# Soneme Medium Fi Prototype

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Tasks Recap

- Simple task: Search through Soneme DJs in the area and tune into a DJ's broadcast.

- Medium task: Make an initial search for songs to listen to. This is the very first thing a user does when starting Soneme for the first time. The search process can be simple, with a single input box, to a sophisticated search using multiple parameters.

- Complex task: Become a DJ! Add and remove songs from the queue, reorder the songs, and broadcast the queue as a live DJ program. Explore the grid and chose different directions to explore.

New paradigm : Drag and swipe
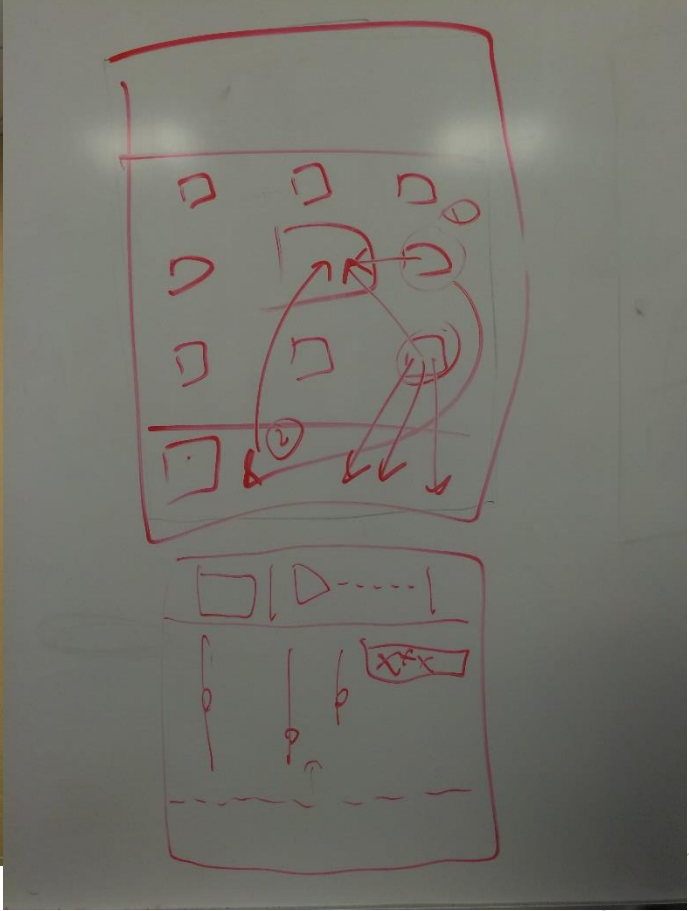
New paradigm : Drag and swipe

▶ Eliminates need for new icons to indicate actions

▶ Difficult to convey the function of a small icon

▶ Dragging and swiping is already a touch screen convention

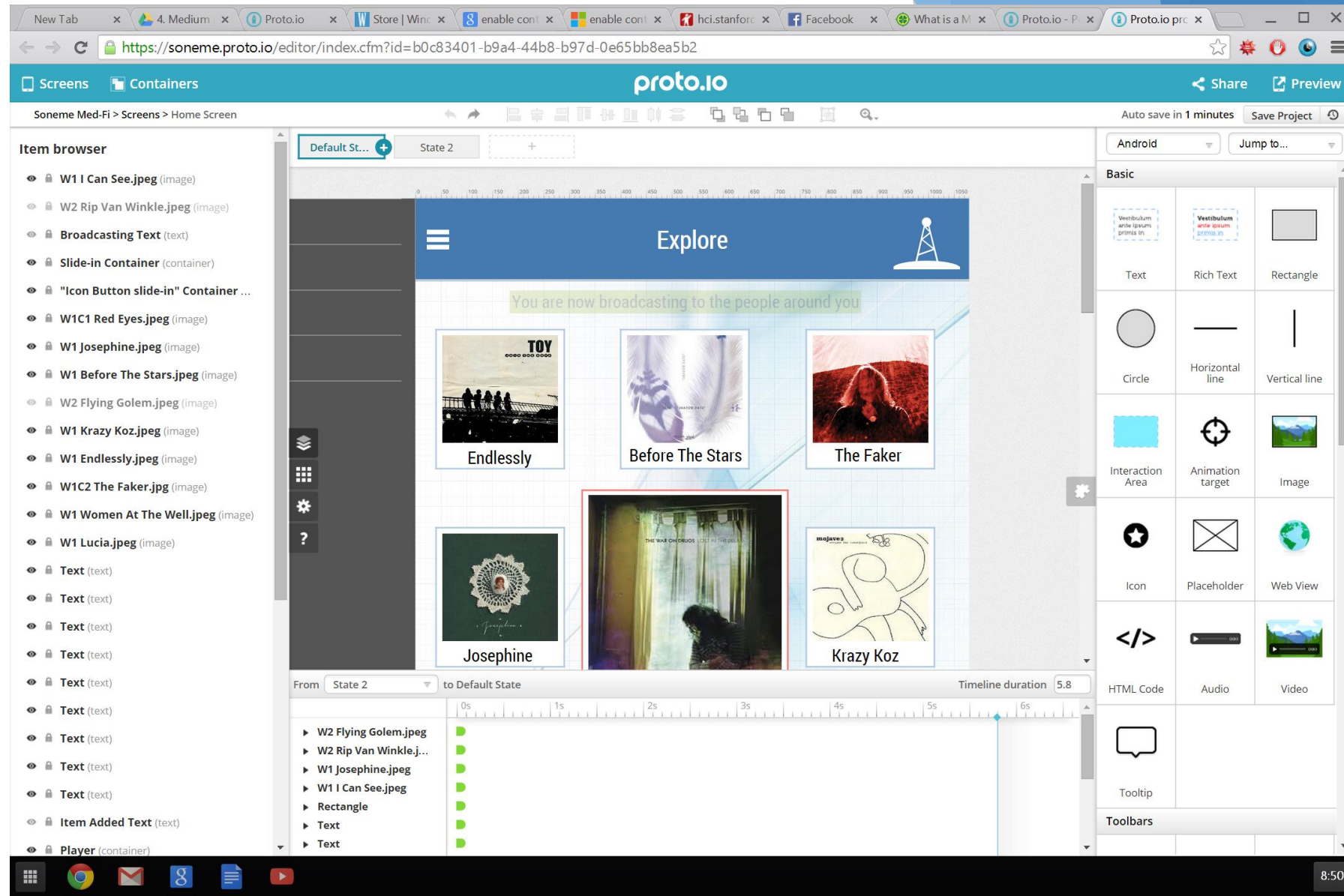▶ Interface is more interesting and fun to explore

