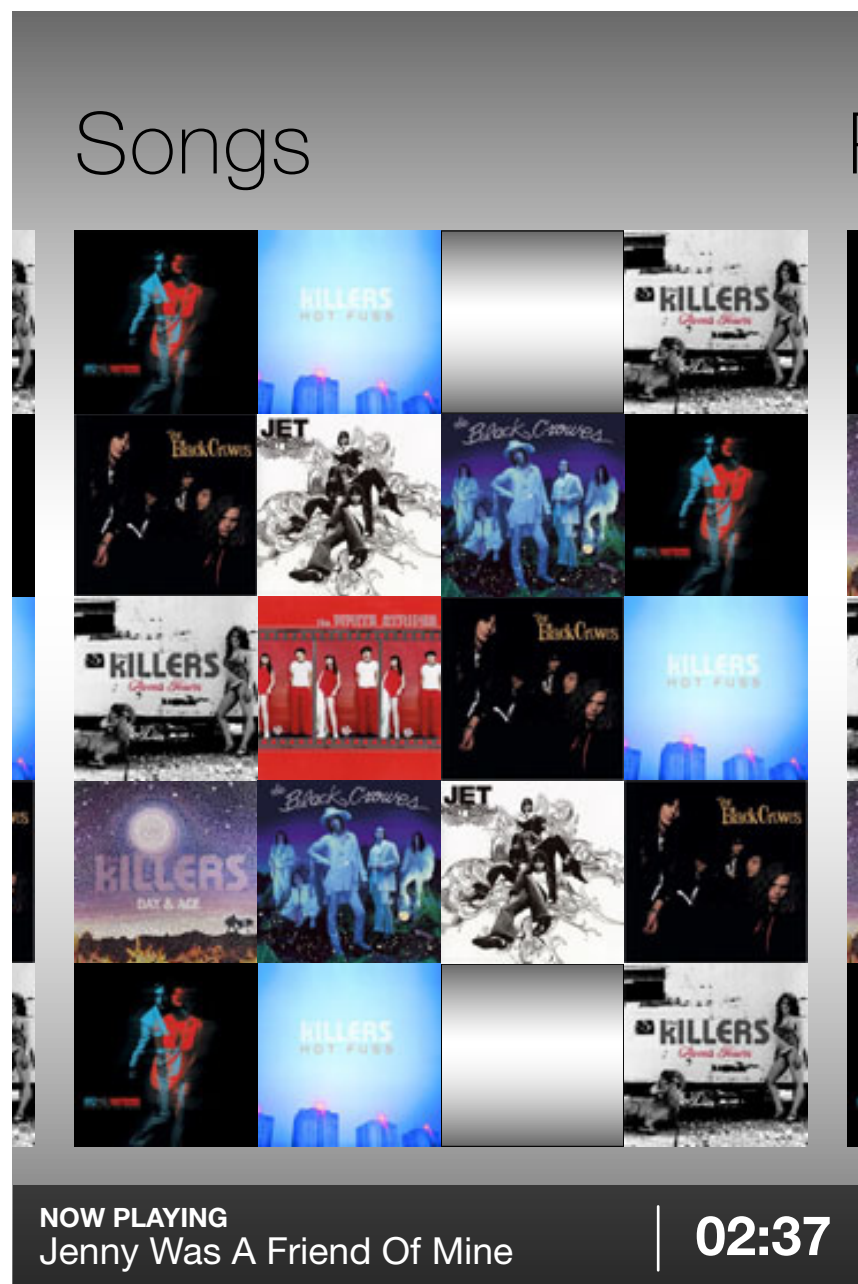
interactions



Launching/Closing/Hiding the application

DESCRIPTION: Applications will each have their own icons. The icon for the music player will be a pile of the album art for the most recently played songs.

INTERACTION: In order to select the music application, the user must first swipe left and right to center the icon. To activate, the user double-taps the screen. Once activated, the user can exit the application by pressing B1. If the user wants to leave the music player active but also do something else with the phone, the user presses B2.

