



Pife

Armando Banelos
Abanezer Sisay
Christine Pan
Ryan Ottinger
McDavis Ansere
Arkira Chantaratananond

“Always have a friend to play with”

<https://hci.stanford.edu/courses/cs194h/2019/wi/projects/Pife/>

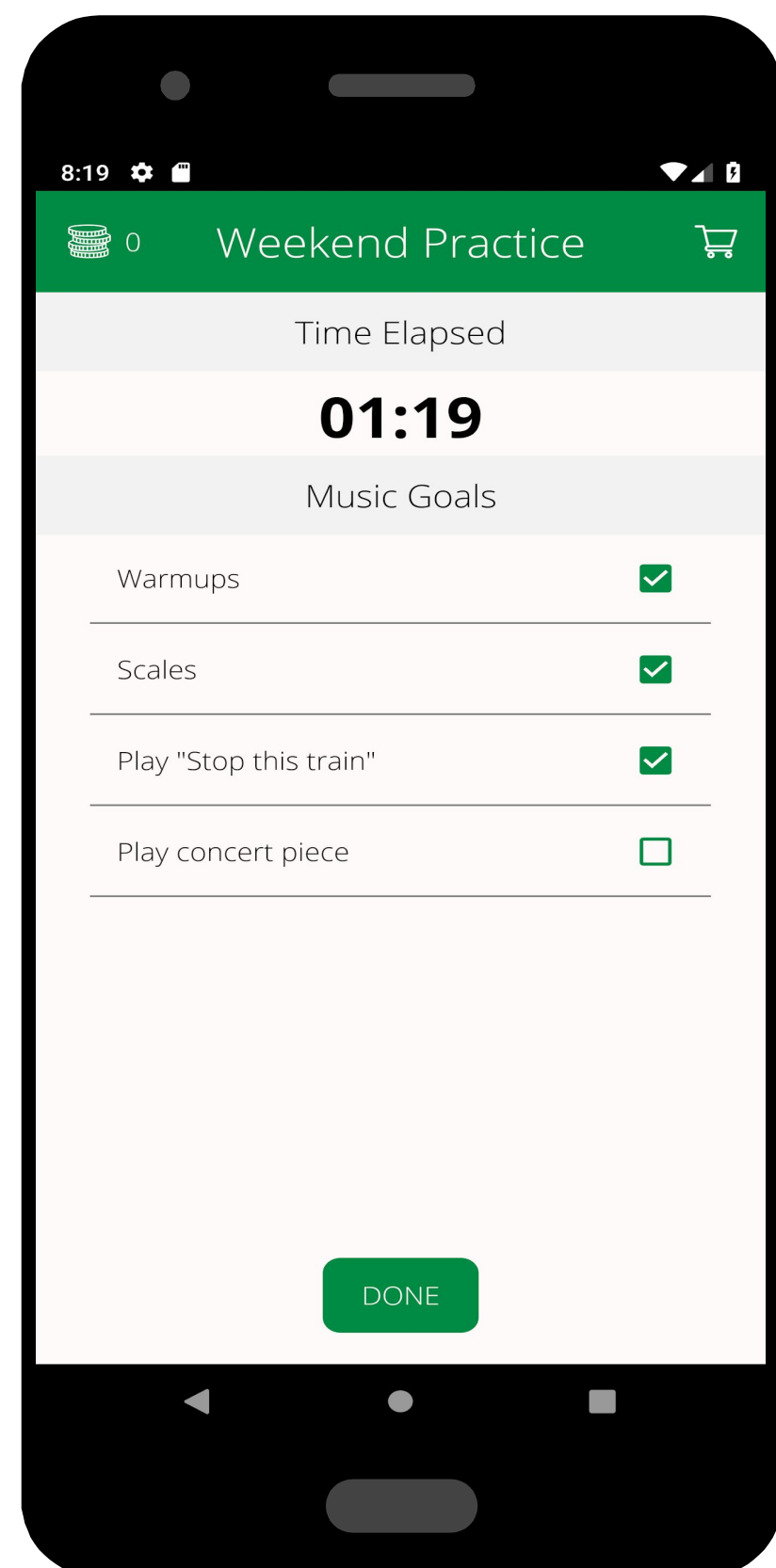
Problem

Musicians *lack motivation* to play because they feel as if they have *nothing* and *nobody* to practice for.