▶ Less clutter

Demo time!

- https://soneme.proto.io/share/?id=b0c83401-b9a4-44b8-b97d-0e65bb8ea5b2&v=2
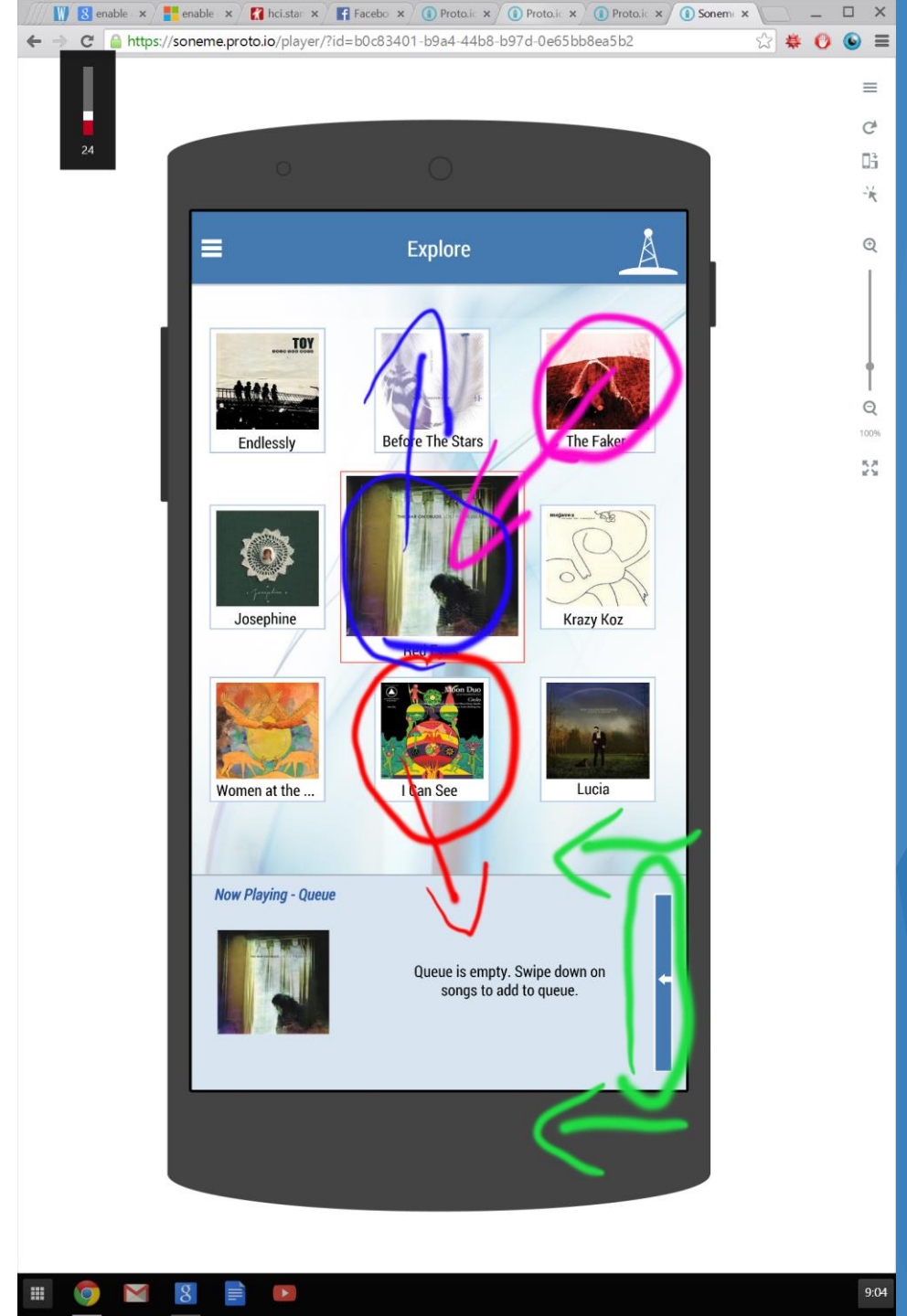
Tools: Proto.io

