Pife

Always Have A Friend to Practice With!

Pife

The Team

Abanezer S.

Ryan O.

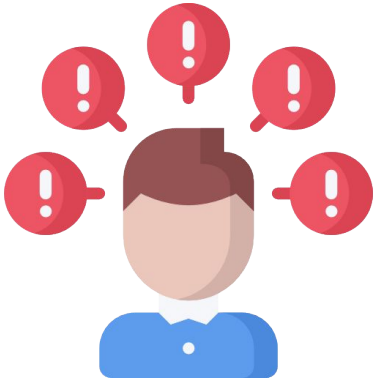
Christina P.

Armando B.

Arkira C. &
McDavis A.

KAWAI

Outline

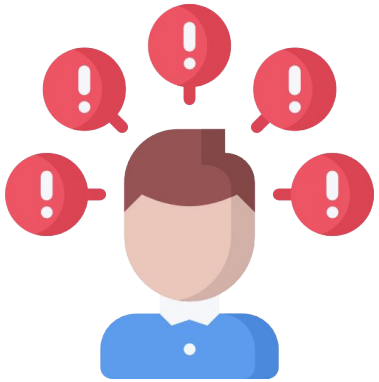


1. Problem

2. Our Solution

3. Future Steps

Problem & Existing Solutions



Problem Overview

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

Existing Solutions

Vampr

Only about collaboration

Social Media

Very generalized

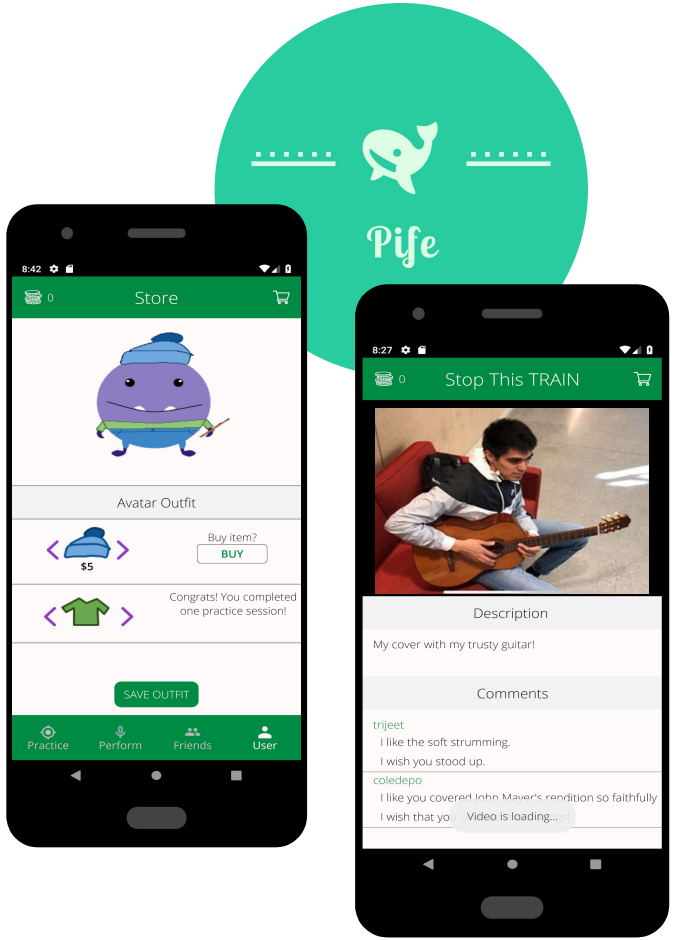
Forest

Not for musicians

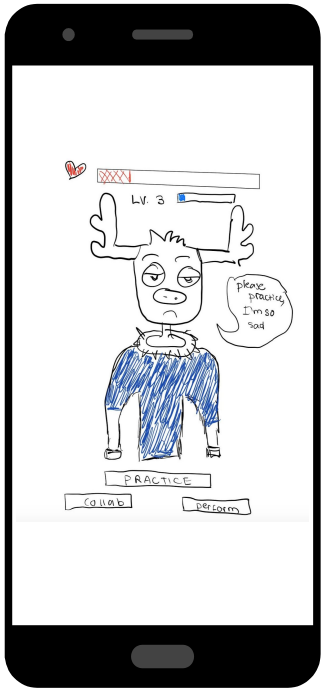
Our Solution: Pife

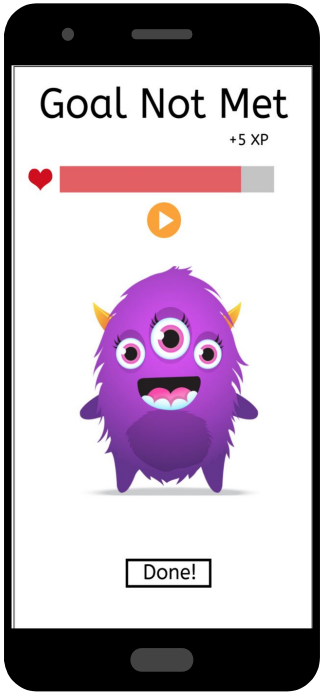
Solution Overview

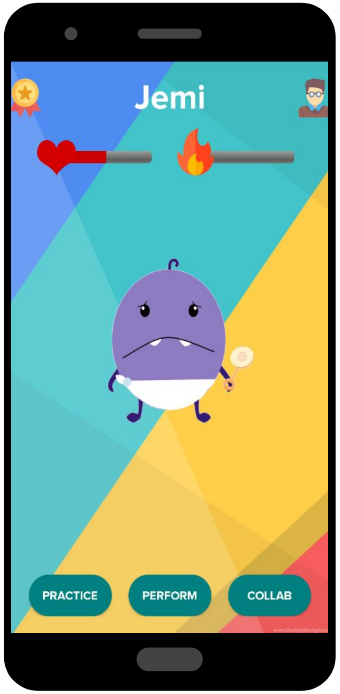
Pife motivates musicians to play through ***gamification*** and ***positive social reinforcement***.

