

Overview



This case study is part of my masters program at Maryland Institute College of Art.

Background

- **01.** Product vision
- **02.** Competitive analysis
- **03.** Business rationale

Process

- **01.** Proto-personas, user stories + flows
- **02.** Low-fidelity wireframes
- **03.** Design system + branding
- **04.** Research summary, key findings + user quotes

Outcome

- **01.** High-fidelity wireframes
- o2. Next steps

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Product vision

A streaming audio experience designed to deliver a comprehensive content catalog to customers of any age group, while offering artists and creators the ability to connect, share and evolve the entire community.

Competitive analysis



Spotify

"Spotify pays roundabout
0.00318 dollars to the music
creators every time a person
listens to it. It means that the
track must be played thousands
of times so that the content
creator would earn something."

SOURCE



Apple Music

"The lesson apparently being taught by Apple is clear enough: do not unsubscribe or stop being a member, or lose access to your songs...angry customers can see it as a subtle way of control."

SOURCE



SoundCloud

"Artists who are easily
affected by public opinion can
find themselves suffering
mentally and emotionally if
they use the platform as the
first choice for launching their
music career."

SOURCE

Business rationale



Community

Give new artists access to a supportive music community by connecting them with local artists.



Deep Connection

Help young adults connect with themselves and their peers using music that interests them.

Process



Proto-personas, user stories and user flows.



Low fidelity wireframes, design system and branding.



Research summary, key findings, and user quotes.

Proto persona





Behaviors

- 01. Hardworking student with 4.0 GPA
- **02.** Plays football with friends for fun
- **03.** Gets high anxiety in certain situations
- **04.** Enjoys riding her bike everywhere

Demographics

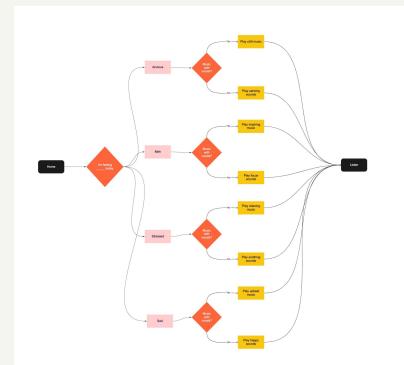
- **01.** High school student, currently attending Gesamtschule
- **02.** Lives in Rosenberg, Germany
- **03.** 17 years old with 2 younger siblings
- **04.** Speaks English, German and Korean

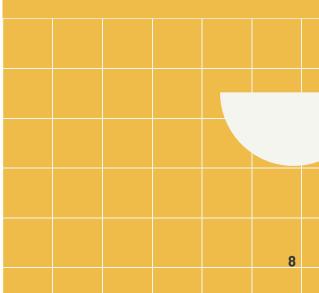
Needs + Goals

- **01.** Wants use music to calm down during panic attacks
- **02.** Likes knowing what songs her friends are listening to
- 03. Needs to focus on her schoolwork



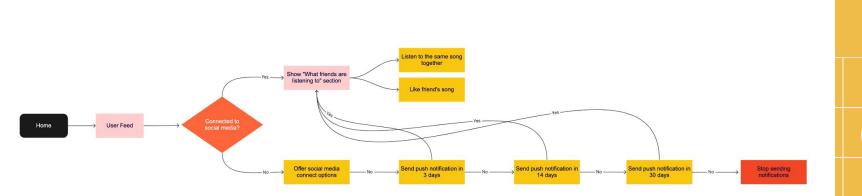
As a user, I want to listen to music when I'm emotional, so I can hear music that guides me to more positive emotions.

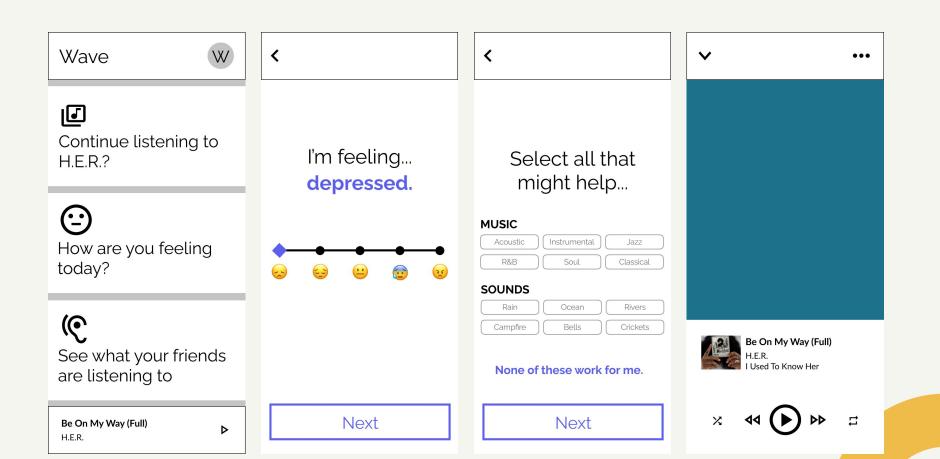




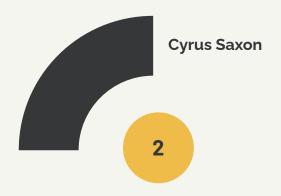


As a user, I want to see what songs my friends are listening to, so I can stay connected to my social circle.





