LOVESTEP

JAM RIGHT NOW

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OUR VISION
Our Vision
OUR PRODUCT
Our product
USER REACTIONS
Home Screen

- Overall – simple and clean design
- Witty take on “boring” regular options
- “OldLove” is creepy and doesn’t really map to “load”
Step Sequencer

We used existing Apps* to illustrate the functionality:

• **Familiar concept**

• **Small, adjacent cells cause many accidental selections – might be fun.**

• **No way of predicting sound of cell**

* Sequence Music Maker (Android)
Sonemix (iPhone)
Composition Screen

- “ADD” button is very clear
- When was the decision to make a loop of 4 drums sequences made?
- The “7.22” doesn’t really convey the current time.
Choose Instrument

piano  bass  guitar  drums

[Grid with notes and options]
Invite Collaborations

- “Invite+” button is very clear, maybe “+” sign unnecessary (“Google+”)
- Can you continue working while waiting for friend?
Final Look and Export

- “Invite+” button is very clear, maybe “+” sign unnecessary (“Google+”)
- Export button might be related to “bass1”
- Can you continue working while waiting for friend?
SUMMARY AND SUGGESTED CHANGES
• The basic single-player workflow is clear and intuitive
• The Composition Screen makes this more than just another step sequencer
• The argument for collaboration is very compelling, and it’s considered a “cool” feature
• The details of collaboration are unclear, especially about how to send your sequences to others
• Bring back the rotating time pointer
• How do we decide # of sequences in a loop?
• How do we Join when invited to collaborate?
  - Do we send all our segments?
  - Do we record new segments?