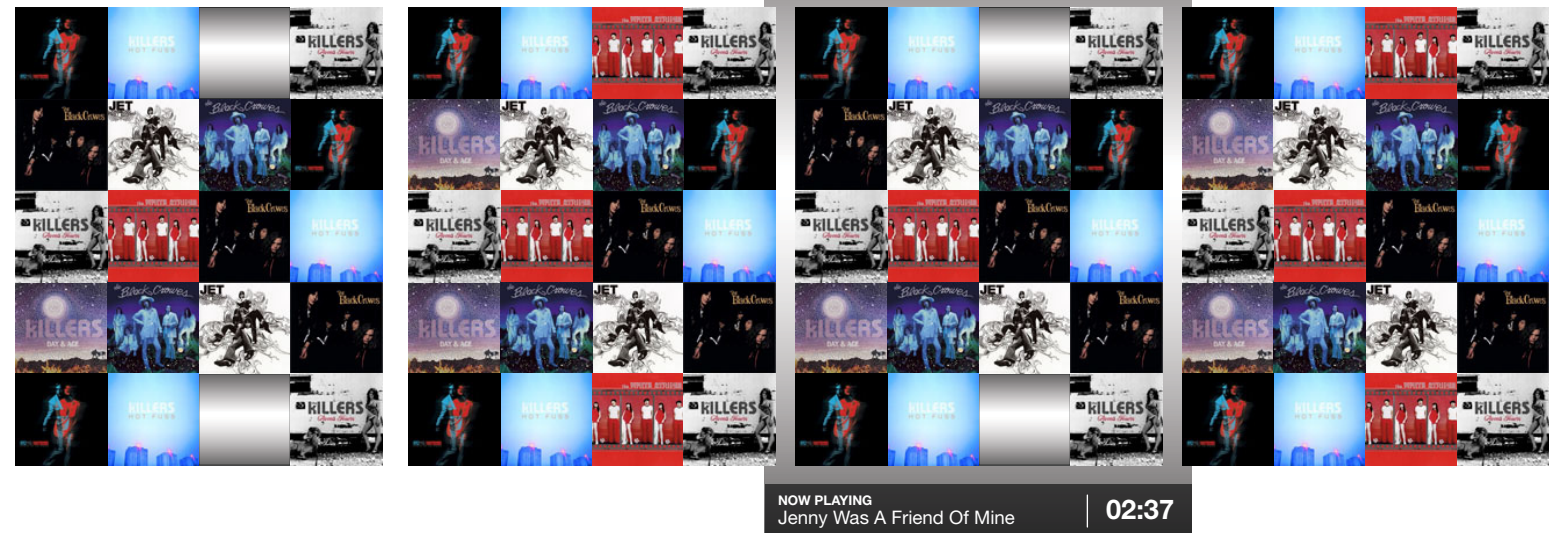


Artists

Albums

Songs

Playlists

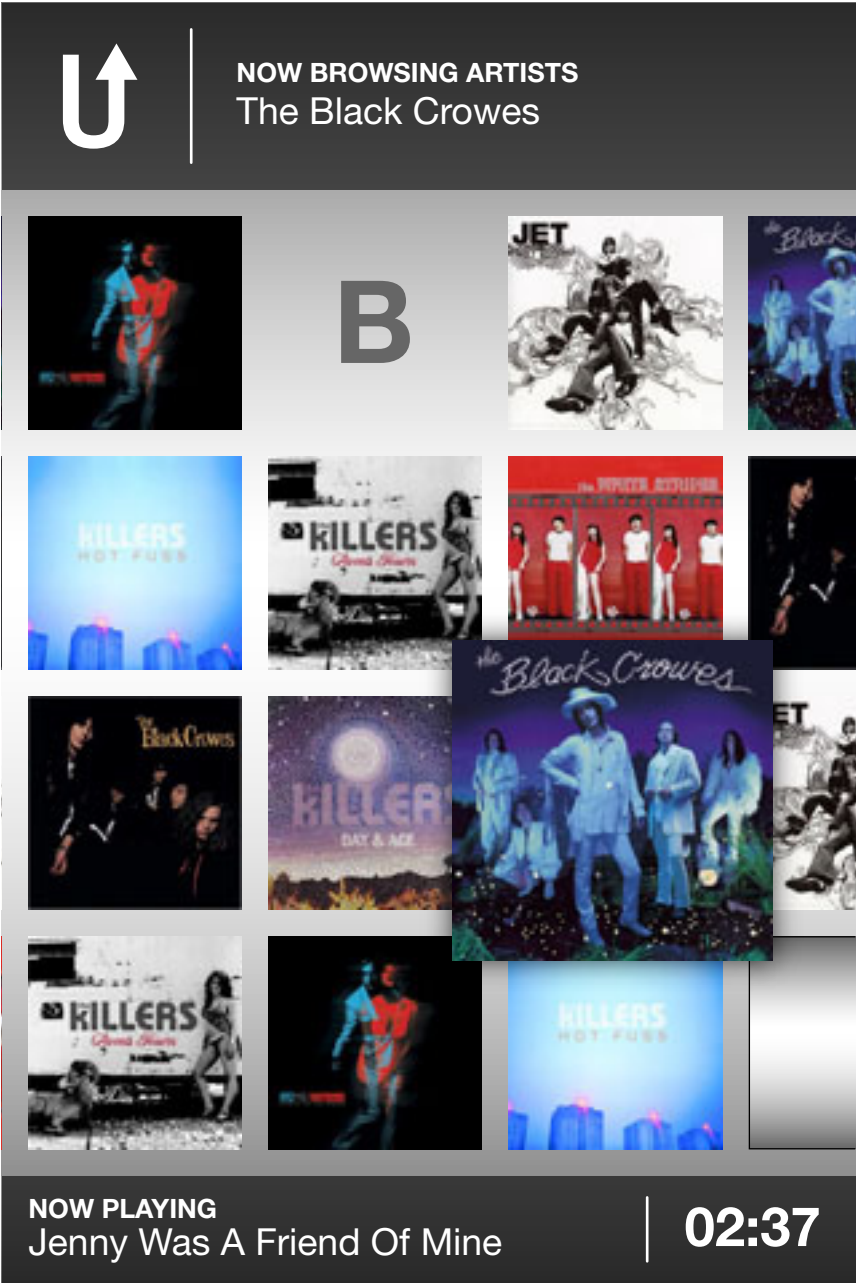


Navigating the home screen

DESCRIPTION: Once the application has been launched, this is the first screen the user will see. Each of the four browseable categories, Artist, Albums, Songs and Playlists are represented by the album art they contain. In the situation where no art is present, a placeholder graphic (a square with a background gradation) will be used.

INTERACTION: The user selects which category to browse by swiping left and right, centering the one they are interested in. Then, to begin browsing that category, the user taps anywhere on the screen.

Users swipe left and right to select which type of browsing they want to perform.




Album art will resize to indicate that it has been selected.



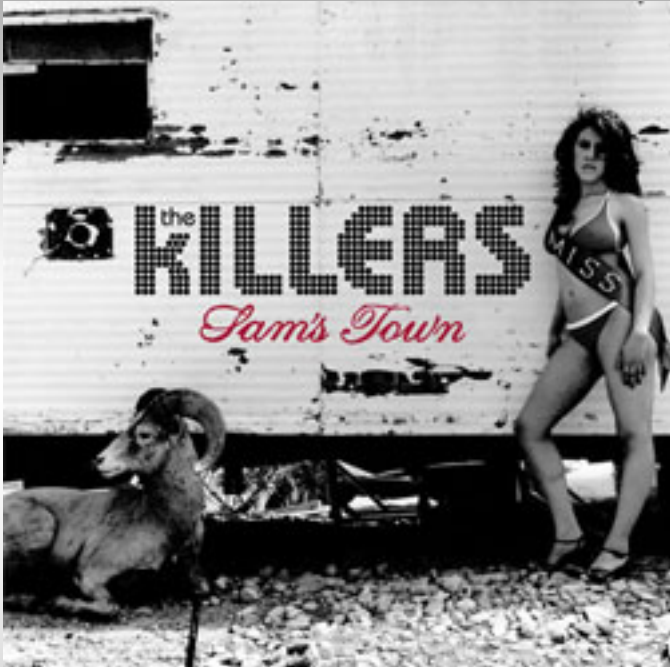
Browsing by artist

DESCRIPTION: Each artist is represented by the art for their most recently added album. Artists are listed alphabetically from left to right starting immediately underneath the letter they are associated with. A header is listed at the top of the screen showing the user which section they are currently browsing along with the artist that they most recently got additional information about.

INTERACTION: The user browses by swiping left and right. To get more information about an artist the user simply tap-holds the album art. The art sizes-up and the artists name will appear at the top of the screen. This will happen as the user touches the screen to swipe, constantly providing feedback as to where in the section the user is. To select an artist, the user taps the artwork. If a track is currently playing, the user can tap the area in the bottom bar to go to that track. To return to the previous screen, the user taps the upper left corner on the “U” icon.



NOW BROWSING ARTISTS
The Killers




SAM'S TOWN
12 Tracks
Released October 3, 2006

DAY & AGE
12 Tracks
Released November 24, 2008

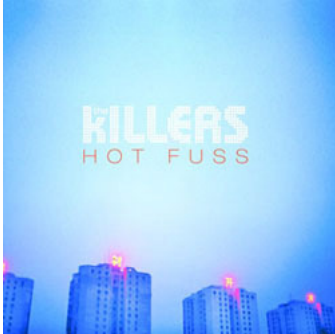
NOW PLAYING
Jenny Was A Friend Of Mine

02:37


Once an artist is selected, the user can browse that artists albums.



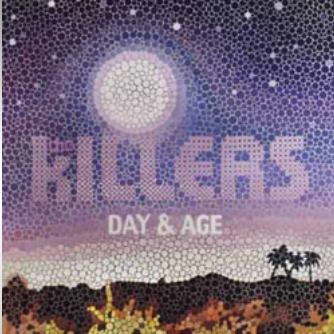
NOW BROWSING ARTISTS
The Killers



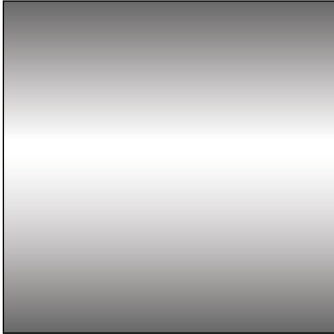
HOT FUSS
11 Tracks
Released June 15, 2004