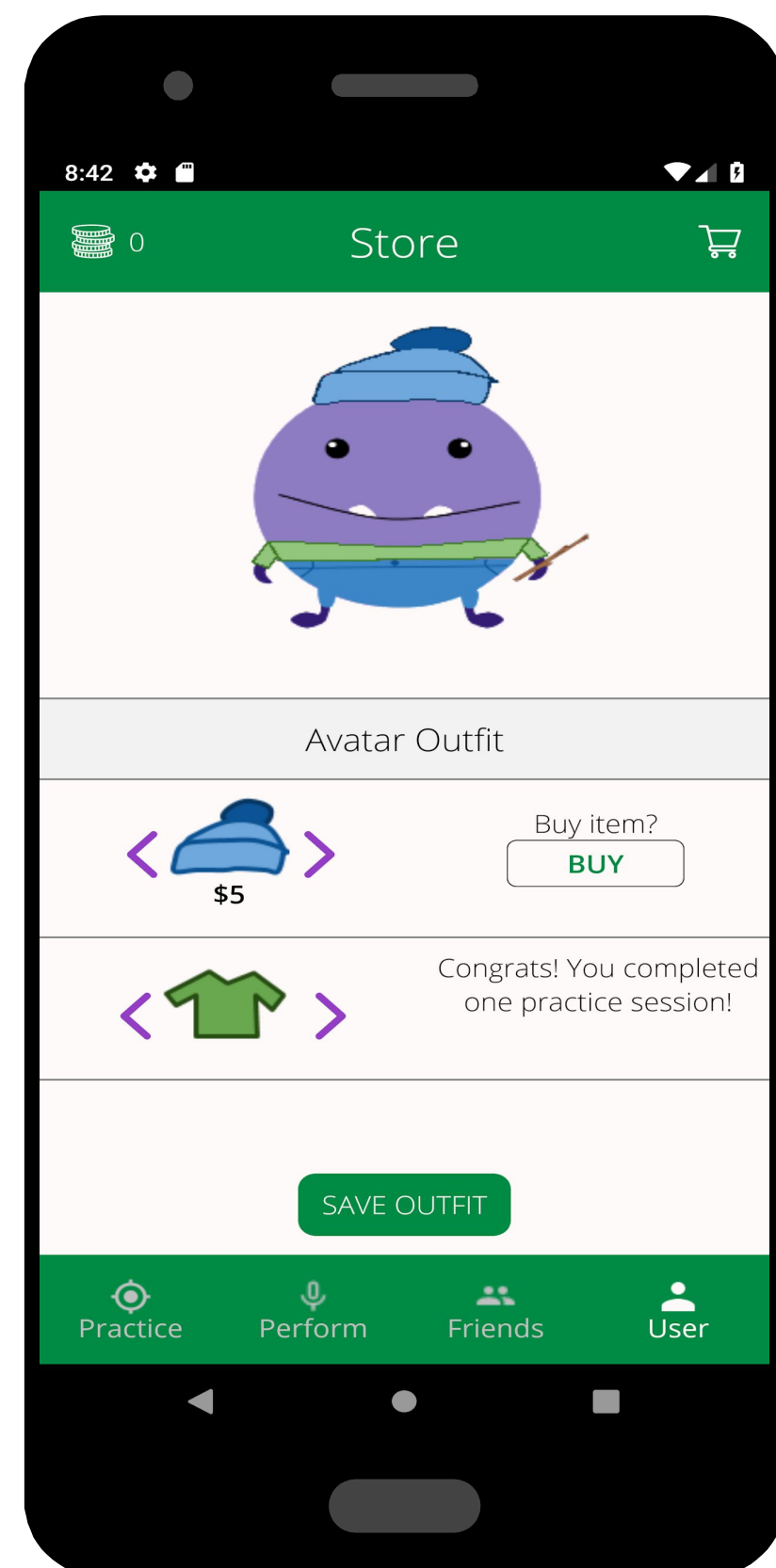
Solution

Pife motivates musicians to play through *gamification* and *positive social reinforcement*.

