

audiYO

*Experience Virtual Concerts Like
Never Before*

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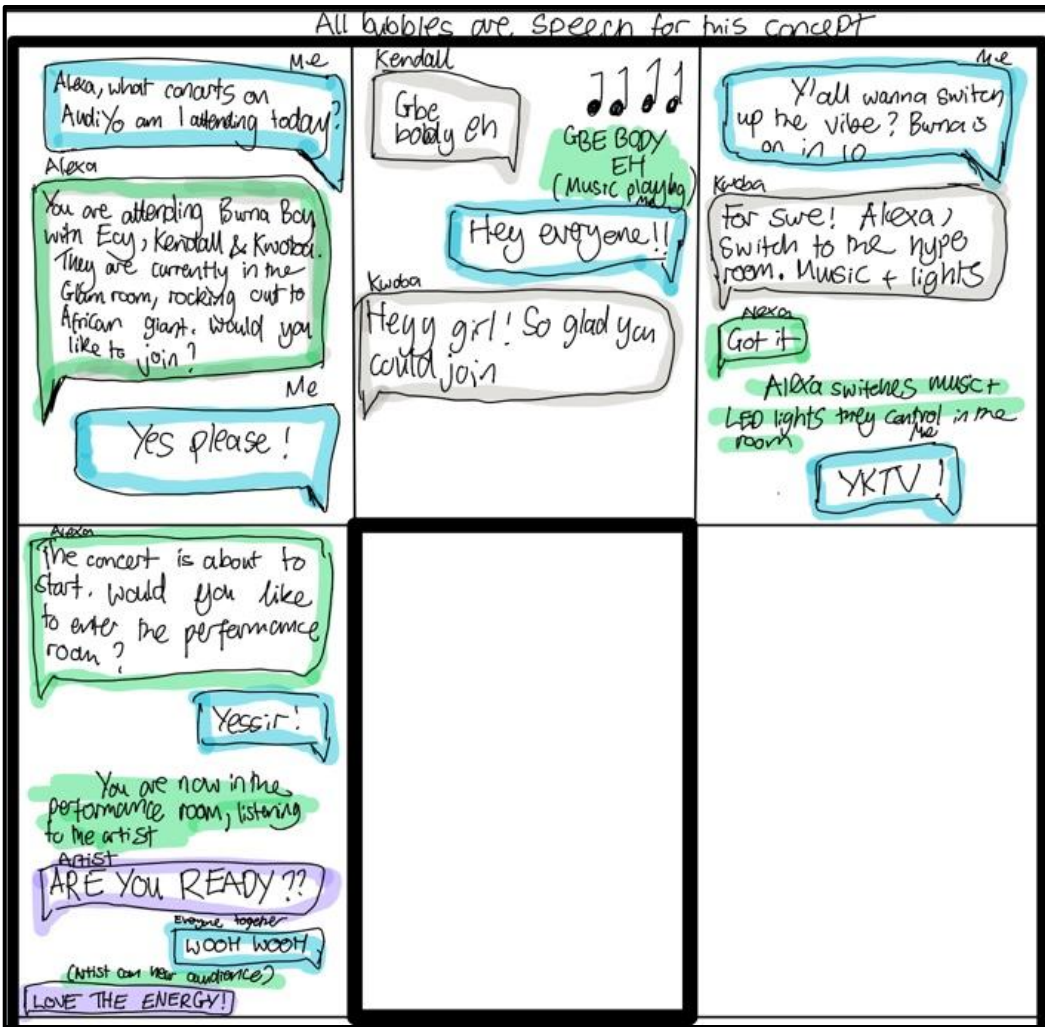
Agenda

1. Mission Statement
2. Concept Sketches
3. Selected Interface & Rationale
4. Prototype Structure
5. Tasks and Task Flows
6. Experimental Methods & Results
7. Suggested UI changes
8. Summary