SAM'S TOWN
12 Tracks
Released October 3, 2006



DAY & AGE
12 Tracks
Released November 24, 2008



UNKNOWN ALBUM
1 Track

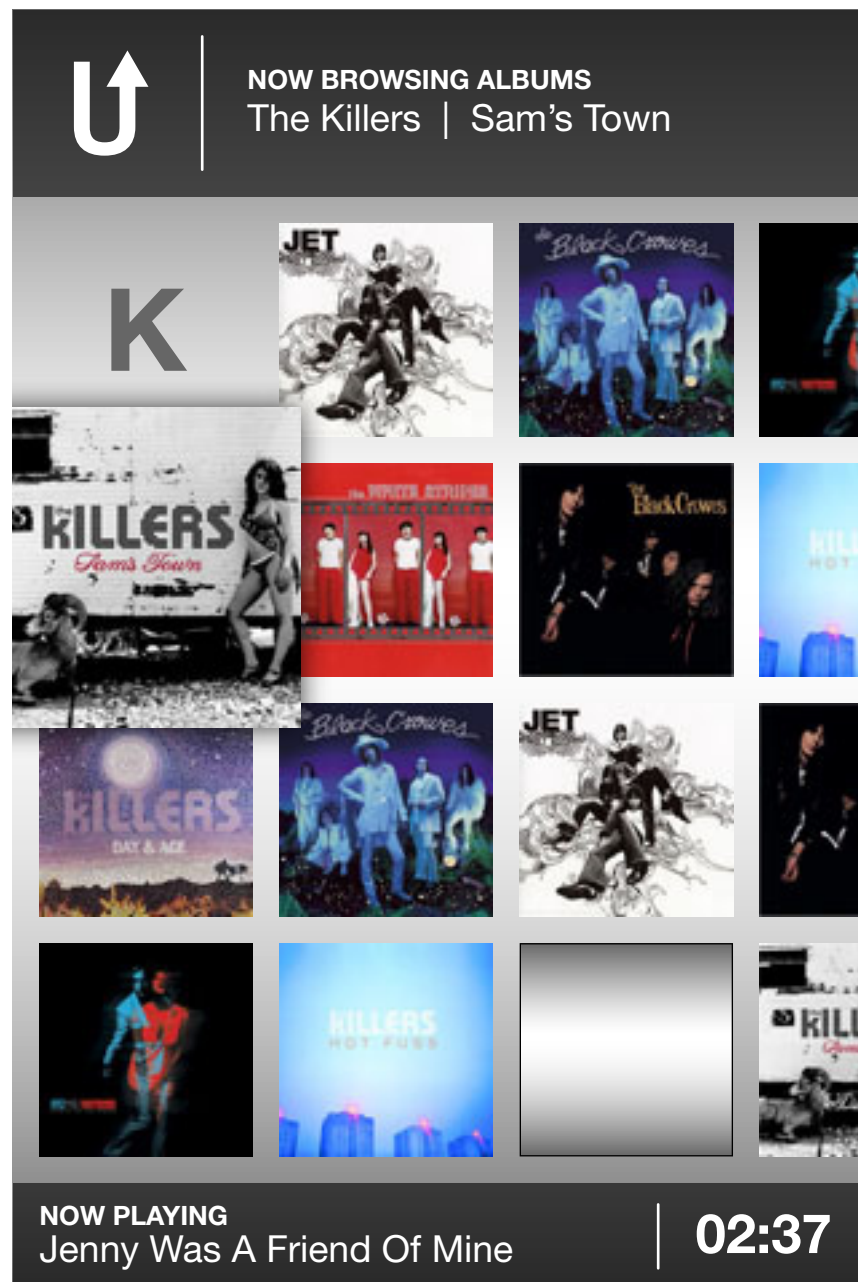
NOW PLAYING
Jenny Was A Friend Of Mine

02:37

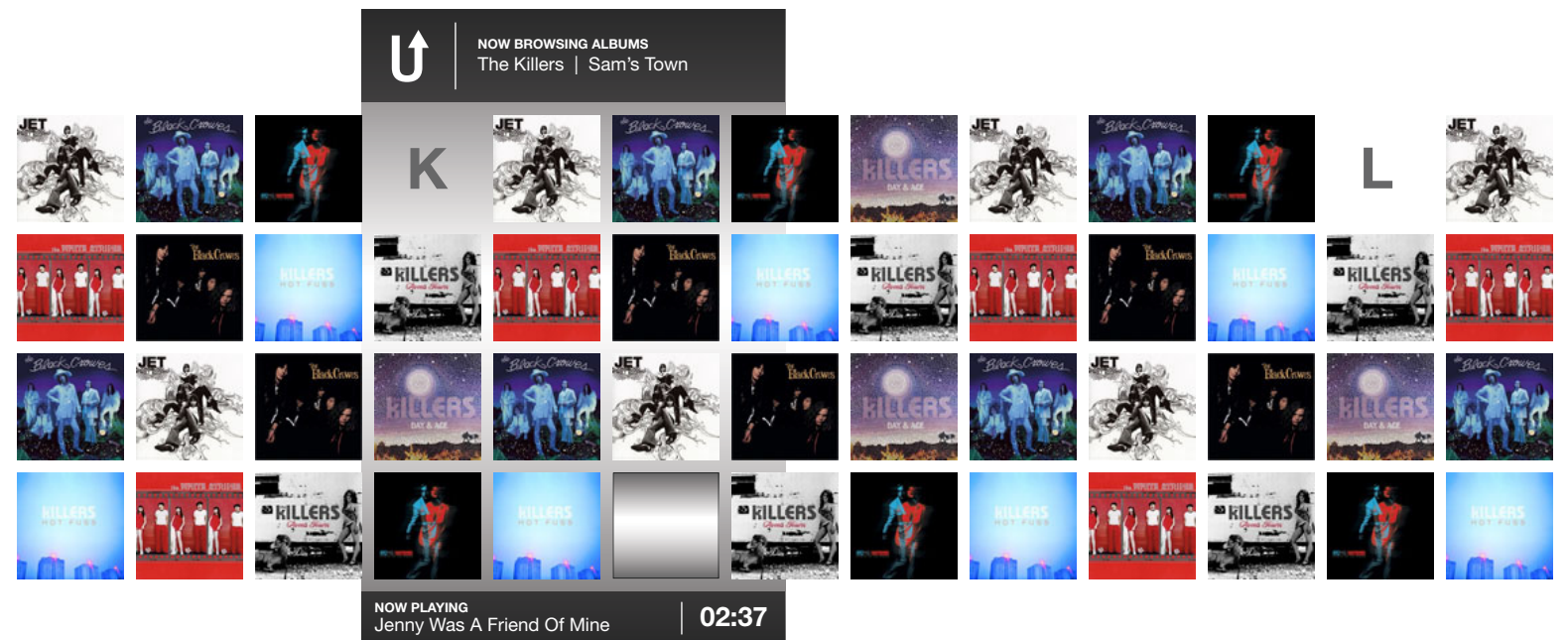
Browsing by artist

DESCRIPTION: Once an artist is selected, the user can browse any albums by that artist. Any songs or albums that are without cover art will be given a placeholder graphic.

INTERACTION: Users can swipe left and right to view all albums by the artist. Once an album is selected, the user taps to begin playing songs.



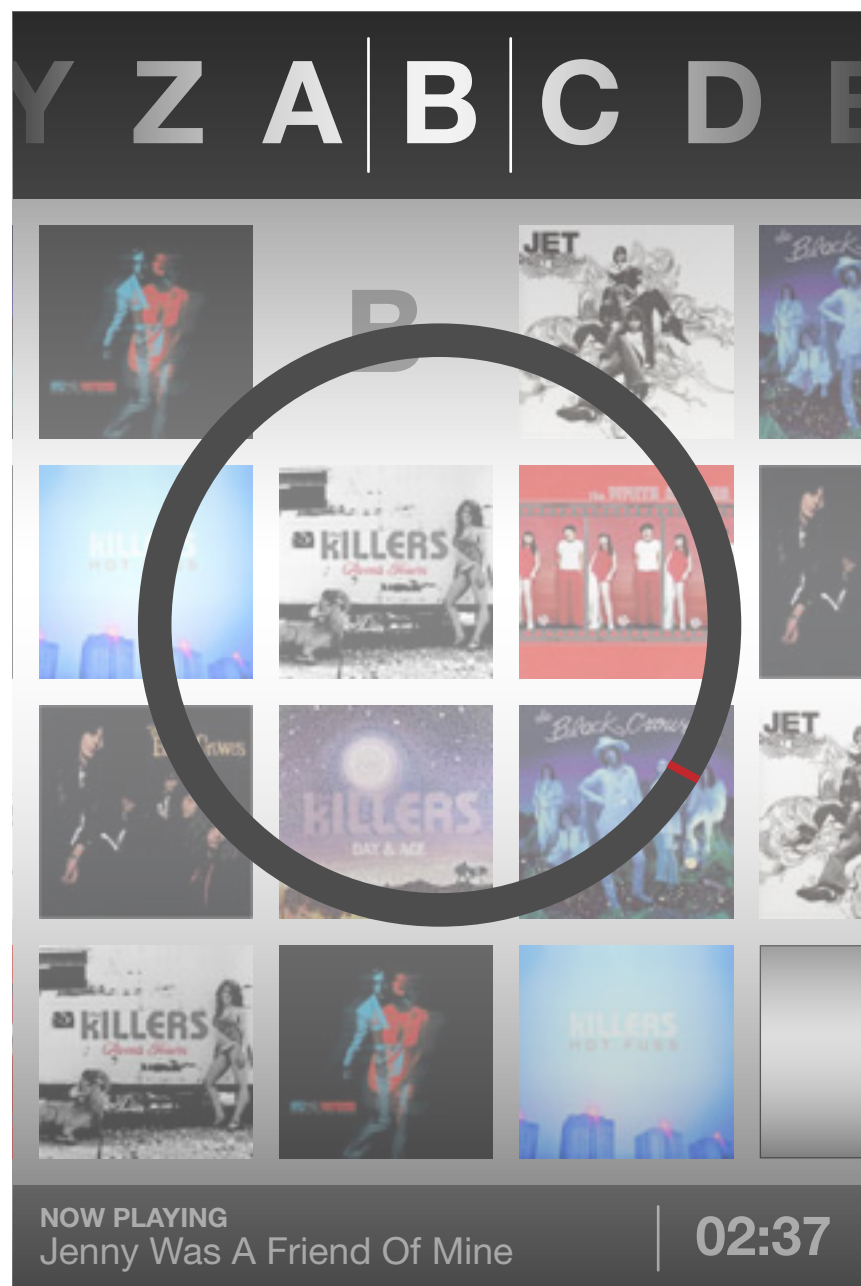
To keep interactions consistent, browsing by Album and Artist is a similar experience.



Browsing by album

DESCRIPTION: Each artist is represented by its album art. Albums are listed alphabetically from left to right starting immediately underneath the letter they are associated with. A header is listed at the top of the screen showing the user which section they are currently browsing along with the album that they most recently got additional information about.

INTERACTION: The user browses by swiping left and right. To get more information about an album the user simply tap-holds the album art. The art sizes-up and the album information will appear at the top of the screen. This will happen as the user touches the screen to swipe, constantly providing feedback as to where in the section the user is. To select an album, the user taps the artwork. If a track is currently playing, the user can tap the area in the bottom bar to go to that track. To return to the previous screen, the user taps the upper left corner on the "U" icon.