▶ Interactive prototyping tool for mobile software

Pros

- You know what you are making (what you see is what you get)
- Can switch between Android and iPhone mockups.
- Some essential settings were there…

Frustrations

- Difficult to produce more than a few screens.
- Creating an integrated system is out of the question (too time consuming).
- Need to individually link elements. No automation.
- Limited toolset meant proper swiping animations were impossible. Had to substitute animation-less gestures with less nuance than our vision.
- Support for music is poor. Music is integral to the experience.
- Not as robust as we had thought in the beginning.
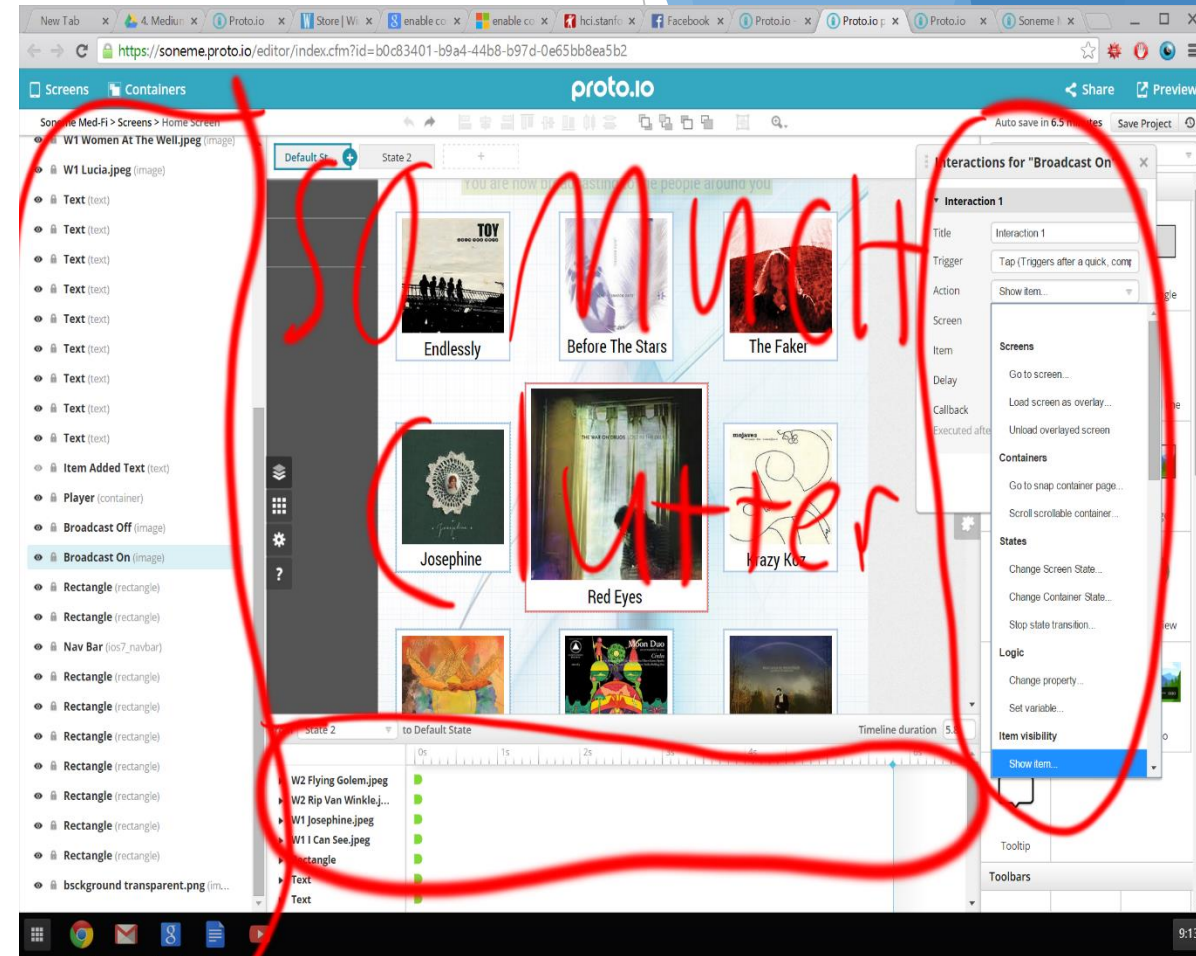
In summary…

- Using platform conventions can greatly simplify an interface.
- Breaking from conventions (new icons) can slow down the customer.
- Proto.io is a useful tool for small scale prototypes, but it can slow down or prevent more complicated prototypes.
- Project's vision is always a few steps ahead of tangibles, which is a good thing.