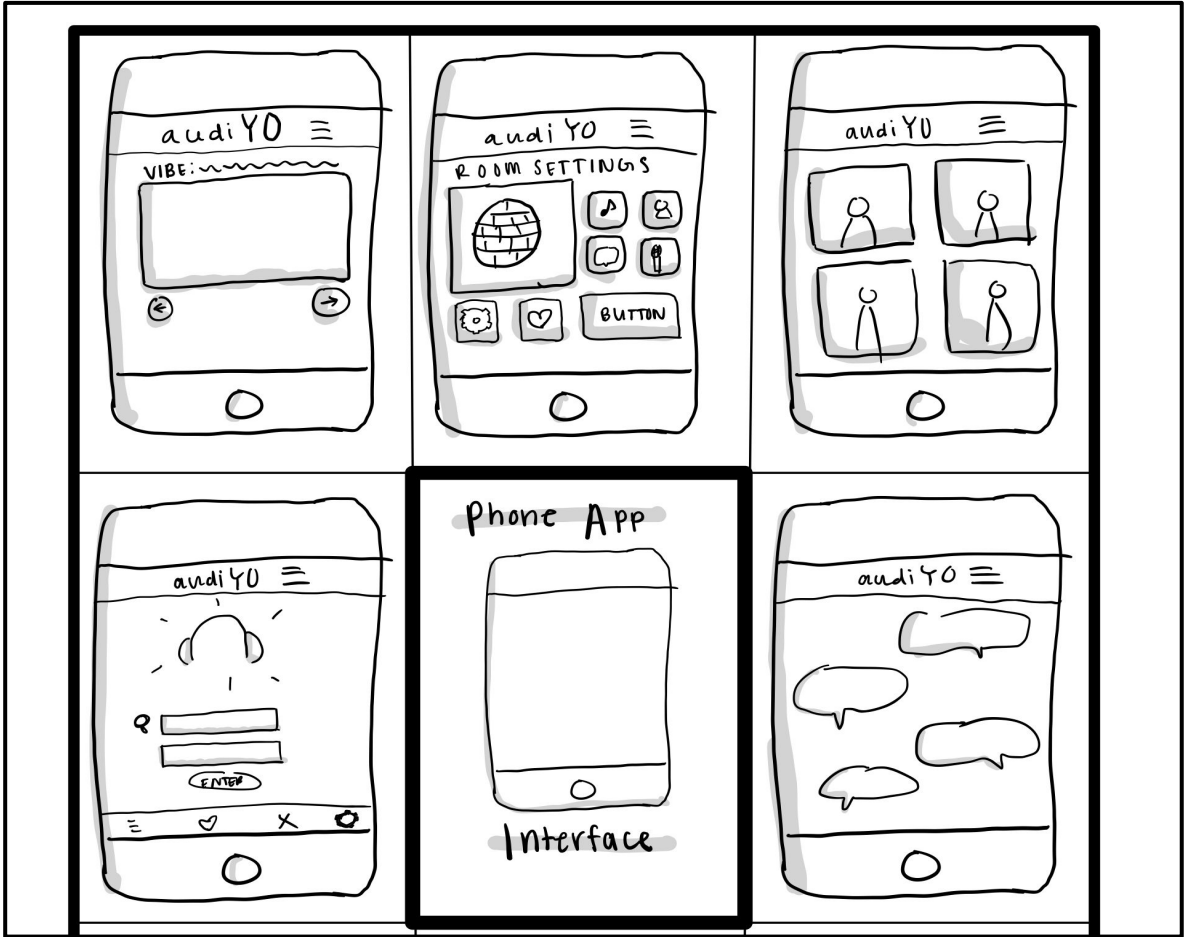
Mission statement

We aim to create a cohesive collective concert experience for before, during, and after the performance.

Speech Concept Sketch



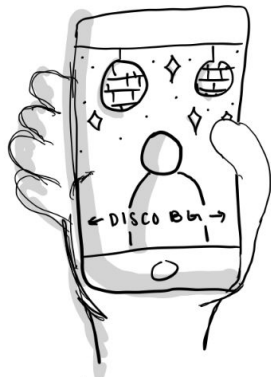
Phone Concept Sketch



Web Extension



AR Concept Sketch



* Snapchat like feature w/ filters

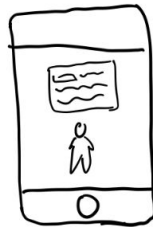


decorate your rooms



turn your room into a party!