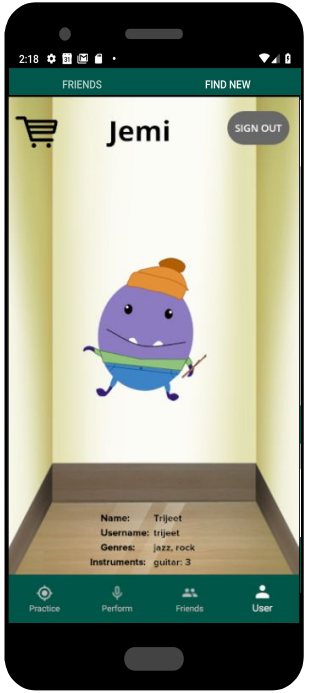


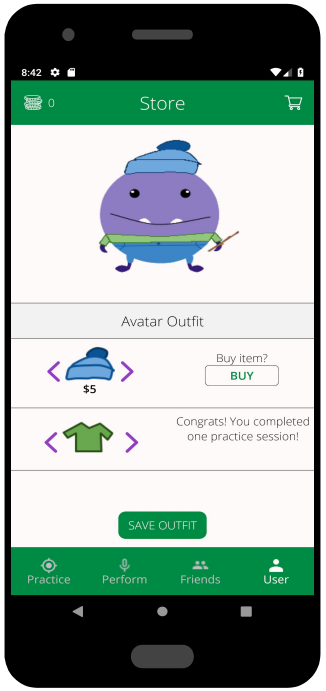
Design Evolution



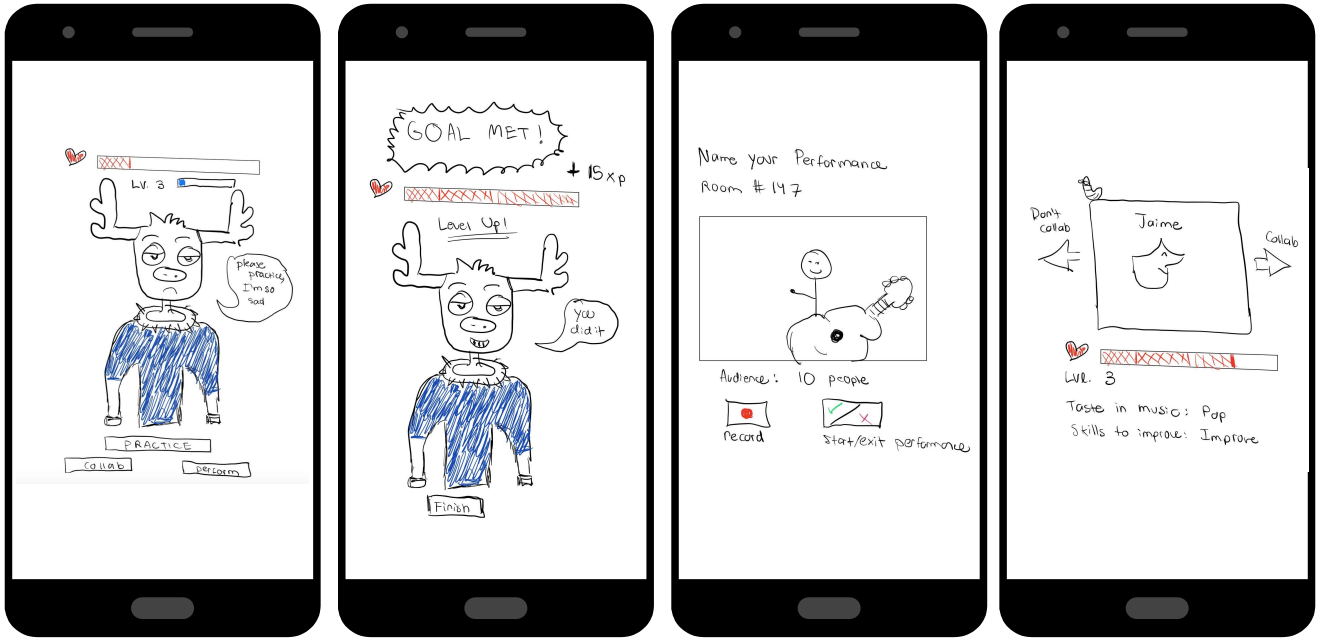






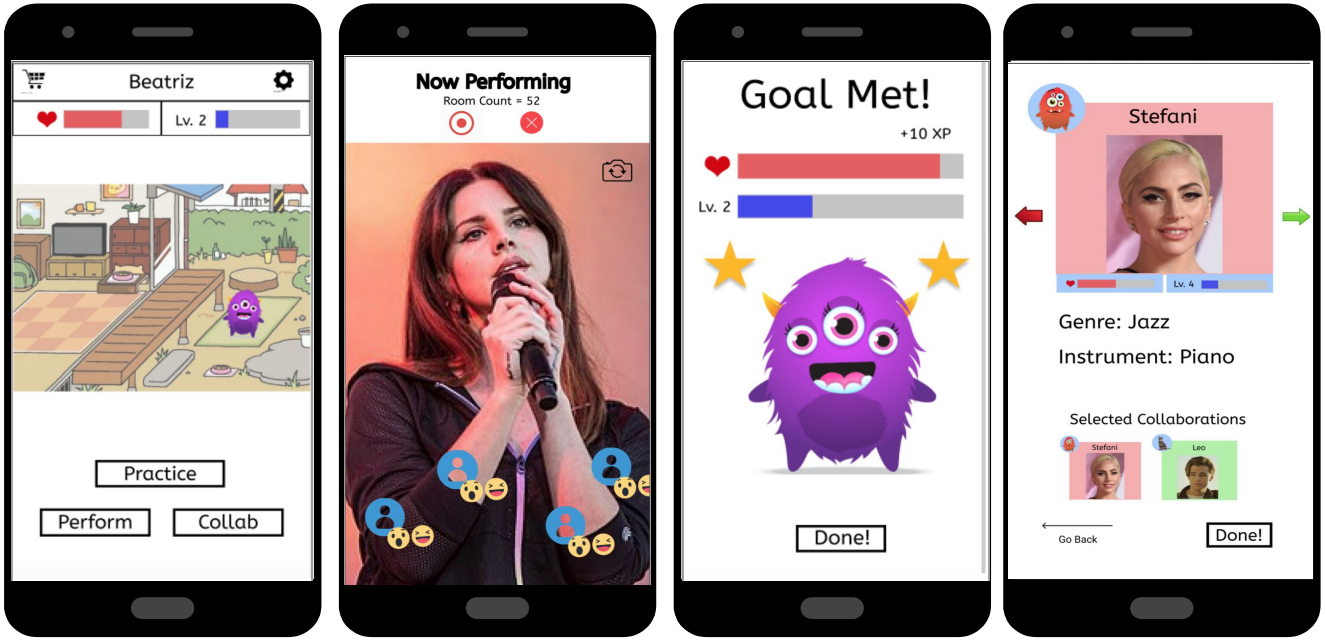