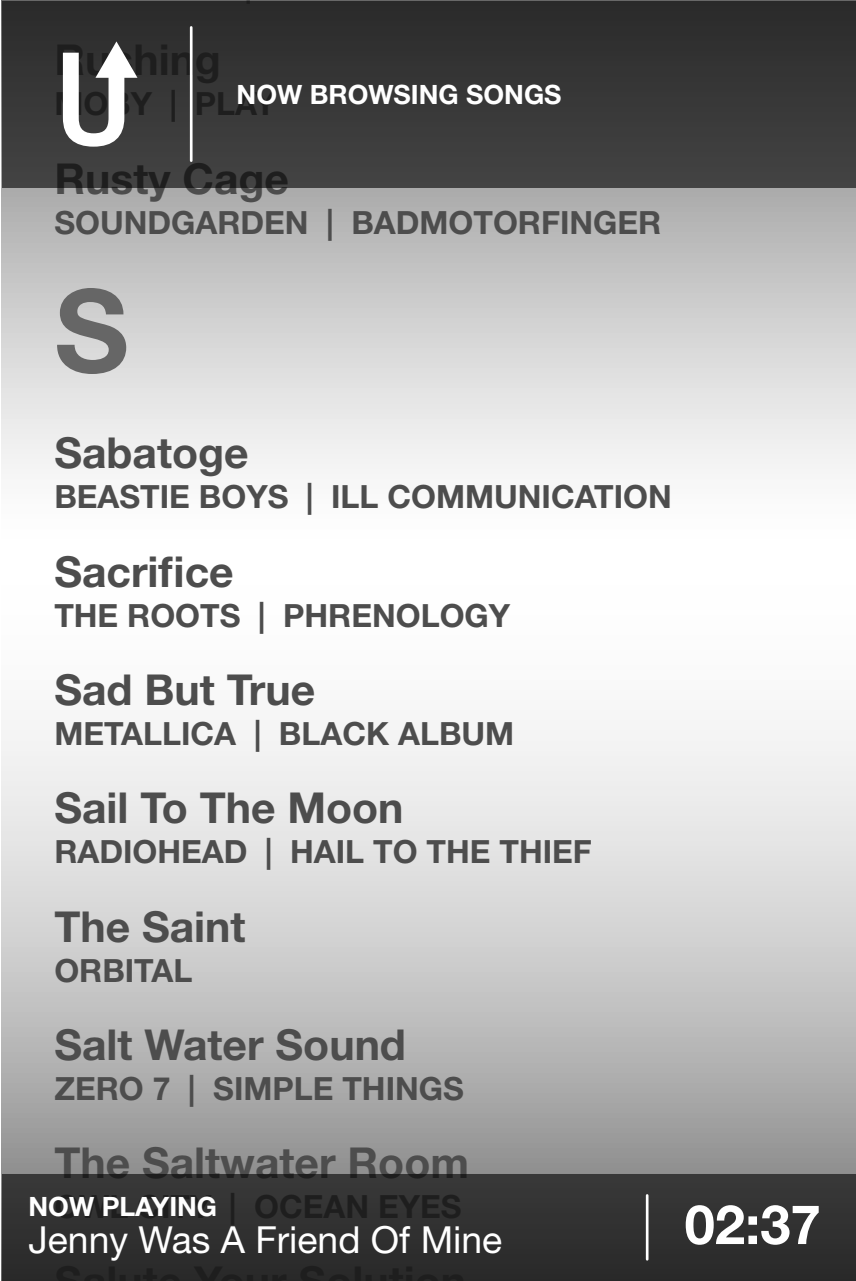
Tap and hold the letter to enter the Quick Jump mode.



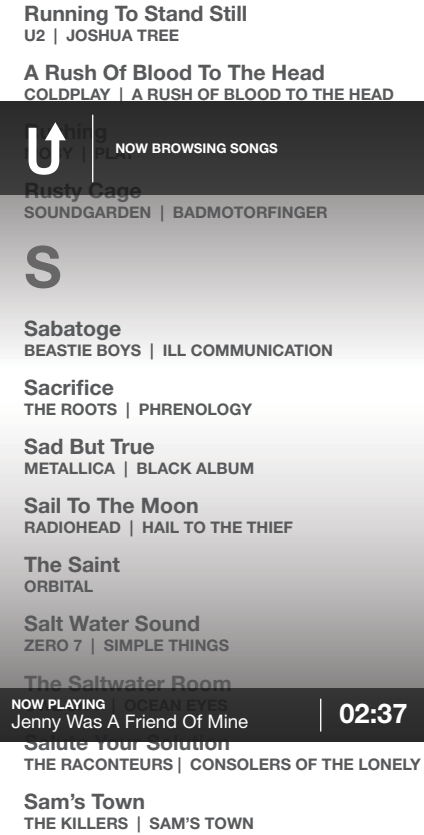
Jumping to a section

DESCRIPTION: When browsing, the user will need to jump to a different alphabetical section. To do this, the user taps then holds the top bar in the center or the letter marking the beginning of a section.

INTERACTION: At any time, the user taps, then holds the top bar anywhere to the right of the previous page "U". This causes the application to enter Quick-Jump mode. The artwork fades into the background, a navigational ring appears underneath their thumb and the top bar changes to the letters they want to search with. Rotating their thumb clockwise or counter-clockwise on the ring will cause the letters to slide left or right. The list is continuous so they don't need to worry about having to go backwards if they don't want to. When the user has found the letter they want, they simply lift their thumb. At this point, the ring and letters fade away, the artwork fades back in and the screen displays the beginning of the new section.



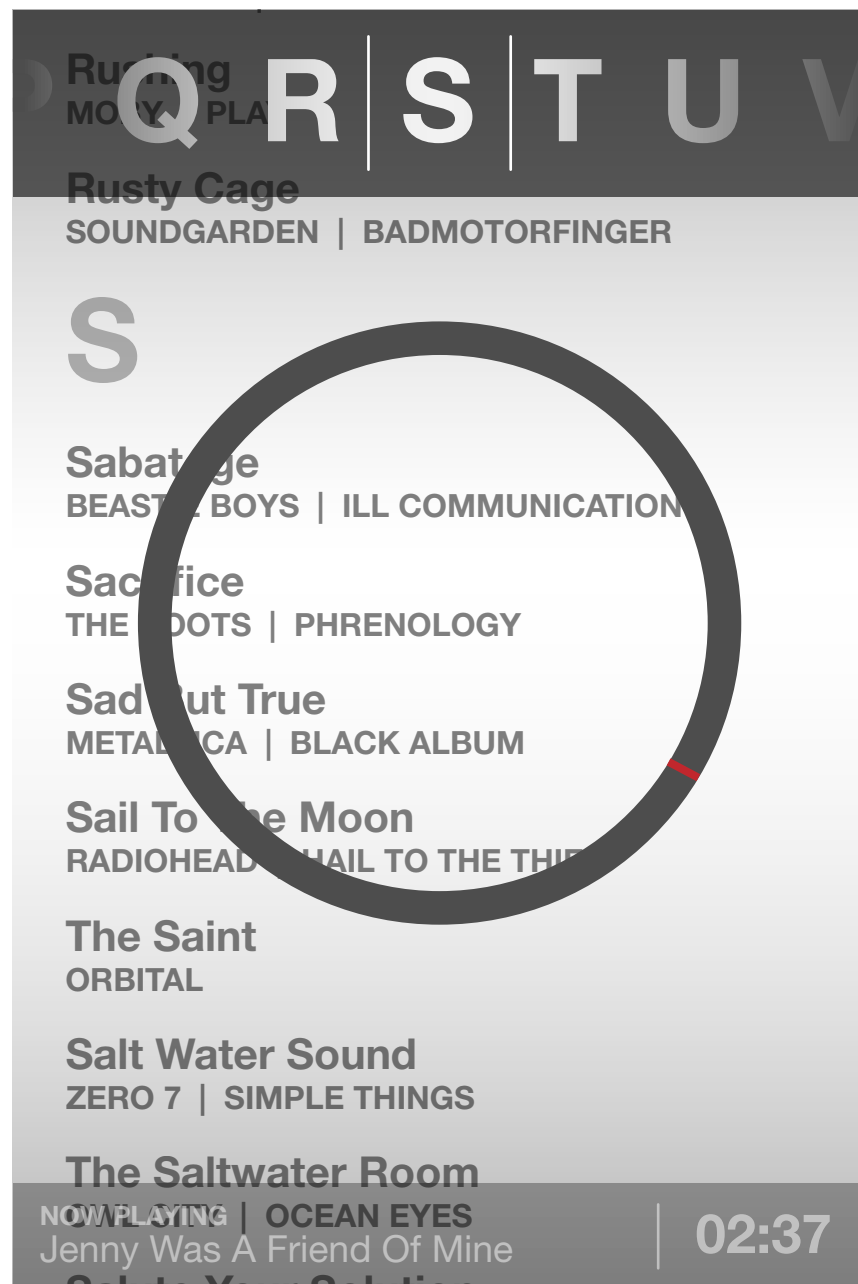
Browsing by Song is more traditional due to the number of songs that a user might have in their library.