Augmented Reality

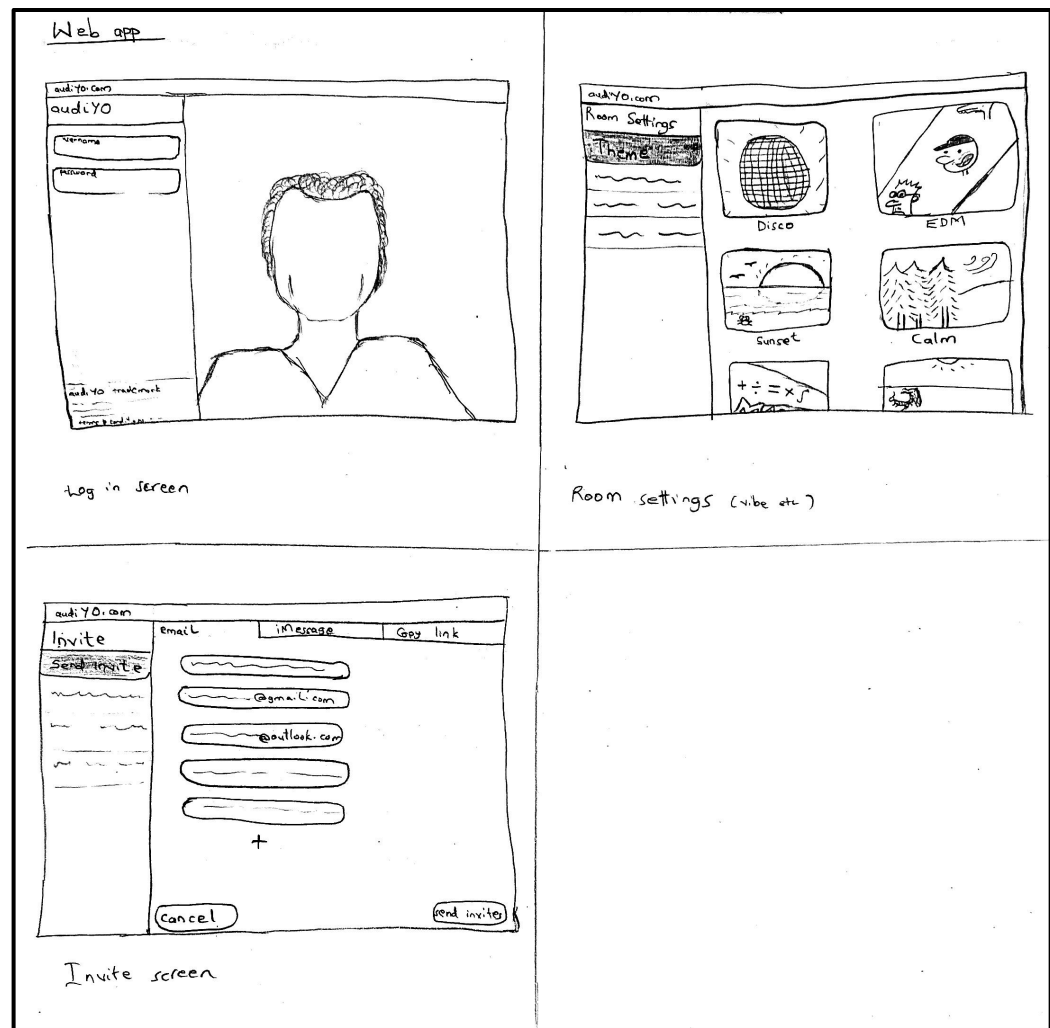


interface

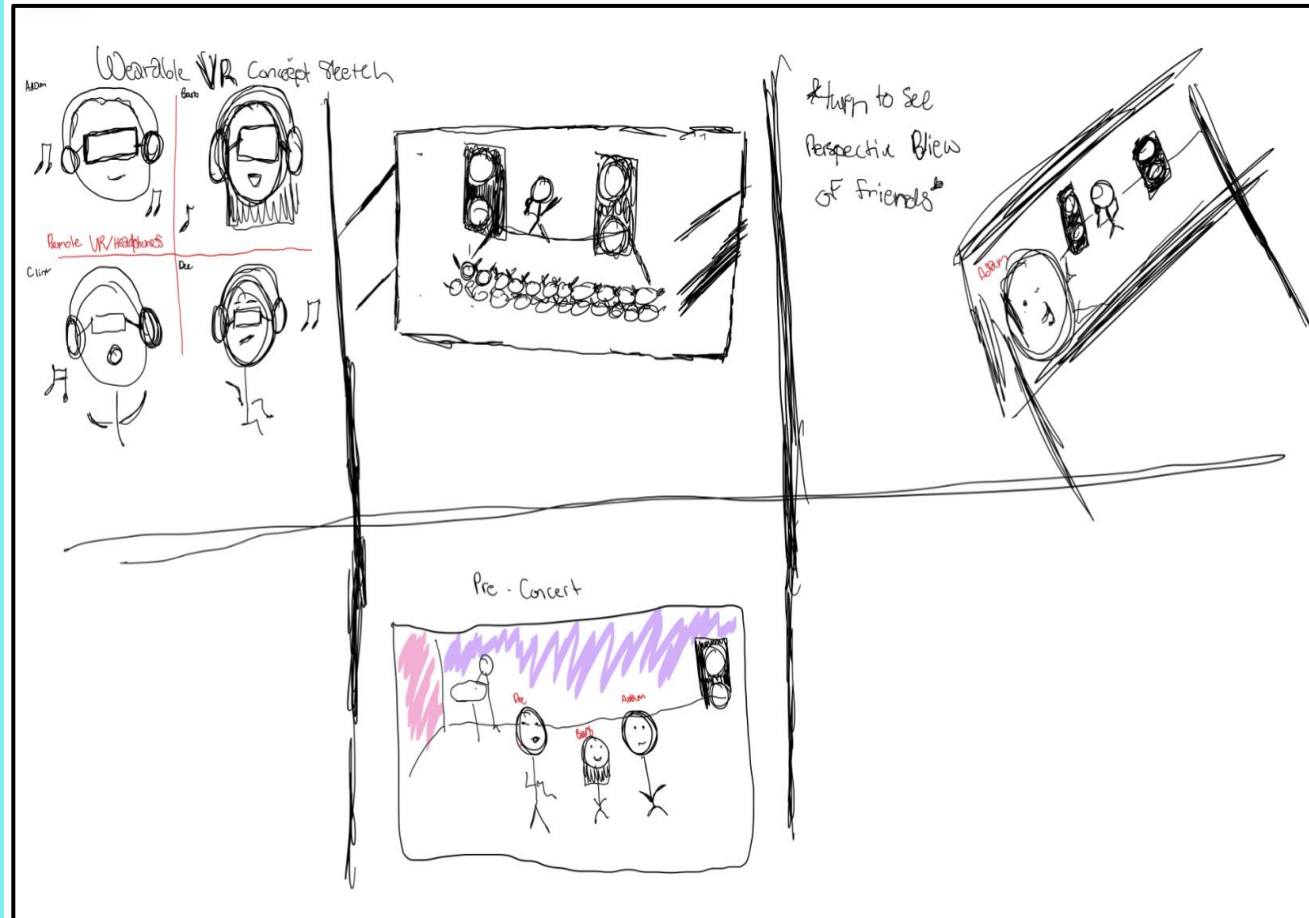


filter

Web App Concept Sketch



Wearable/VR Concept Sketch



Selected Interface & Rationale

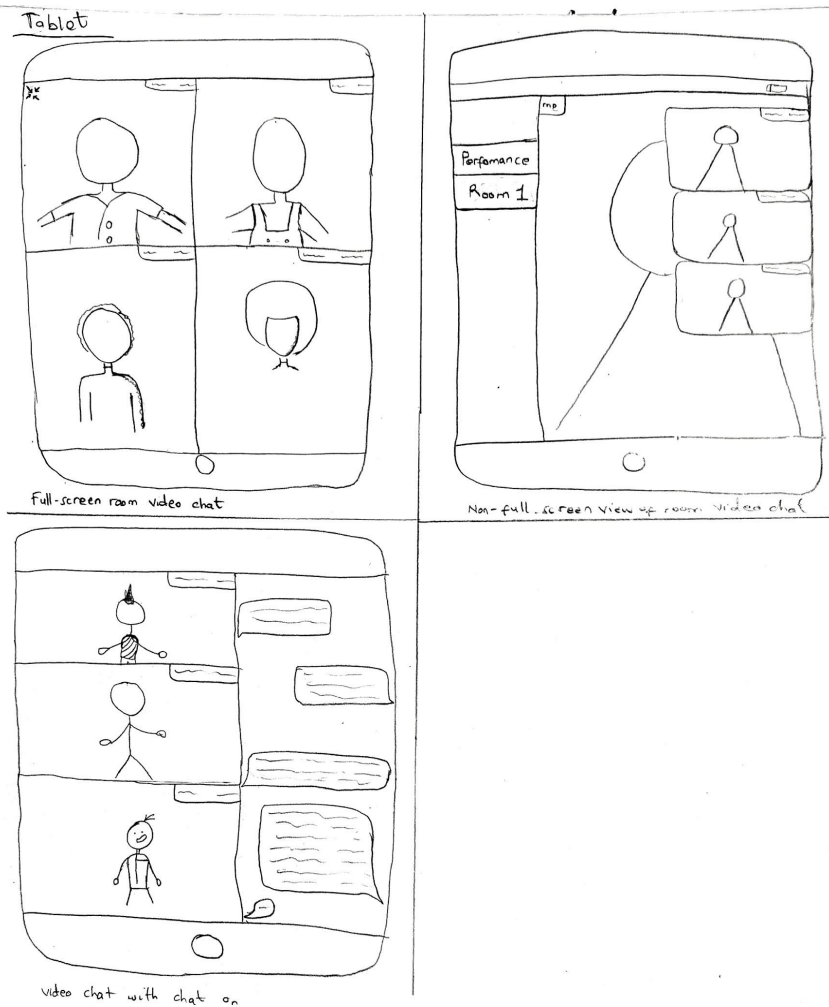
The Tablet

Pros

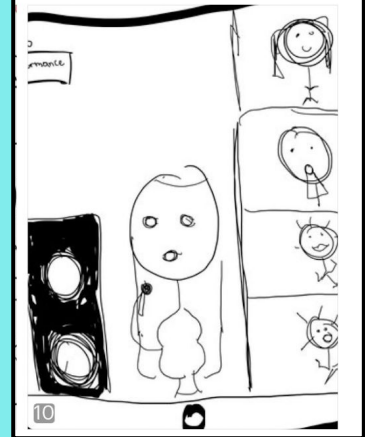
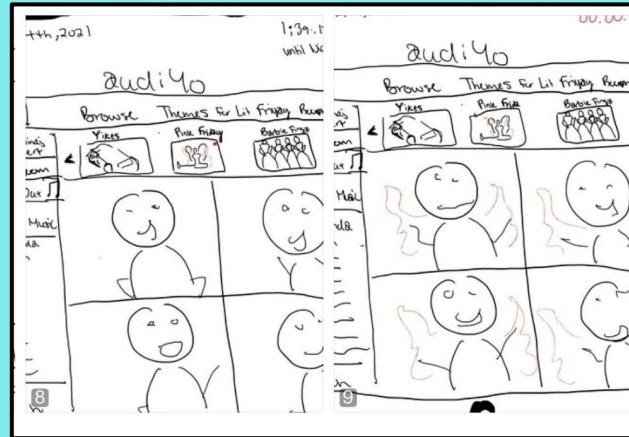
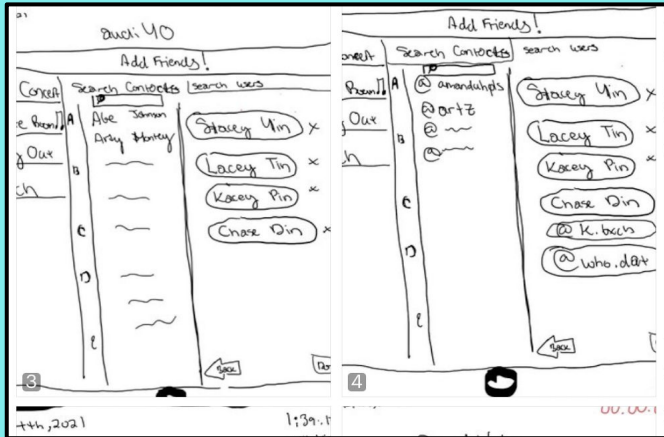