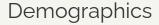
Proto persona





Behaviors

- **01.** Super organized
- 02. Likes to meet other music artists
- **03.** Supports local community
- **04.** Enjoys going to museums and music festivals



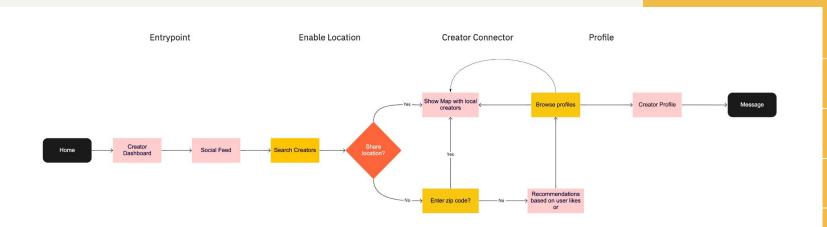
- **01.** Adult artist and community activist
- **02.** Lives in LA, originally from NYC
- **03.** 25 years old
- **04.** Stage name is Old Man Saxon

Needs + Goals

- 01. Needs to post his music
- 02. Wants to start a band
- **03.** Likes to connect with local artists who have similar interests

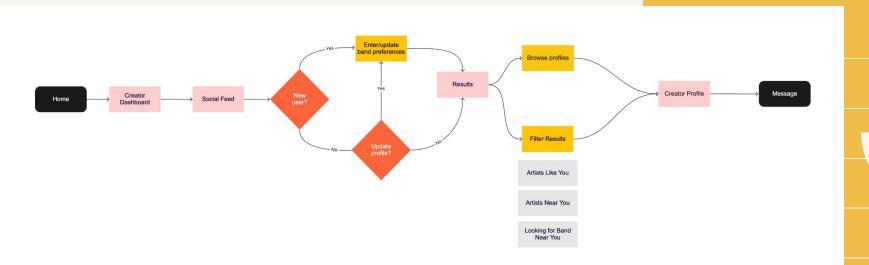


As a creator, I want to connect with local artists, so that I can talk to them about their interests.





As a creator, I want to know if other creators are open to collaborate, so that I can find band members.







Create something that inspires



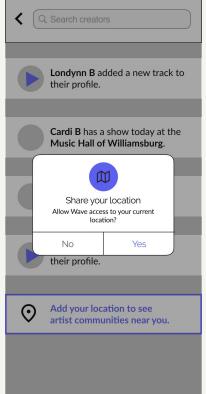
Connect with creators like you

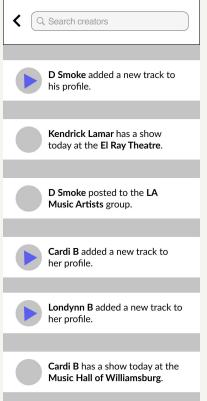


Discover music that moves you

D

Be On My Way (Full) H.E.R.

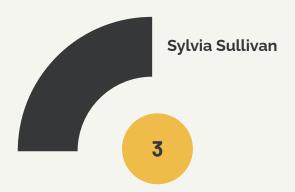




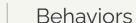


Message

Proto persona







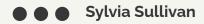
- **01.** Takes care of son during the day
- **02.** Enjoys cooking dinner for the family
- **03.** Likes going hiking on weekends
- **04.** Loves taking baths to unwind when she has the time

Demographics

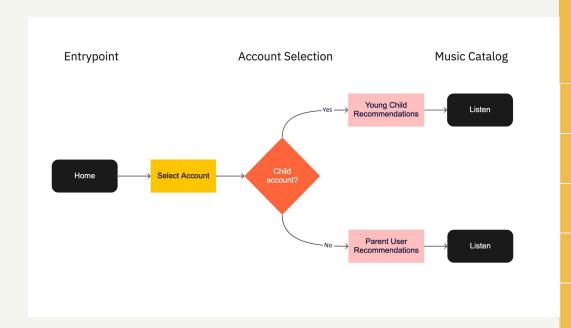
- 01. Full time mother to young Xavier
- 02. Lives in Boulder, CO
- **03.** 43 years old with a 5 year old son
- **04.** Owns a small Etsy shop selling bohemian decor she makes