Design Evolution - Low-Fi Prototype



Key Takeaway: Increase interaction with avatar and other users

Design Evolution - Med-Fi Prototype

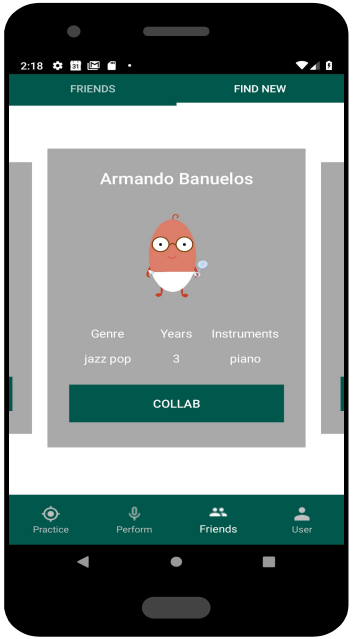


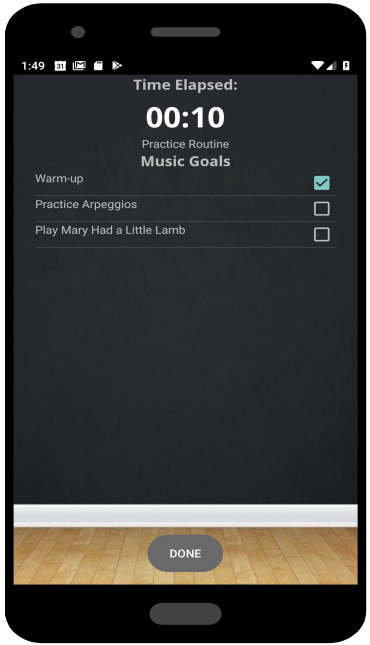
Key Takeaway: Customizable Avatar

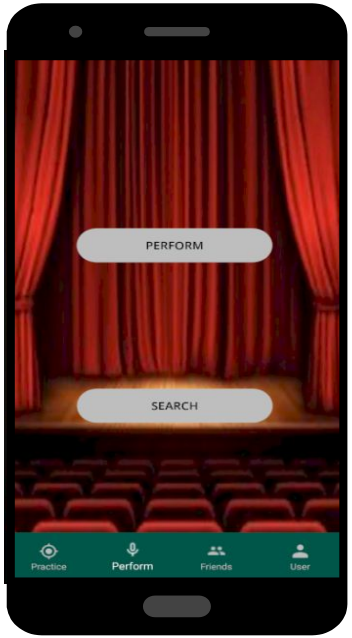
Design Evolution - High-Fi #1 Prototype

Key Takeaway: Profile and Practice Redesign