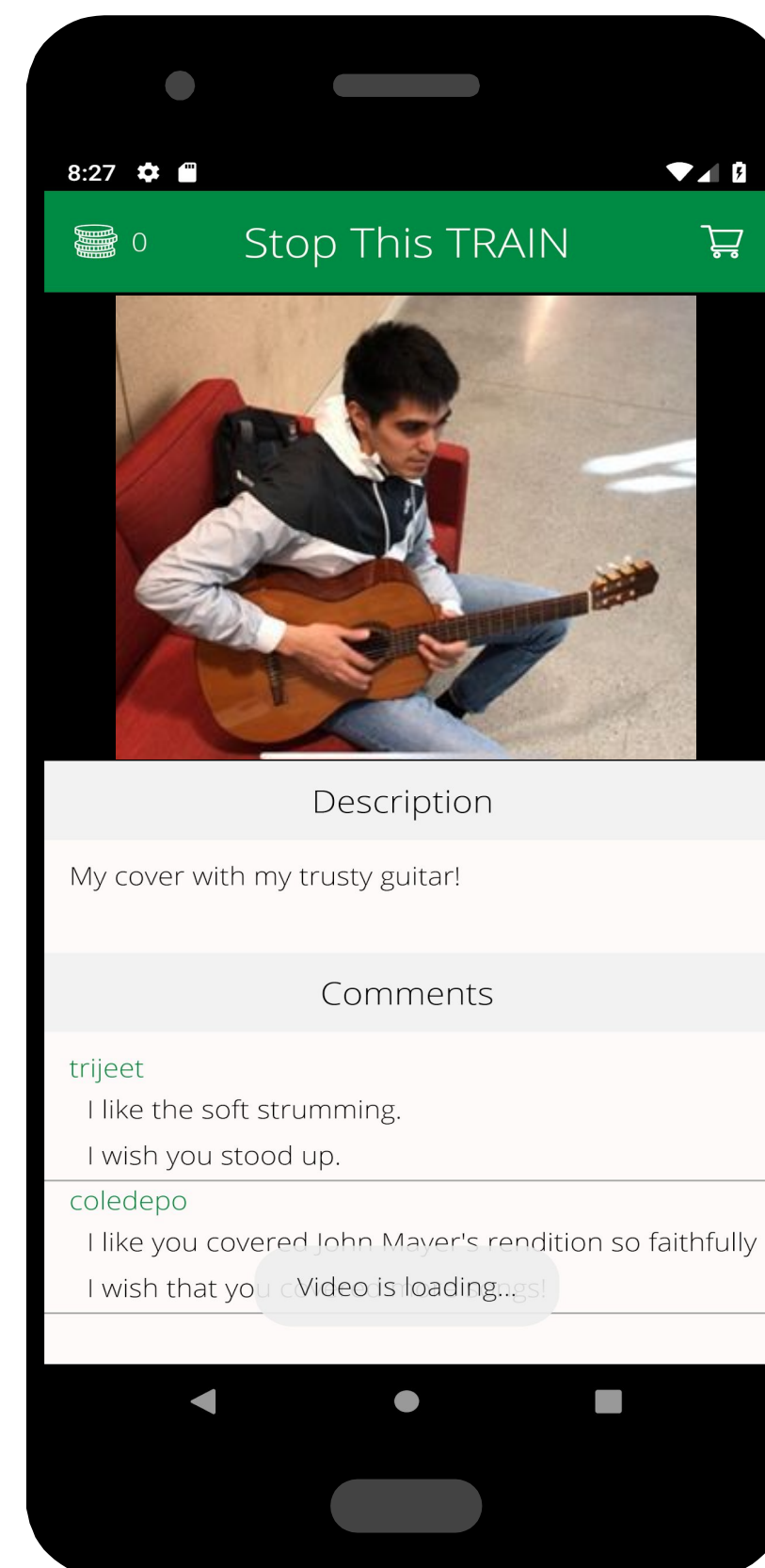
Key Features



Practice Routines



Motivate via Gamification



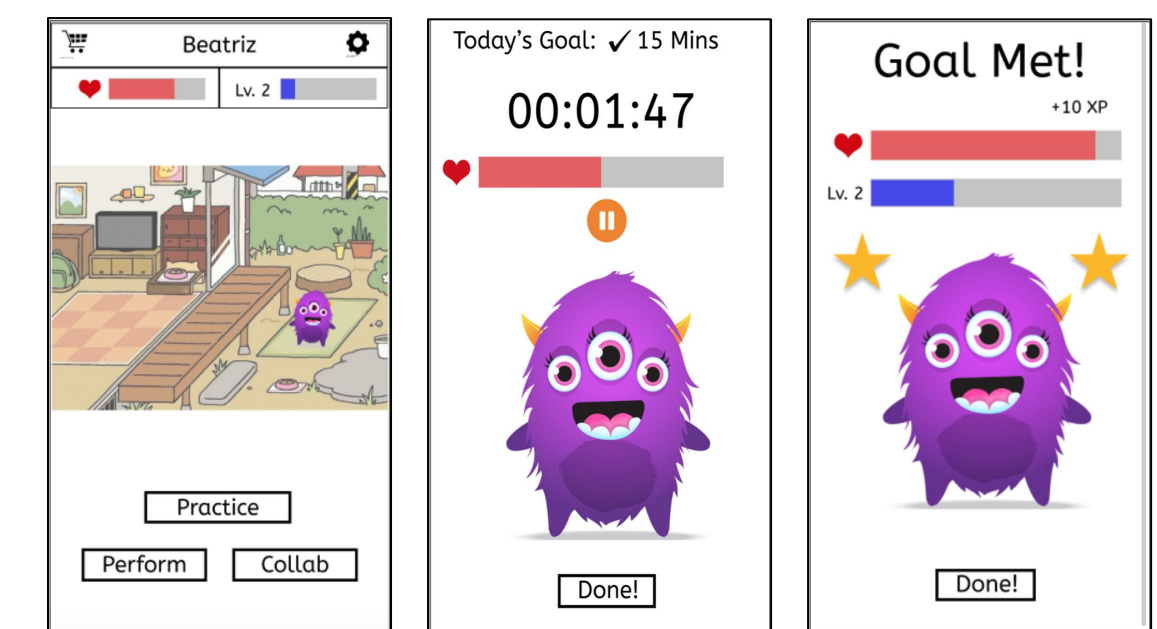