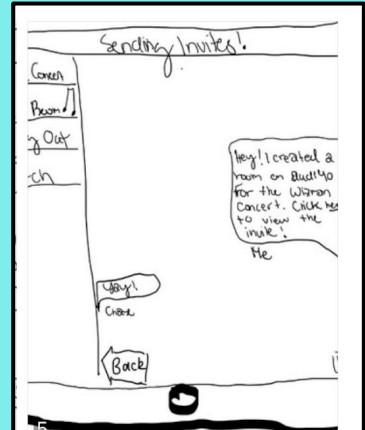
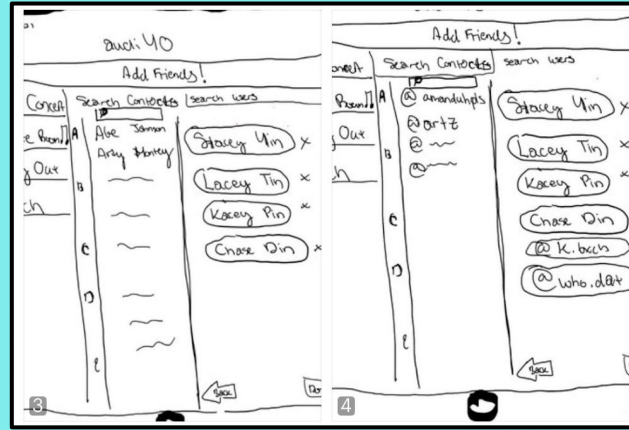
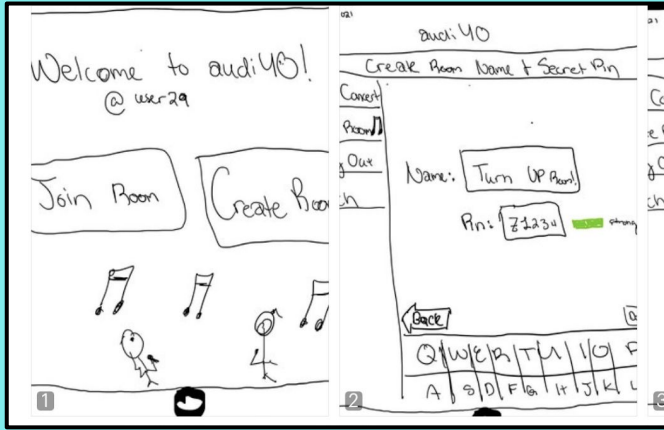
- Portable so the user is not tied to one location
- Has a large screen for the user to view the performance and friends simultaneously
- More accessible than other realisations e.g. VR, Speech Based

Cons

- Accessibility – not everyone has one
- Portability— can't just put in your pocket and go