Design Evolution - High-Fi #2 Prototype



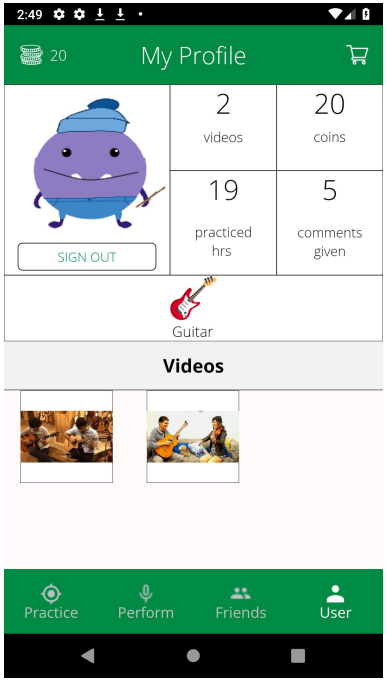




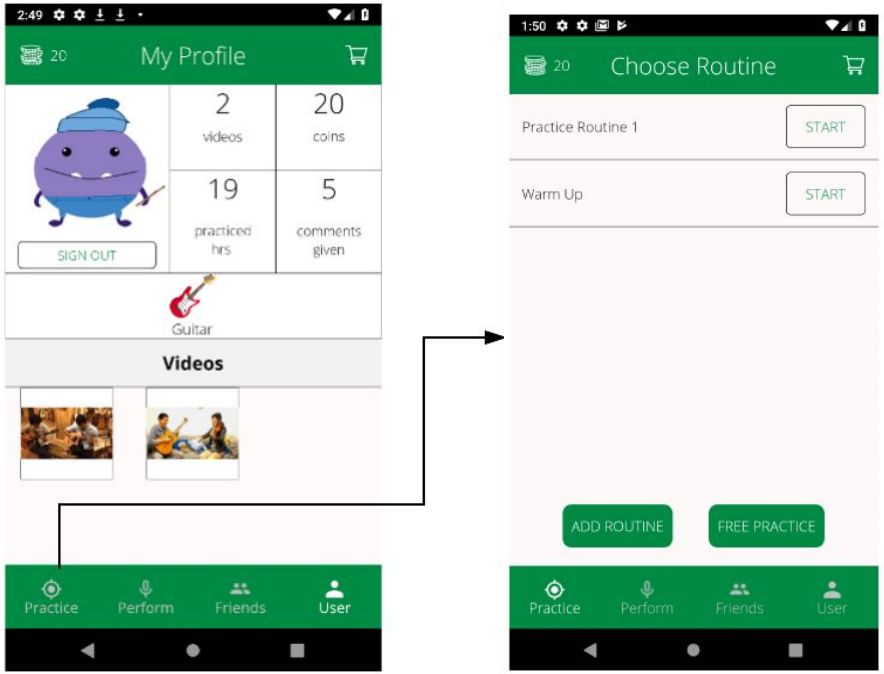
Key Takeaway: Application Cohesion

Final Design