Needs + Goals

- **01.** Wants to use music to calm her son down during tantrums
- **02.** Needs a way to wind down at the end of the day when son goes to sleep
- **03.** Likes to play calming meditative songs and sound when she bathes

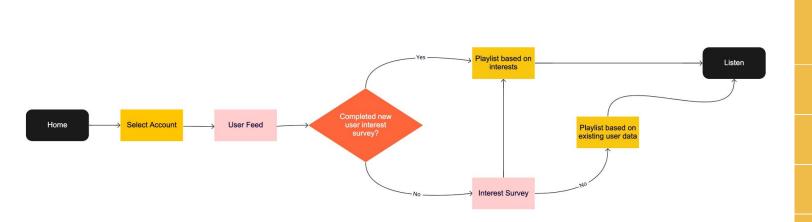


As a subscriber, I want to have my child's music separate from mine, so that I can only see my music suggestions.



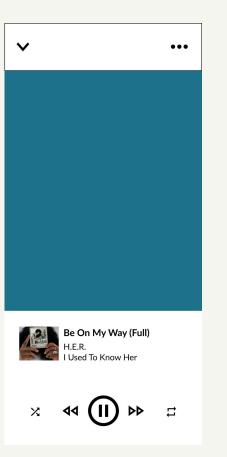


As a subscriber, I want to explore new music, so that I can listen to artists who match my interests.









Design System



Product name + branding

Headline Raleway 38pt regular Subheadline Raleway 28pt regular SECTION TITLE Raleway 22pt bold all caps

Regular text Raleway 22pt regular

Secondary action link text Raleway 22pt bold

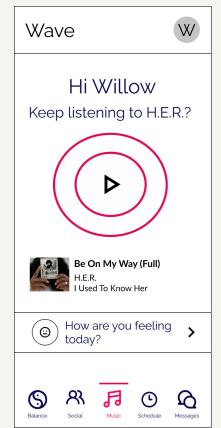
Paragraph text Lato 18pt regular

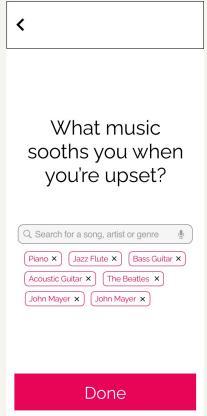
Link text Lato 18pt bold

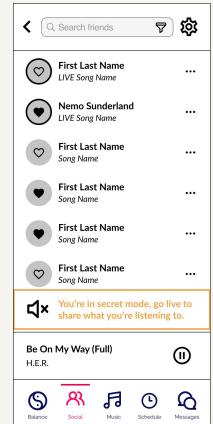
Selection tile Lato 15pt reulgar

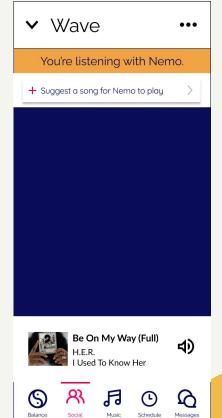
Overlay text Lato 13pt regular

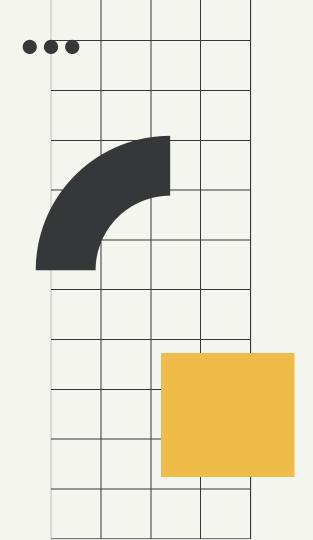












Research data + insights



3 out of 5

Participants would use Wave's balance feature that recommends positive music when you're sad.



4 out of 5

Participants would use Wave to connect with friends to see what they are listening to.



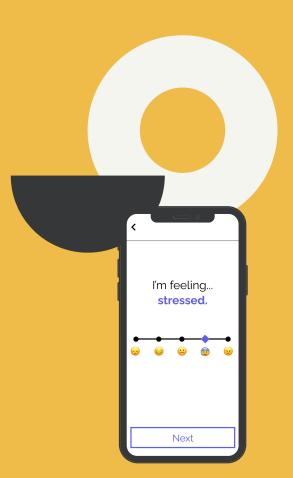
5 out of 5

Participants would use Wave to look for band members and connect with local artists.



Where's the happy? All the positive emotions are missing.