Browsing by song

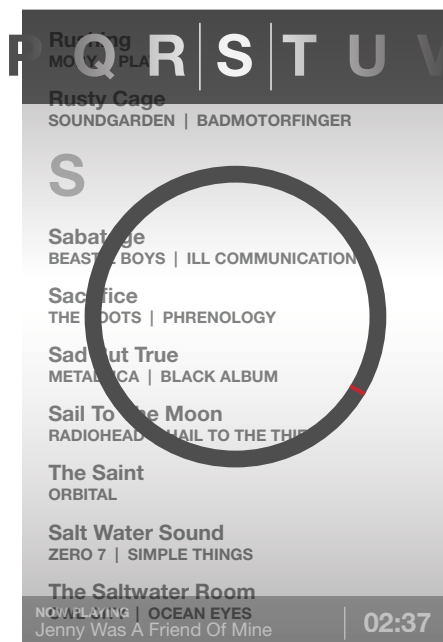
DESCRIPTION: Songs are listed vertically and appear with artist and album credits. Each section is broken up by a large capital letter.

INTERACTION: The user browses the songs by swiping up or down, causing the list to scroll. User selects a song by tapping on it. If a track is currently playing, the user can tap the area in the bottom bar to go to that track. To return to the previous screen, the user taps the upper left corner on the “U” icon.



Quick Jump when browsing songs works similarly.

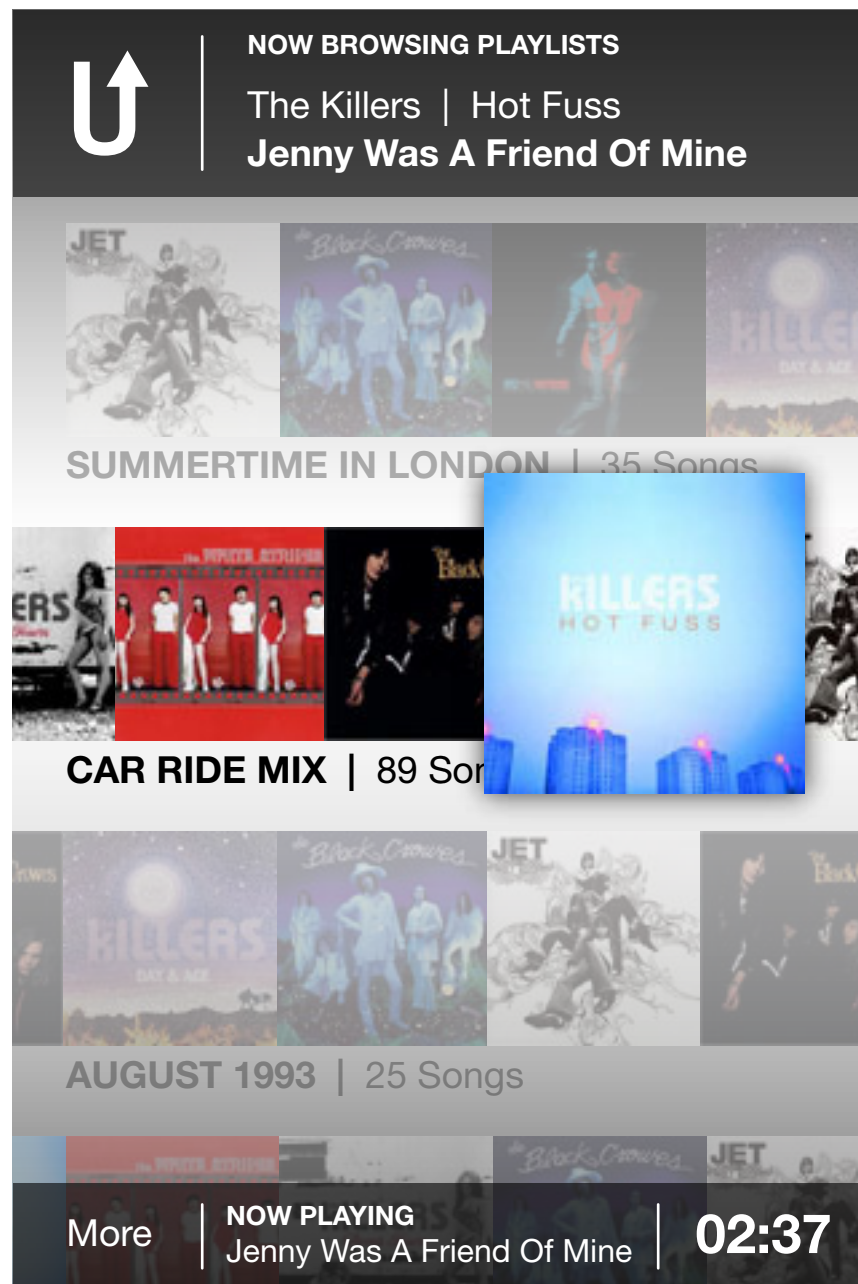
C D E F G H I J K L M N O P Q R S T U V W X



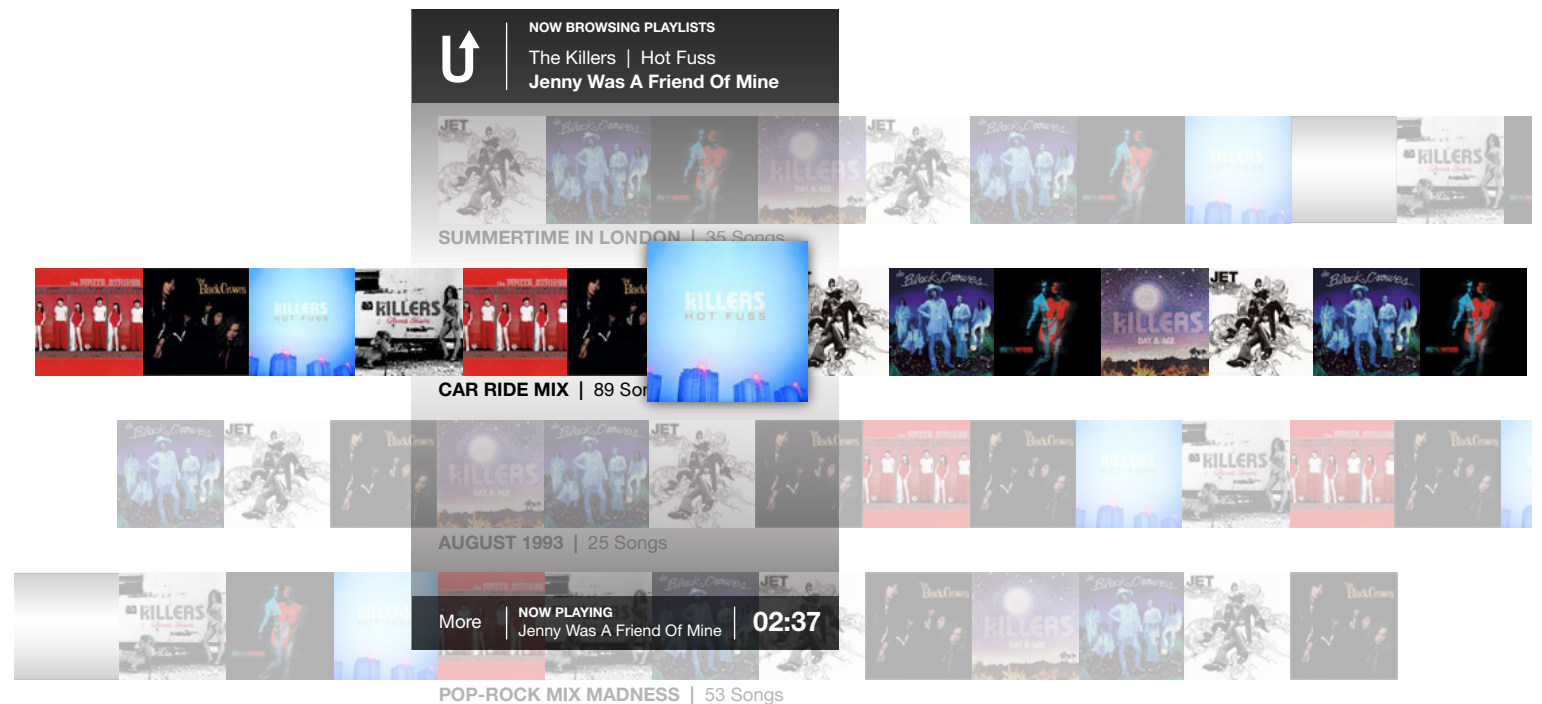
Jumping to a section

DESCRIPTION: When browsing, the user will need to jump to a different alphabetical section. To do this, the user taps then holds the top bar in the center or the letter marking the beginning of a section.

INTERACTION: At any time, the user taps, then holds the top bar anywhere to the right of the previous page "U". This causes the application to enter Quick-Jump mode. The artwork fades into the background, a navigational ring appears underneath their thumb and the top bar changes to the letters they want to search with. Rotating their thumb clockwise or counter-clockwise on the ring will cause the letters to slide left or right. The list is continuous so they don't need to worry about having to go backwards if they don't want to. When the user has found the letter they want, they simply lift their thumb. At this point, the ring and letters fade away, the artwork fades back in and the screen displays the beginning of the new section.