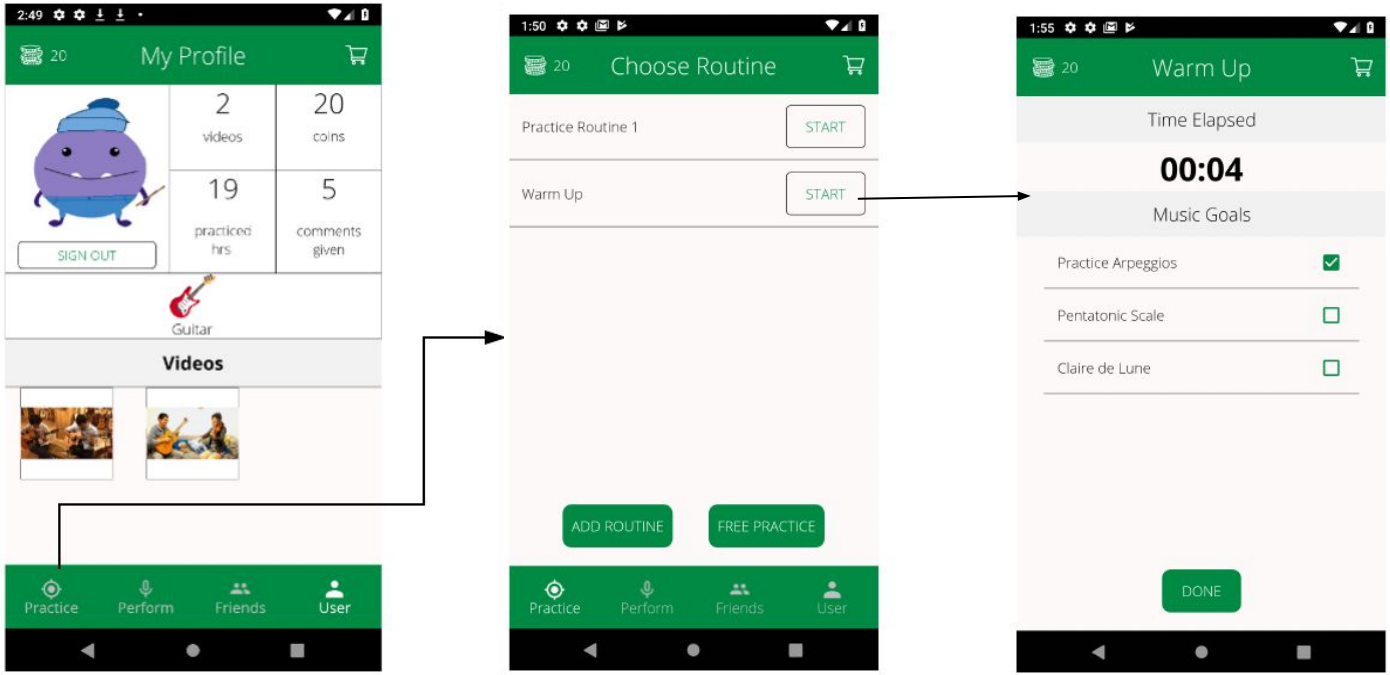
Task #1: Practice



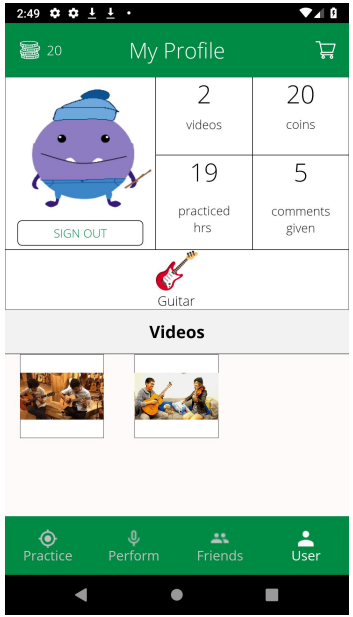
Task #1: Practice



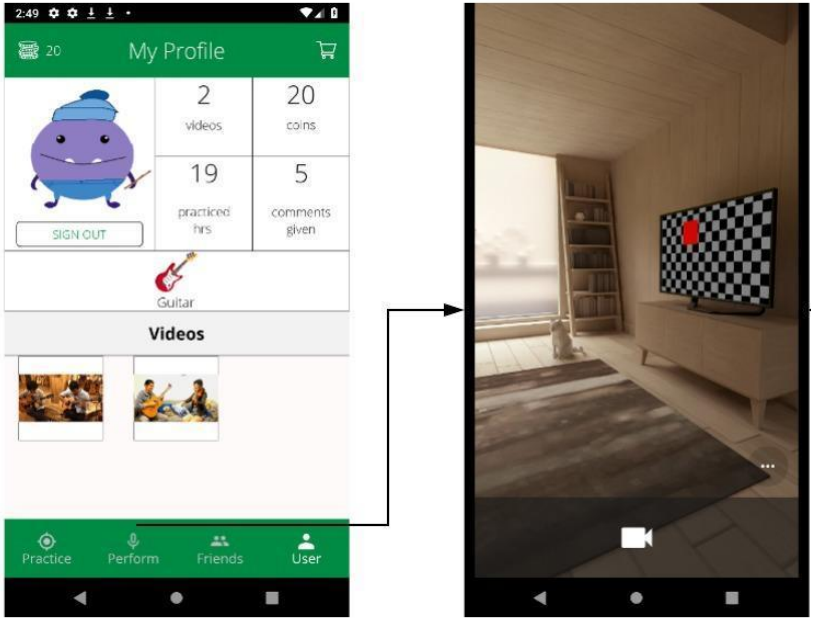
Task #1: Practice