Prototype Structure



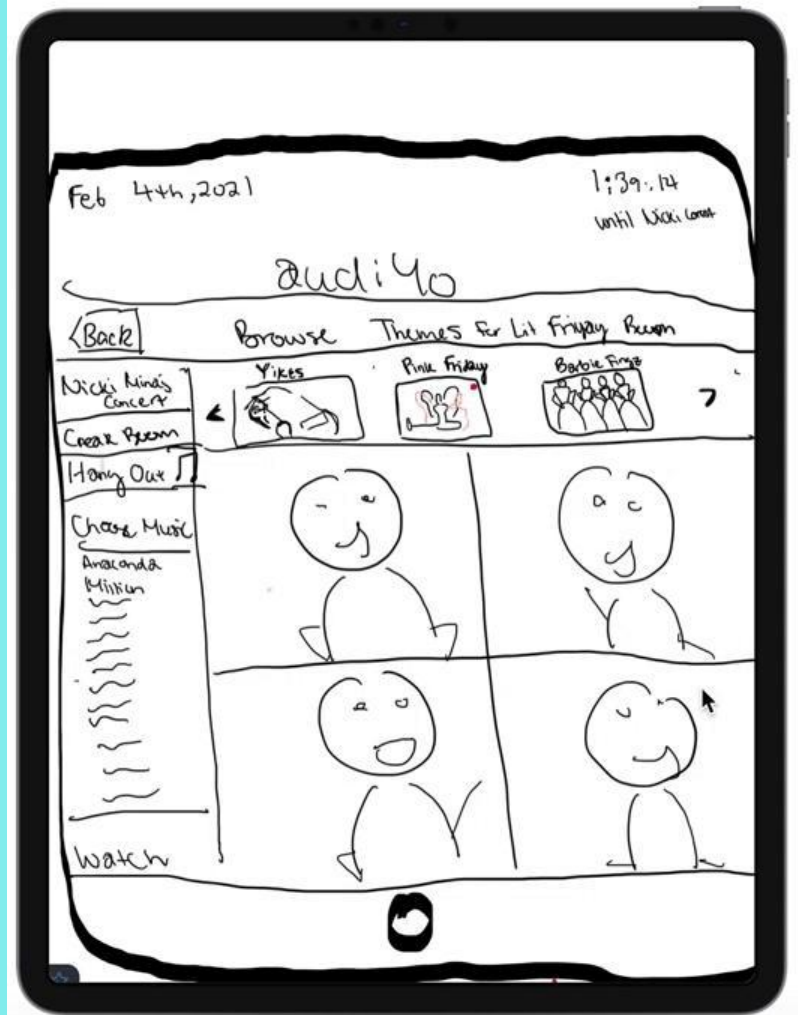
Tasks and Task flows

Task 1

Medium : Invite
friends to
pre-concert room

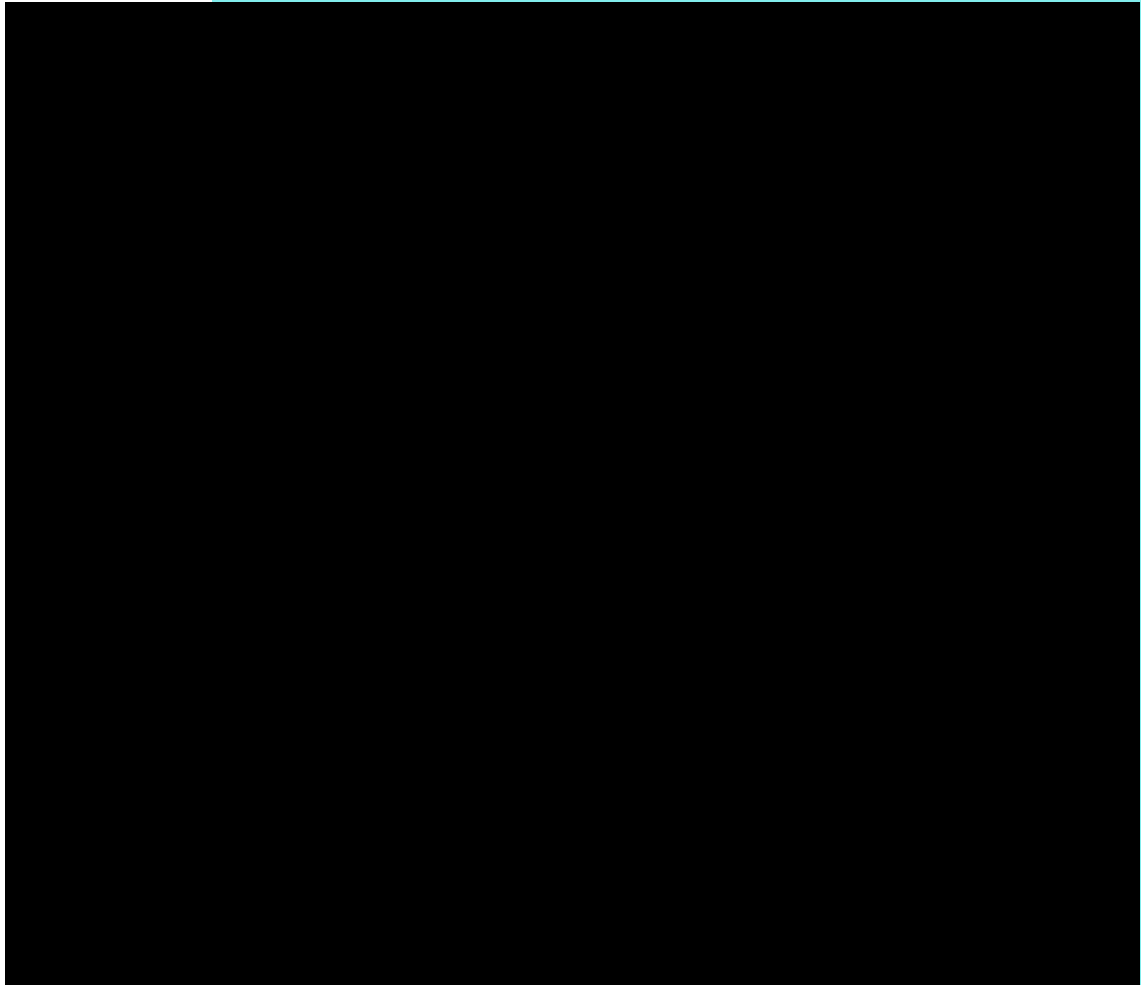
Task 2

Complex: Join existing room & customize room to match your pre-concert vibe.



Task 3

Simple: Watch the performance.