- Participant 4 regarding balance mood slider





How long has she been singing for? I want to know if she was in a choir... her history of music... because she's a songwriter, you'd probably want to see the songs that she's written.

- Participant 3 regarding searching for band members



Summary of research findings

Terminology

A participant pointed out using the word "depressed" diminishes people who struggle with real mental illness.

Emoji interaction

Participants suggested using emoji's as a mode of interaction with friends while listening to music together.

Adding friends

Not all users have their friends on social media, some suggested using phone contacts or QR codes to add friends.

Experience level

Participants wanted to see artist experience level or history as an indicator to find band members.

Competitor patterns

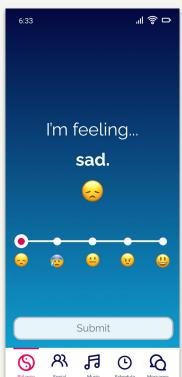
Most participants were confused the heart interactions in social, expecting it to save the song (Spotify) vs liking the song.

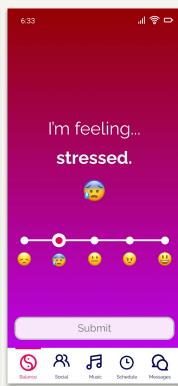
Legitimacy

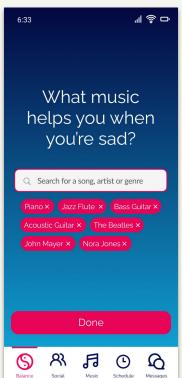
Some participants questioned the validity of an artist's profile if they were considering connecting.

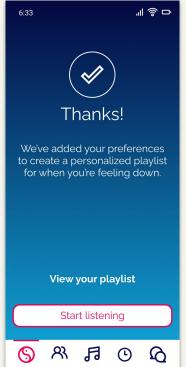
High-fidelity prototype





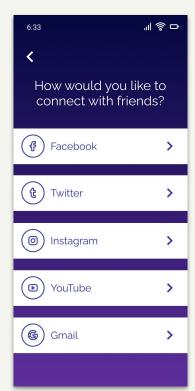


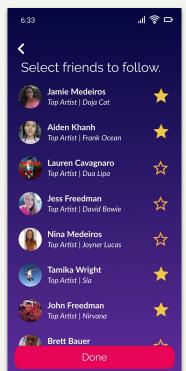










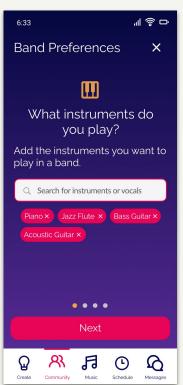


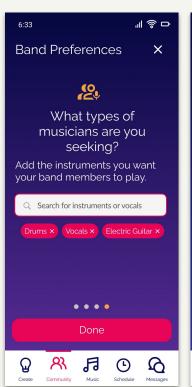


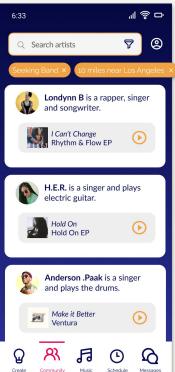


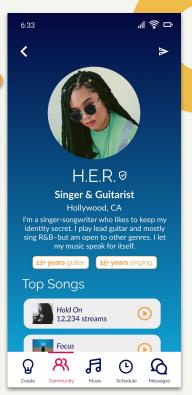










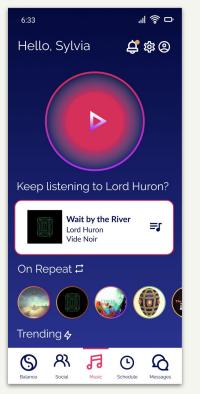














Next steps



Add interactions

The more users and creators can interact with others, the more value we deliver to our customers.



More animations

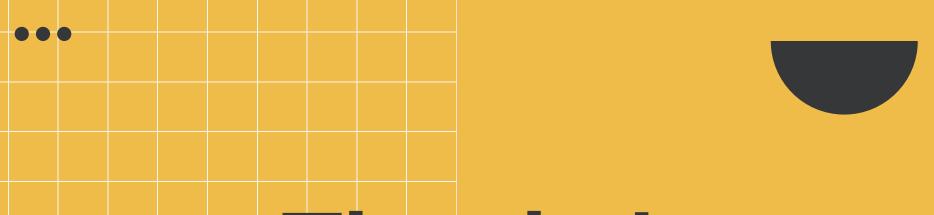
I want to keep pushing the animation of the music player and the home screen to have a "wave" effect.



Lots of research

Test the high-fidelity prototype with real music artists to get their feedback to refine designs.





Thanks!

Reach out if you have any questions or feedback:

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