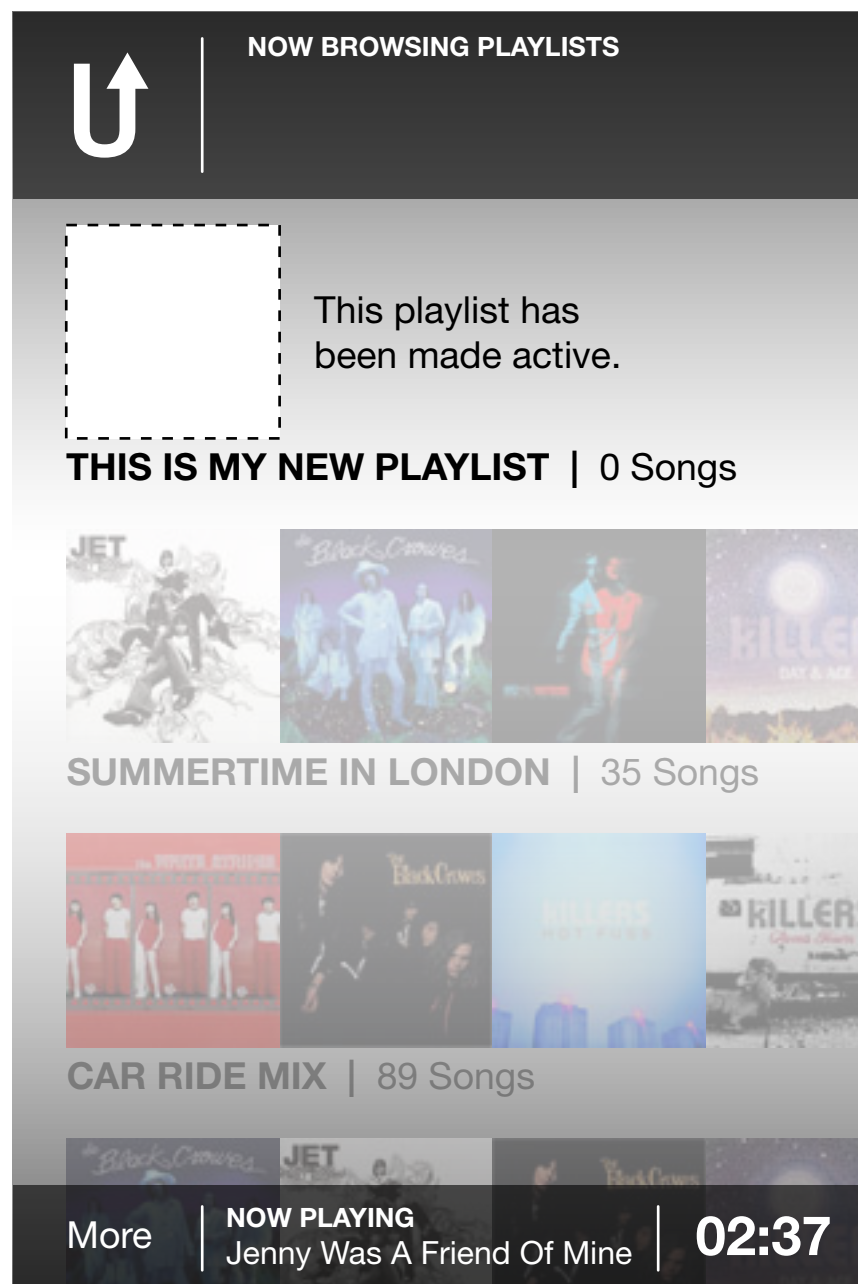
Playlists are made of easily browsable album art indicating the songs that playlist contains.



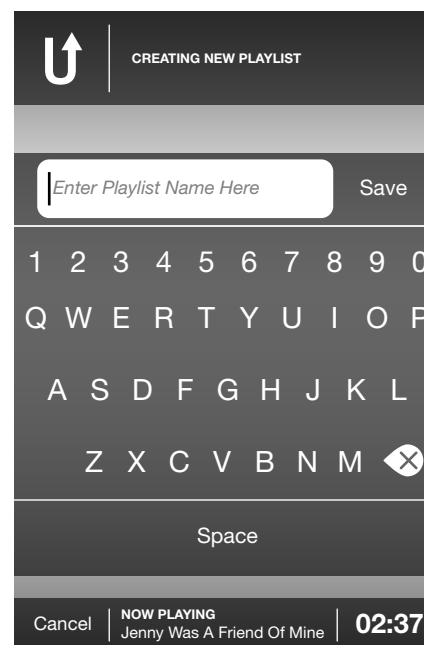
Browsing playlists

DESCRIPTION: Each playlist is represented by a horizontal row of album art. Each piece of album art represents a song in the playlist. Each playlist has a name and the number of songs in that playlist.

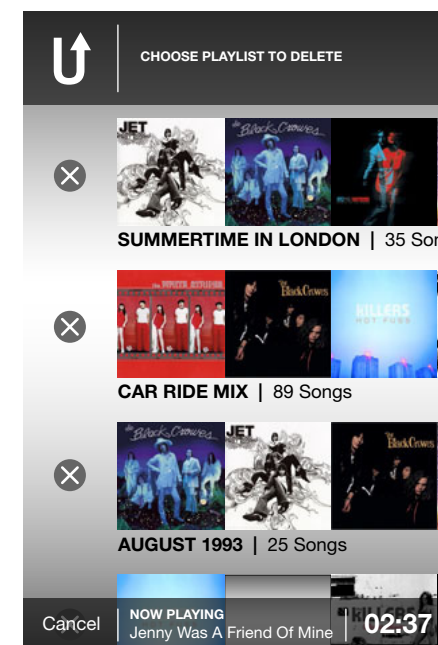
INTERACTION: The user browses each playlist by swiping left and right. The user can also swipe up and down to reveal more playlists. To get more information about an album the user simply tap-holds the album art. The art sizes-up and the album information will appear at the top of the screen. This will happen as the user touches the screen to swipe, constantly providing feedback as to where in the section the user is. To select a playlist, the user taps the artwork, starting the playlist on that song. If a track is currently playing, the user can tap the area in the bottom bar to go to that track. To return to the previous screen, the user taps the upper left corner on the “U” icon.



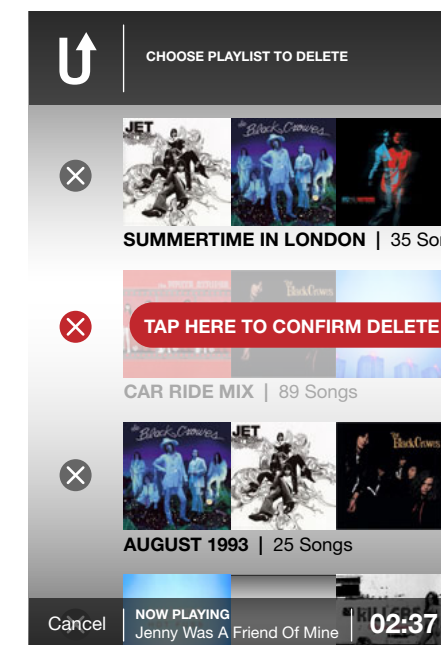
Once a new playlist has been created, the user can then begin to add songs.



The soft keyboard for use in editing playlist names.



Tap the icon on the left ...