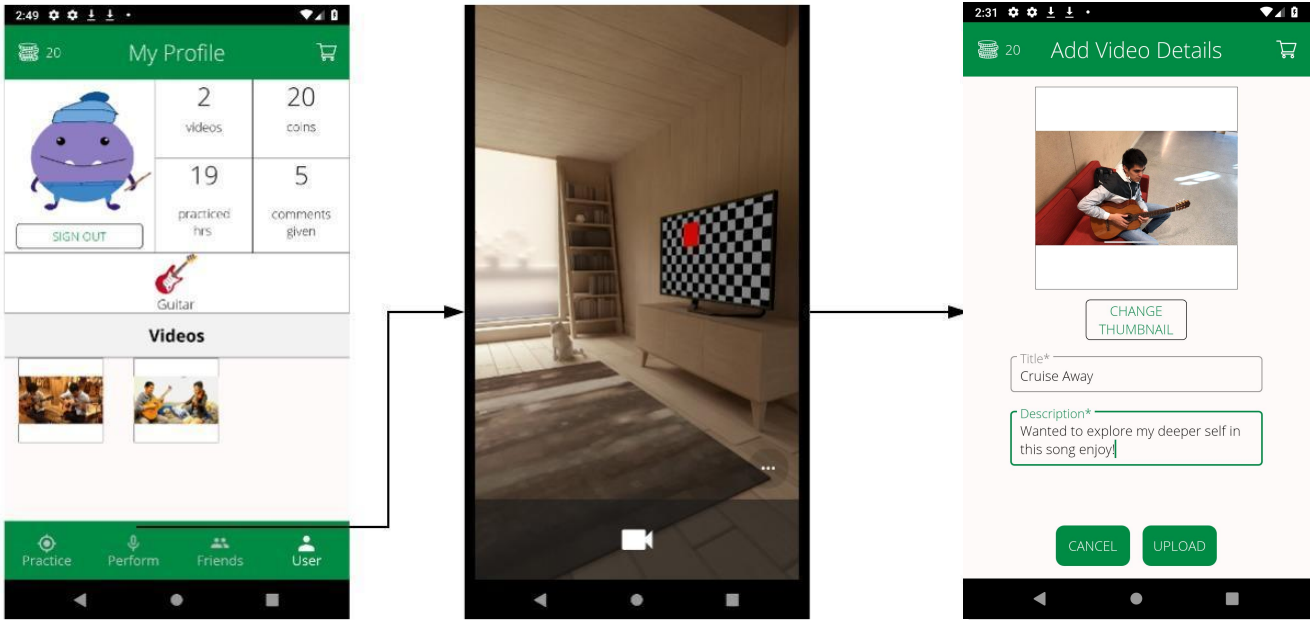
Task #2: Perform



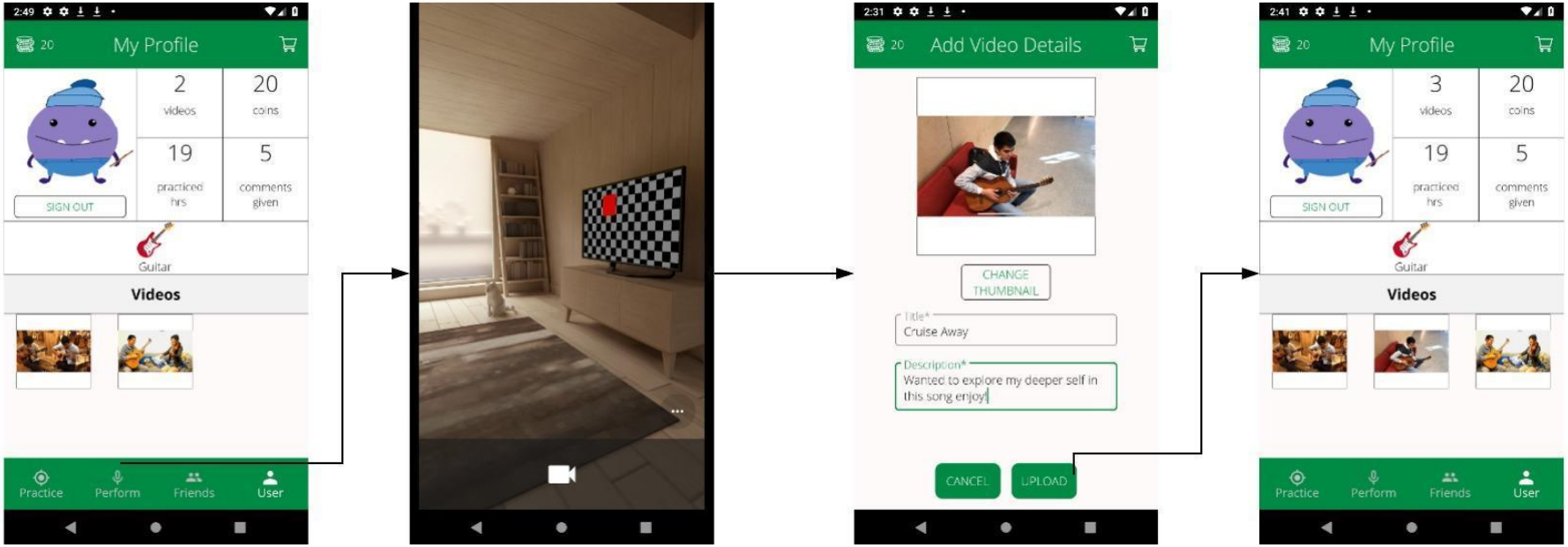
Task #2: Perform



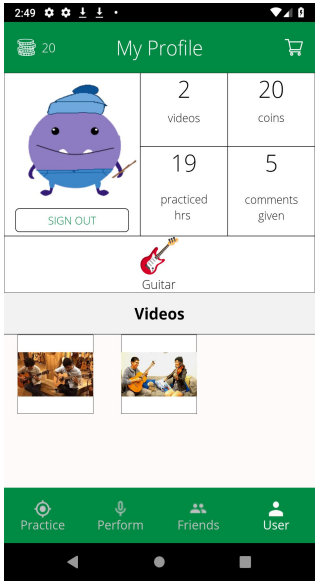
Task #2: Perform