Interviews

- 4 participants
- 16 - 20 years old
- Experience with in person + virtual concerts
- Experience as a performer



Hajer: College student



Lalaina: High School Student

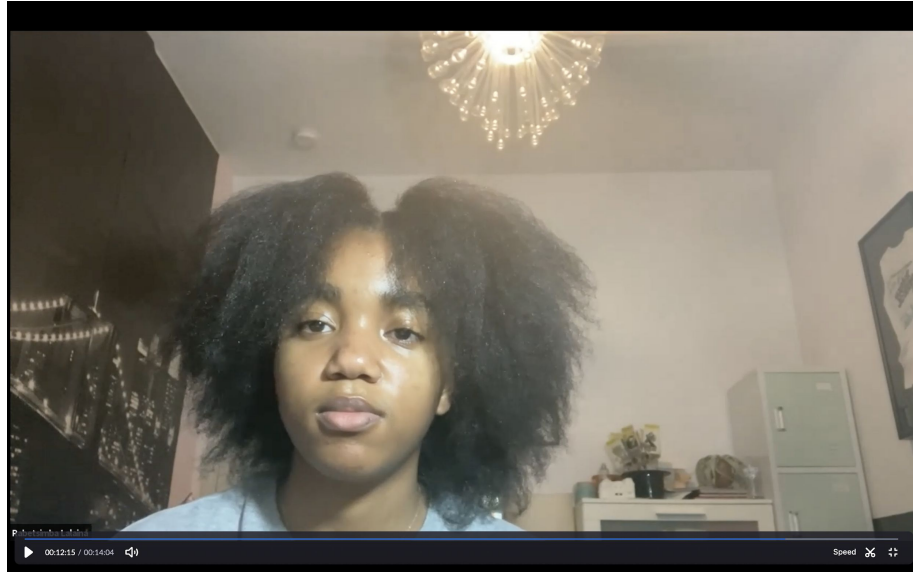


Jeramy: College Student



Zac: College Student

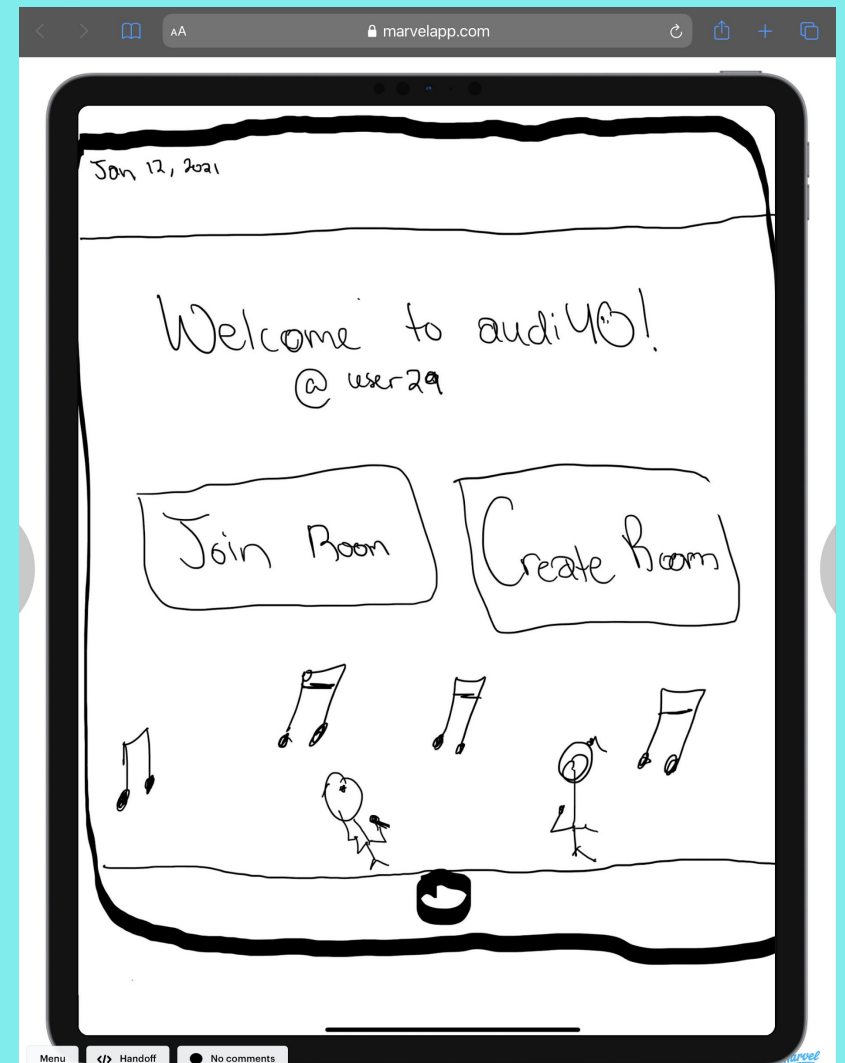
Interviewees



Experimental Method

Conducted using:

- Marvel Prototyping on Paper Application
 - Participants tested on iPads
 - Zoom Screen Sharing
1. Ask for and receive consent
 2. Give participants brief demonstration of system
 3. Ask them to perform tasks sequentially, whilst dictating their thought process
 4. Debrief with participant on their experience navigating the prototype + on the application as a whole



Results

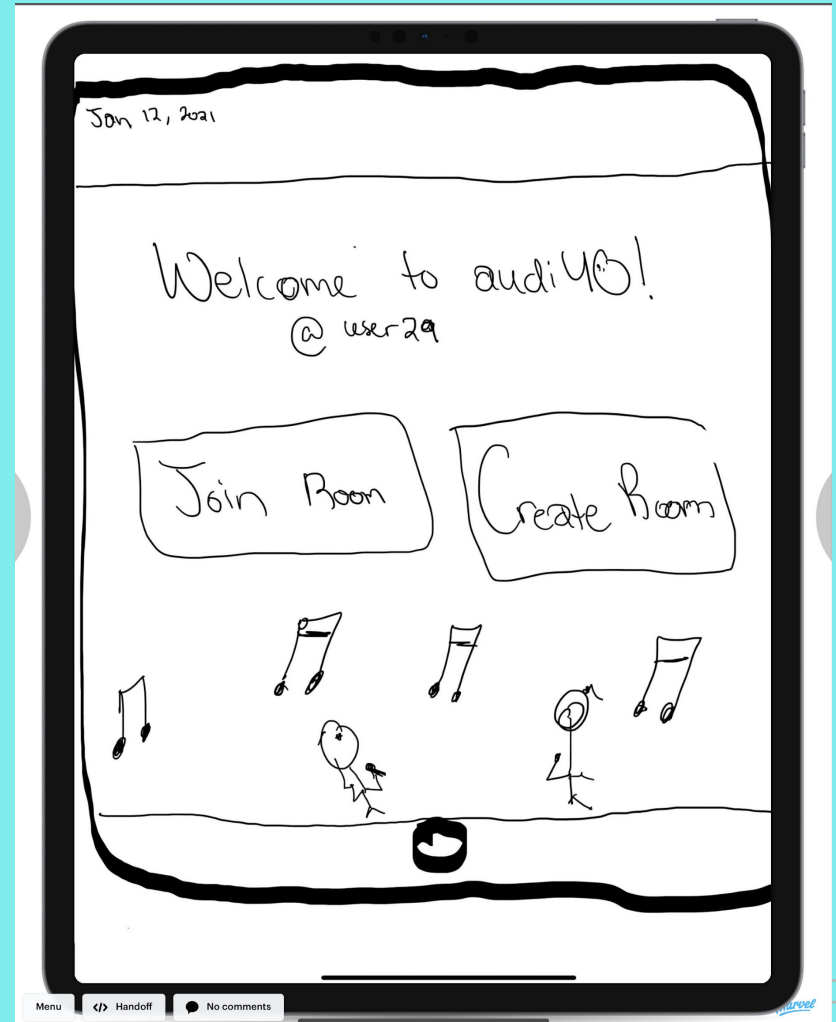
Results - Task 1

Successes:

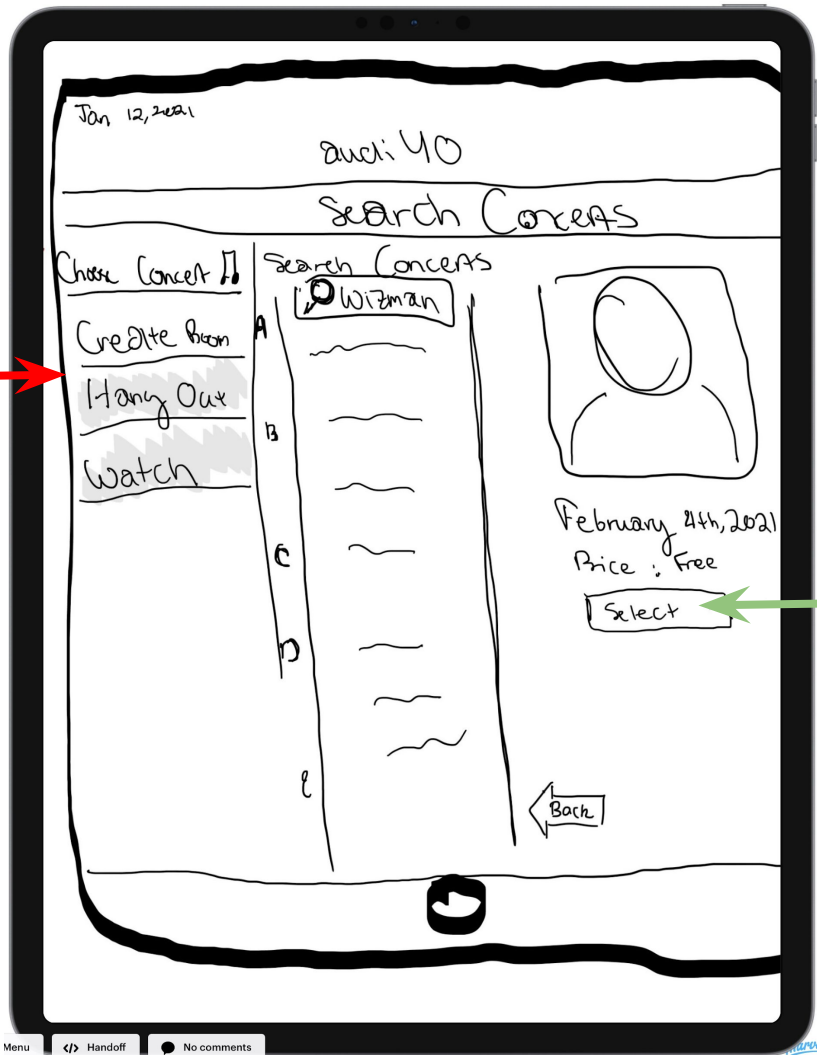
- All participants completed task successfully
- Sending friends invite in a text from app was familiar, intuitive & straightforward
- Liked the clean & simple homepage

Errors:

- Home Screen: Didn't know whether to click "Join Room" or "Create Room"
- Select Concert screen: Busy - participants weren't sure what to press to proceed



This group of buttons confused users



Correct button to proceed

Results - Task 2

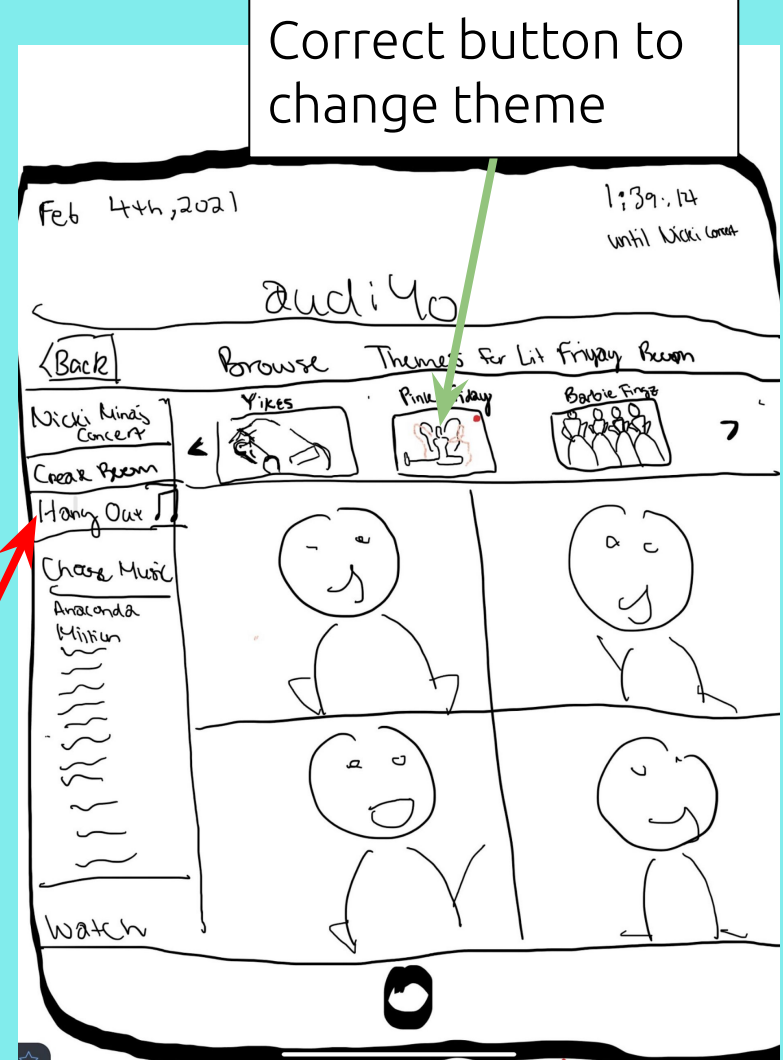
Successes

- All users completed the task successfully
- Joining the pre-existing room was simple and intuitive
- Users were excited after seeing the result of the customization