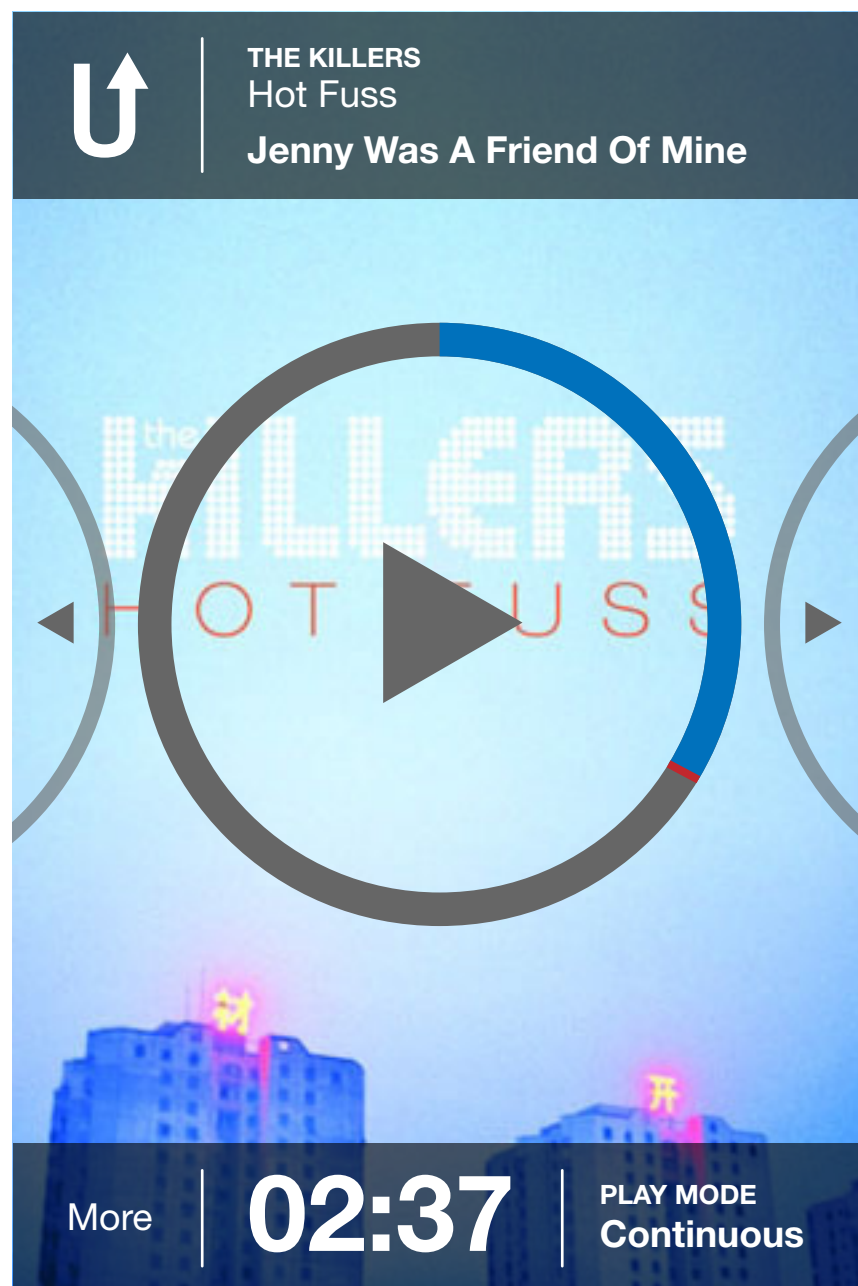


then tap the confirmation to delete a playlist.

Editing playlists

DESCRIPTION: In the Edit Playlists screen the user can create a new playlist or delete a playlist. The first step in creating a new playlist is typing in a name. The user is given a soft keyboard when entering or editing a playlist's name. Once a playlist has been created, it is automatically placed at the top of the list and made active. In this way, the user can then begin to add songs right away. If the user wants to delete a playlist, they are taken to the main playlist screen and can then delete any playlist they want. A confirmation will appear before the user deletes the playlist in order to prevent accidental deletion.

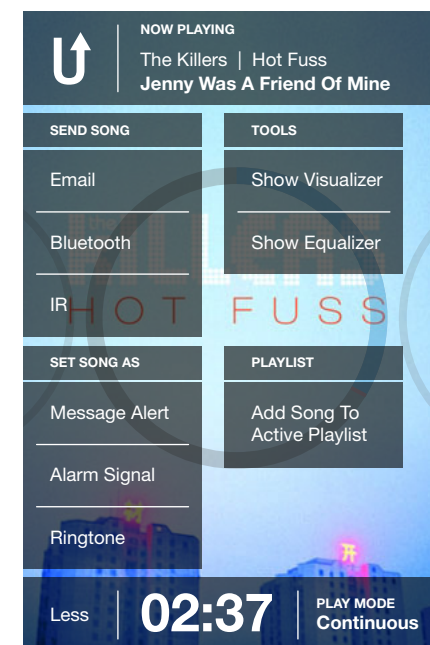
INTERACTION: A single tap on any of the Edit Playlist buttons will take them to the Create New Playlist, or Choose Playlist To Delete screen. When creating a new playlist, the user must type in a name then tap Save. At that point, they will be taken back to the main playlist screen. To delete, the user must tap the circled X then tap again on the confirmation screen before the playlist is removed. For consistency, the button in the upper left and the cancel button are both on the screen even though functionally they do the same thing (Take the user back to the previous screen).



The standard song screen utilizes the album artwork as a background.



Song playing.



Song options.

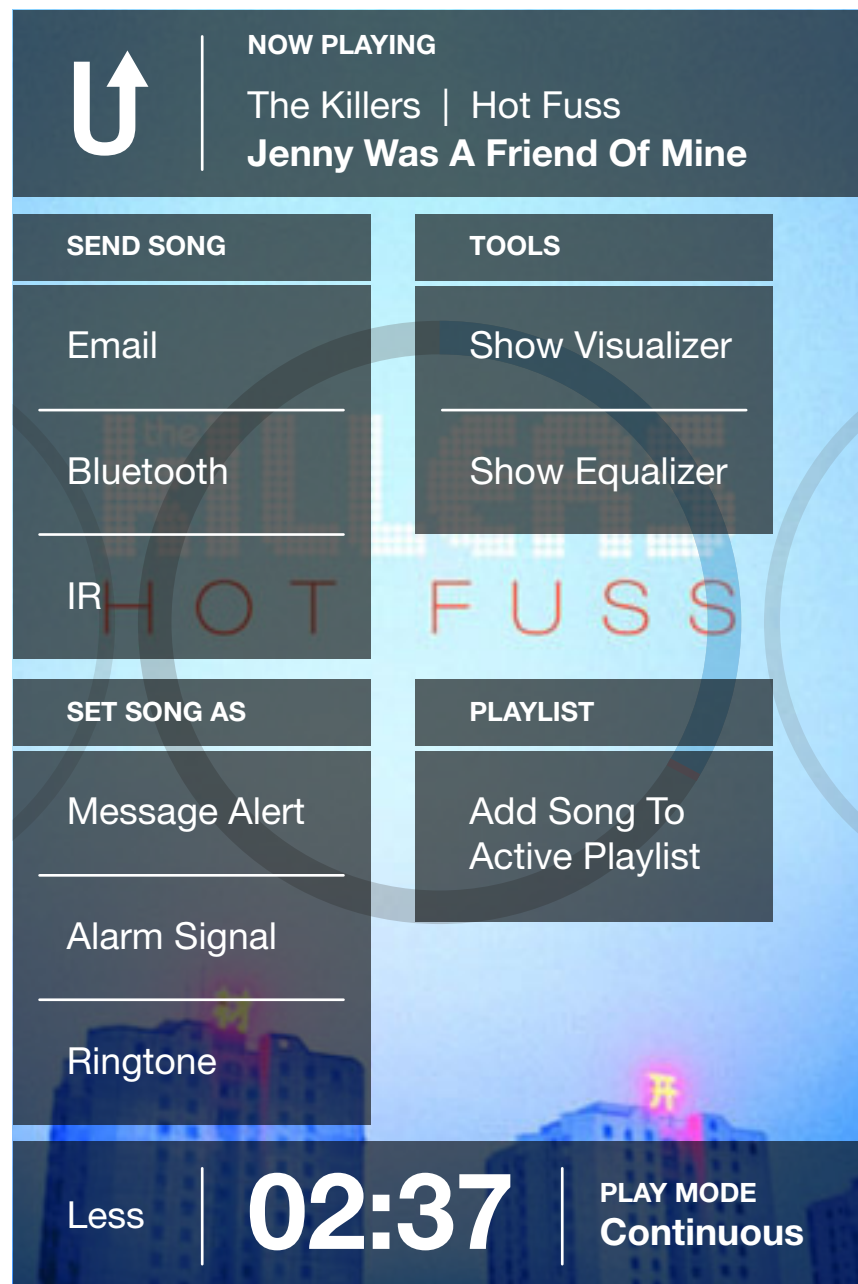


An example of a song paused using different album art.

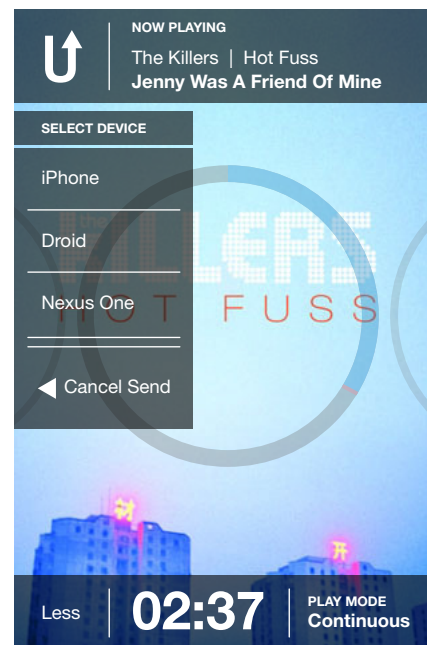
Song detail

DESCRIPTION: Once a song has been selected, the user goes to the song detail page. The album art functions as a background on this page. Song name, album and artist are listed. The progress of the song is represented using a ring in the center of the screen. The entire length of the song will be represented by the one ring. Elapsed time is displayed at the bottom of the screen in standard fashion as well as graphically as the blue section of the ring. As the song advances, the blue section of the ring grows. On the bottom of the screen the user can also see the play mode as well as song options. Song options are accessible through More.