Get Feedback for Performances

Design Iteration

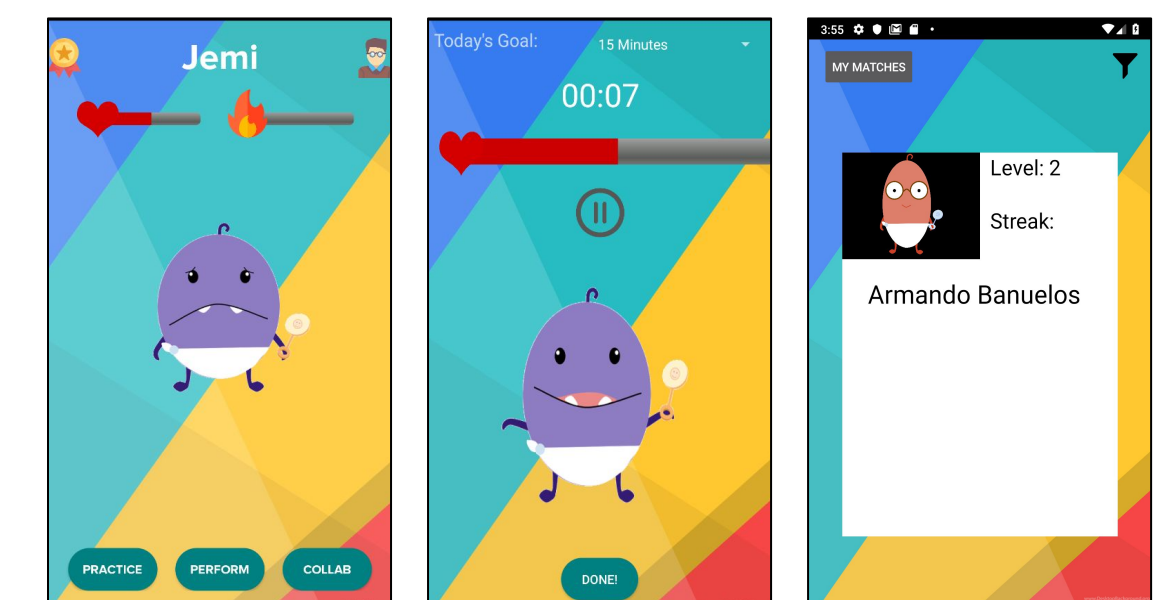
Low-Fi Prototype



Med-Fi Prototype



Hi-Fi Prototype #1



Hi-Fi Prototype #2