Errors

- Screen had too much information - users unsure of what to press to customise theme

This group of buttons confused users



Results - Task 3

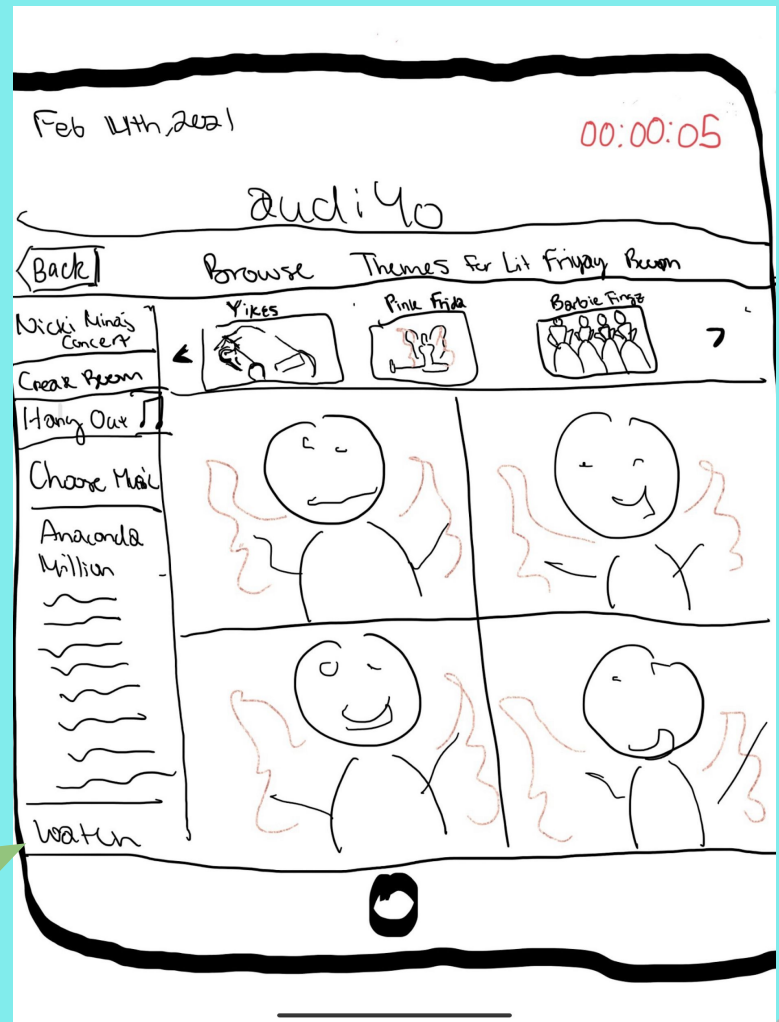
Successes

- All users completed the task successfully
- Extremely intuitive, multiple users completed this straight after Task 2 without being prompted

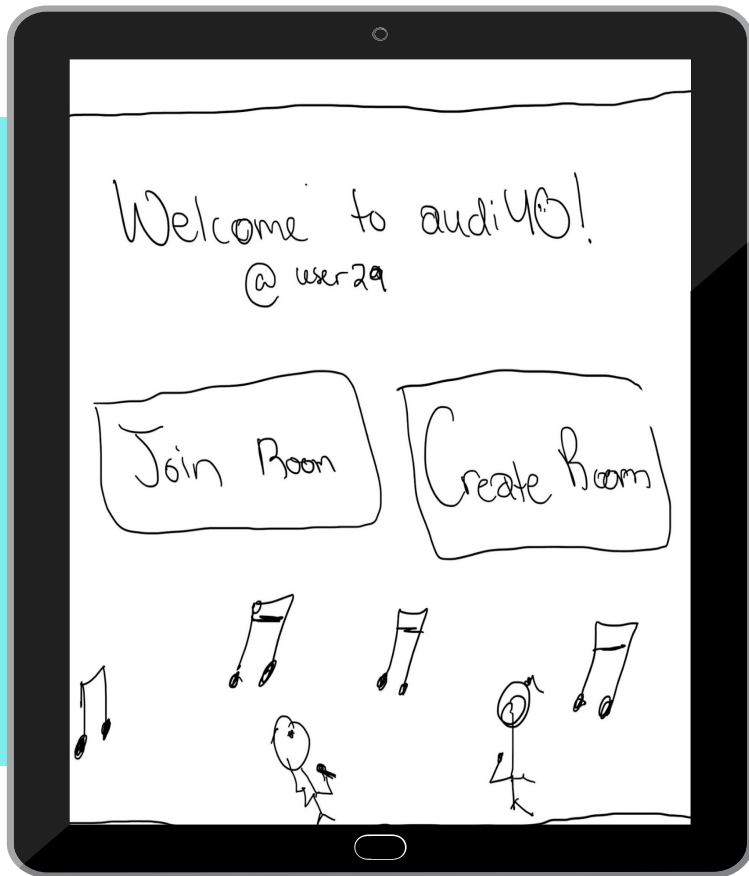
Errors

- Title of button was confusing for some users
- Positioning of button could have been more prominent

Correct button to proceed



Suggested UI changes



Task 1

- Change the join/create language to be more clear
- e.g. Join Existing Room, Create New Room

Task 2

- De-clutter the screen
- Make key buttons more noticeable

Task 3

- Change placement of the "Watch" button
- Make language more clear

Summary

In order to improve our solution:

- 1) Effectively use the screen space
- 2) Ensure an intuitive flow

We will work on:

- 1) Removing unnecessary buttons
- 2) Using more descriptive language