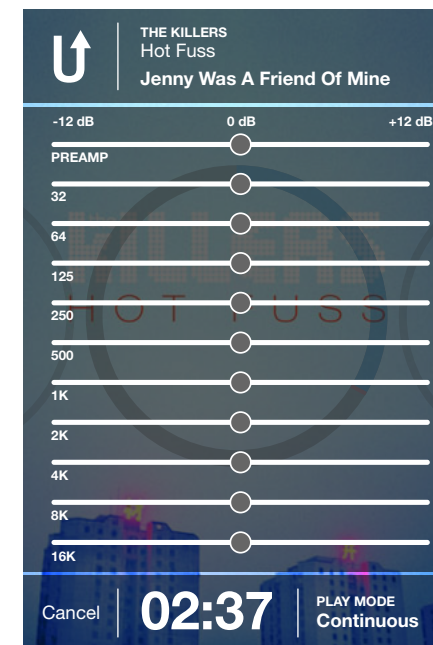
INTERACTION: The user starts a song by tapping in the center of the ring. When this happens, the play triangle turns into the pause indicator. To advance or reverse the song, the user touches their thumb to any part of the ring, then rotates clockwise to advance, or counter-clockwise to reverse. To move to a different song, the user can either swipe left or right or tap the left and right arrows on the right or left of the song. When this happens, the currently playing song ring slides off the screen, making way for the new song.



Tapping More when viewing a song will reveal the many available options.



When sending a song, the user must then select what device to send it to.



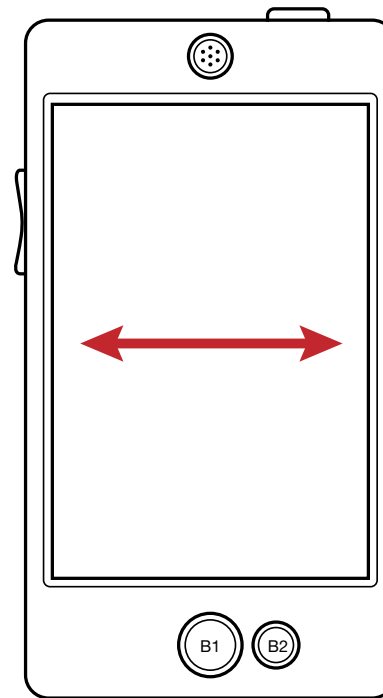
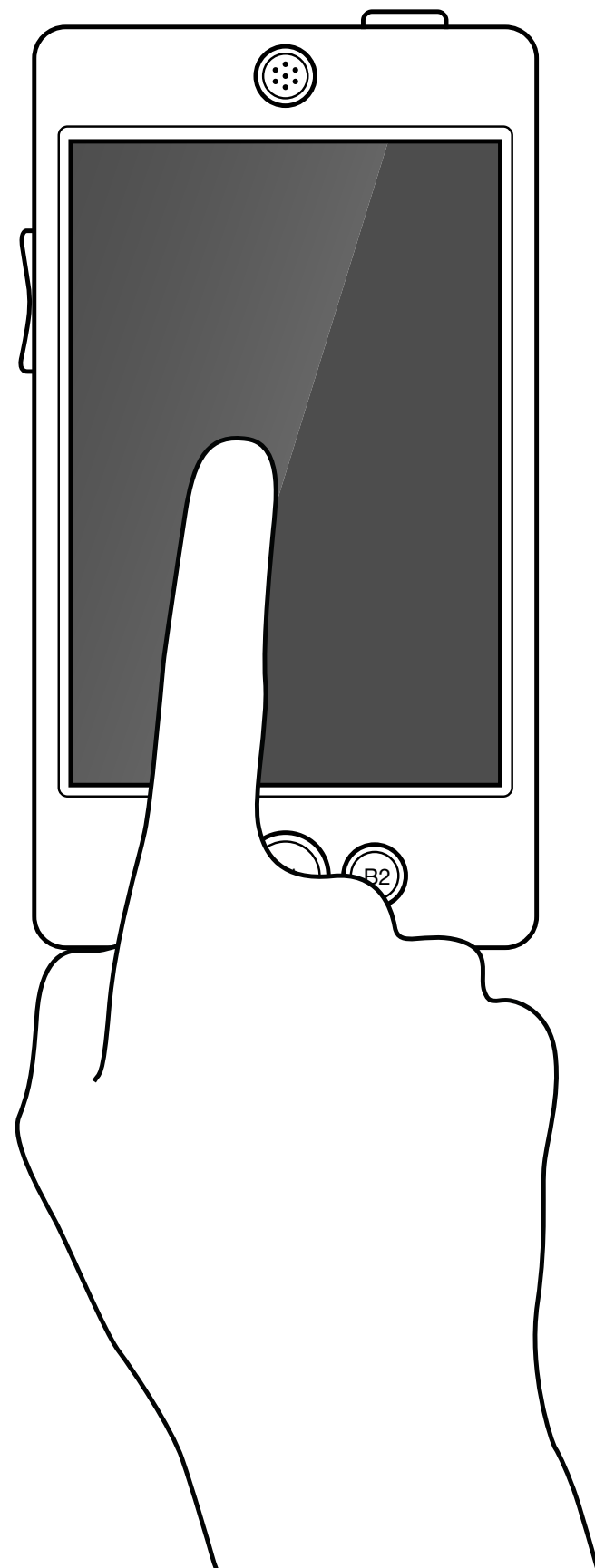
The Equalizer.



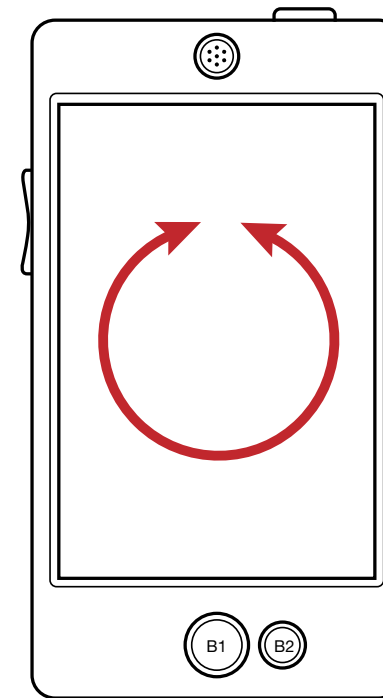
An example of the kind of images available using the Visualizer.

Song detail (continued)

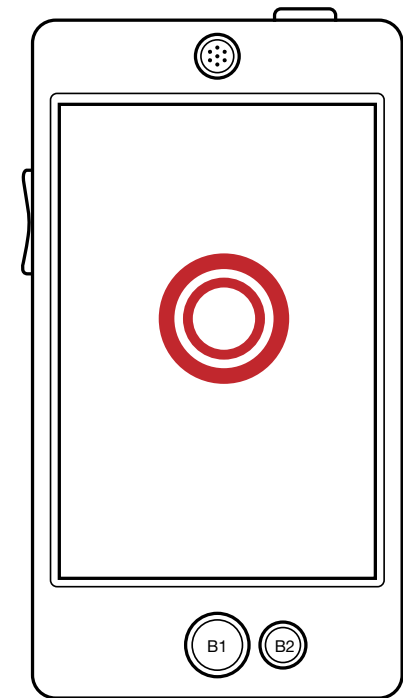
INTERACTION: To toggle the play mode, the user simply taps in the lower left corner. With each tap, the mode changes. All they have to do is stop tapping when they have found the mode they want. To access song options, the user taps in the lower left corner on the word More. This causes the current song ring to fade into the background and a menu slides on from the left. At that point, the user then taps which option they want. Setting the song as an alert, alarm or ringtone causes a confirmation to appear and the menu slides back off. Selecting to send the song causes a secondary menu to slide on from the left, pushing the existing menu off the screen. This secondary menu is used to select which device, from the available devices in the area, to send the song to. The user can also select Visualizer and Equalizer to utilize those setting. Tapping on Cancel will take them back to the previous screen and abandon any changes made. If the user performs no action and does not tap Less to close the menus, they will slide off on their own after a certain amount of time. To return to the previous screen, the user double-taps the upper left corner on the “U” icon.



Next / Previous Song



Fast Forward / Rewind



Play / Pause Song

Active Mode

DESCRIPTION: Active mode allows the user to listen to music while currently engaged in some kind of activity that requires most of their attention (running, cycling or carrying things). The screen will be blank, but the touchscreen will still be active. This allows the users to control the music using gestures without needing to look at the device. Active Mode could be used while the phone is strapped to the users arm or in their pocket.

INTERACTION: Engage Active Mode by pressing and holding B2 until an audio beep confirms the input. Anywhere on the screen can then be used to provide input. Swipe left or right to move to the next song or return to the previous song. Touch in a circular motion clockwise to advance the track or counter-clockwise to reverse the track. Double-tap to play or pause the current song.

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