Rubato

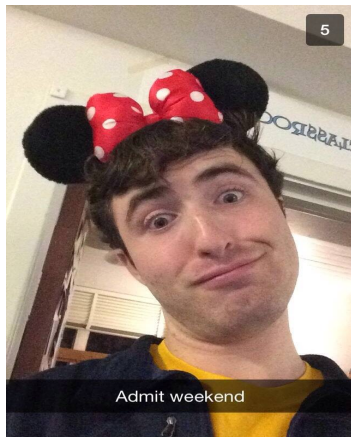## Music Playlist Creation in Real-Time

Peter Washington, Parker Odrich, Gio Jacuzzi

Assignment 8 Midway Presentation

The Team

Parker O.

Gio J.

Peter W.

Problem Statement

Music is a dynamic force that brings communities together, but there is currently no way for all listeners to engage with each other in the creation process in real time--together, right here, right now.

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The Solution: Rubato

Rubato allows everyone at an event to contribute in real time to the music. The result is a constantly evolving playlist, curated by the entire community.

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Representative Tasks

Task 1: Create a communal playlist (easy).

Task 2: Update the playlist in real-time (hard).

Task 3: Play songs from any event attended in the past (medium).

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Overview of the Talk

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Heuristic Evaluation - Particulars

- Ambiguity over settings for hiding/showing controls
- Pictures next to songs are confusing - are they related to the song or the person who added them?
- Unclear how to change settings
- Need playlist controls in the past sessions in addition to the current session
- Need more info in past sessions such as title of the session

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Heuristic Evaluation - High Level

- Need downvoting in songs
- Annoying for user to navigate through a long task flow just to get to the session whenever they open their phone
- What exactly does the user see when opening device?
- No product branding
- Was using Arial font
- Spaces and grid alignment was not neat
- Not clear how to deal with accidental songs

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Overview of Revised Design (1)

- Create clear product branding *distinct* from Spotify UI
  - Product colors
  - Consistent "Roboty" font

- Add sidebar that users can always access to greatly simplify access to settings at all times

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Overview of Revised Design (2)

- Add feature to change color based on current mood of playlist (may defer complete implementation of this until CS194H)

- Remove extraneous options ("Show" vs "Hide" controls)

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Development Tools

- Developing for iPhone 6

- Using Xcode 7.1.1

- Using Swift rather than Objective-C

- Using Spotify iOS SDK

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Implemented Features

- Task 1: Creation of session
    - Can name task
    - Can choose various settings

- Rubato-styled view for playing music

- Lots of work with Spotify SDK

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Unimplemented Features

- Task 2
    - Add songs to playlist
    - Upvote/downvote songs

- Task 3
    - Save session for later
    - View and listen to saved sessions

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Plan to Finish Project

- Hackathons during Thanksgiving break
  - Gio/Parker: Complete the design flows and frontend design for all 3 of our tasks
  - Peter: Complete all the backend work (Spotify SDK or hard-coding songs in the interactions)

- During final week of class, will only make minor tweaks and refinements to the UI to make it nice

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Wizard of Oz Techniques

- App will not actually detect nearby sessions using WiFi when joining a session

- Potentially hard-coded songs

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Hard-Coded Data

- App will not actually detect nearby sessions using WiFi when joining a session

- If we cannot get Spotify API working soon, we will have to hardcode the songs into the app

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Issues and Questions

- All team members are pretty new to iOS (Peter – 2 days, Gio – 2 days, Parker – a little bit during the summer)

- Not sure if Spotify SDK will work. Will try getting it to work over the next few days. If it doesn't work, resort to hard-coding songs.

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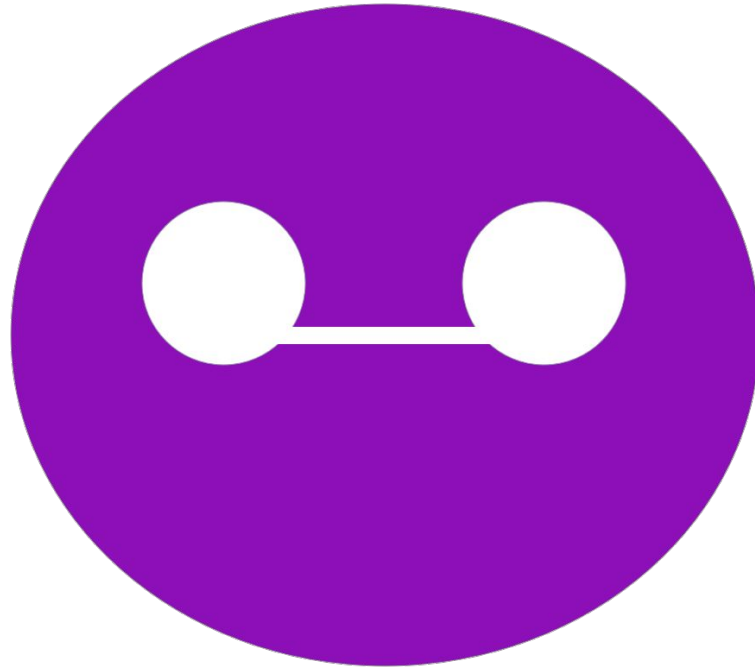
Demo

Summary

- Many good comments from heuristic evaluation feedback

- Resulted in complete redesign of app

- Playlist creation task (easy) is implemented

- Lots of hacking to come!

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Questions?

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