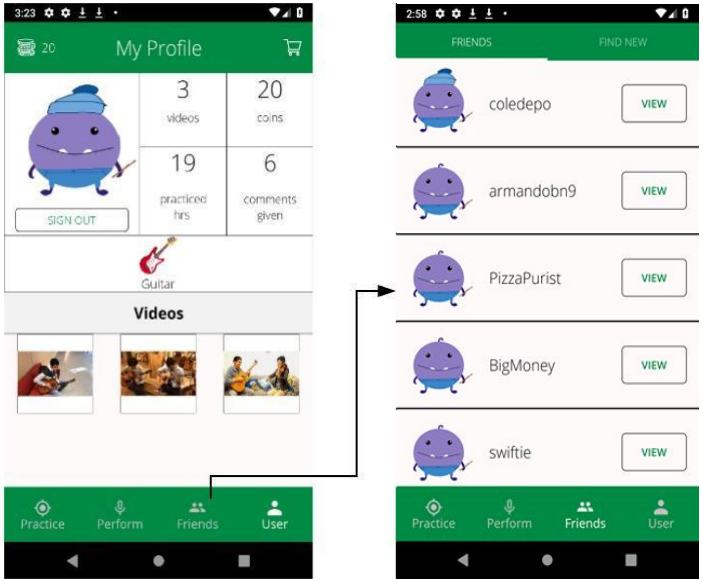
Task #2: Perform



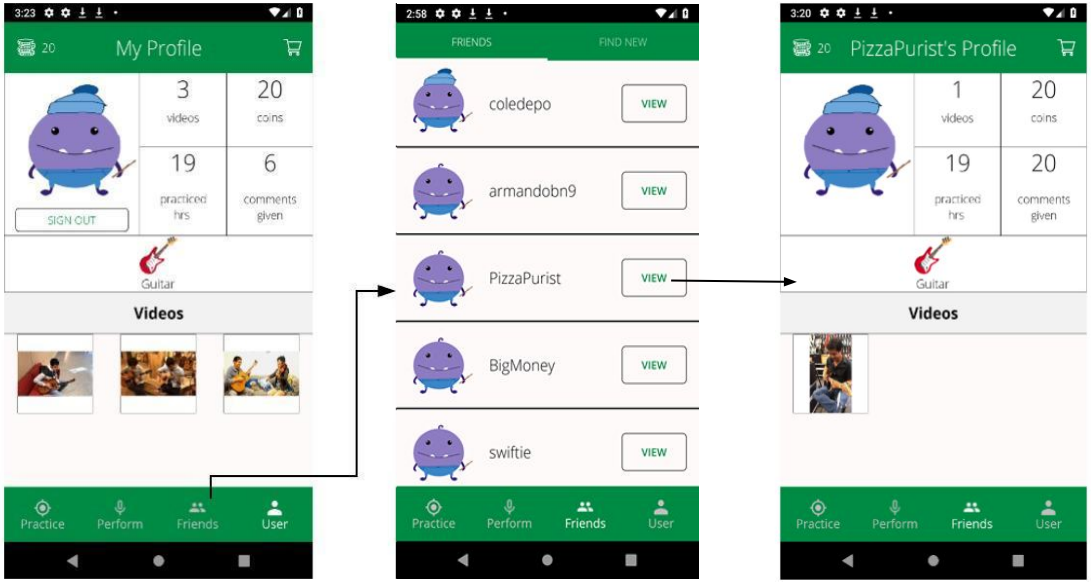
Task #3: Provide Feedback



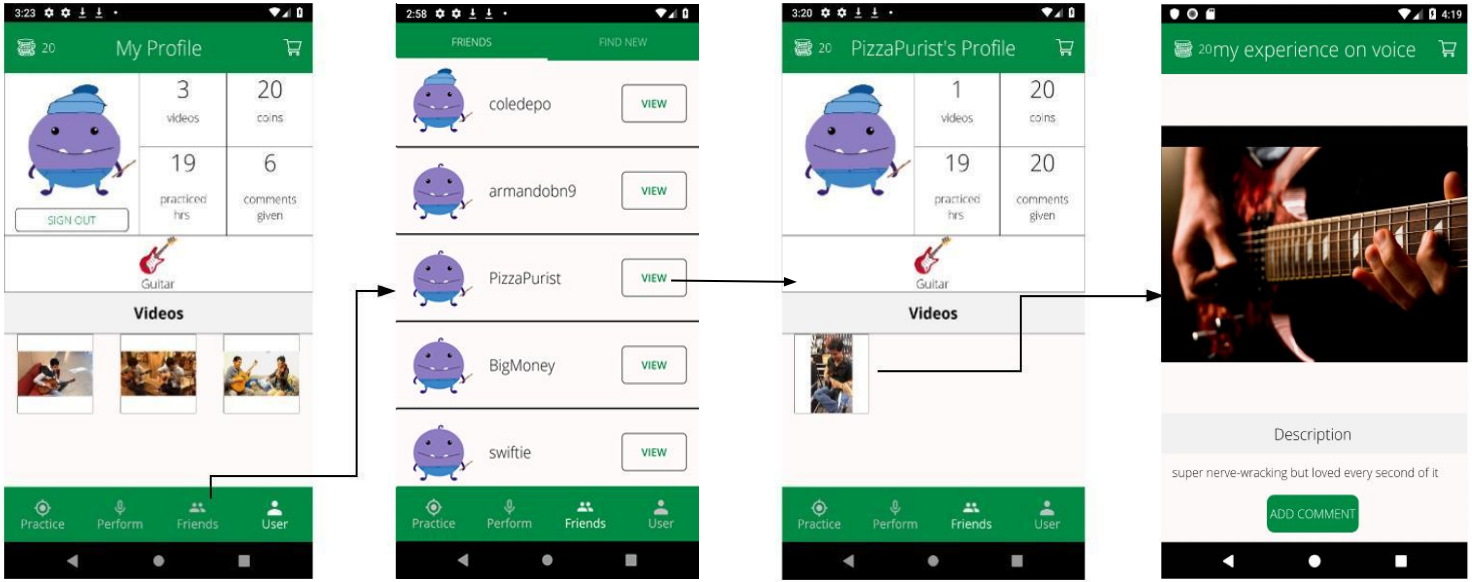
Task #3: Provide Feedback



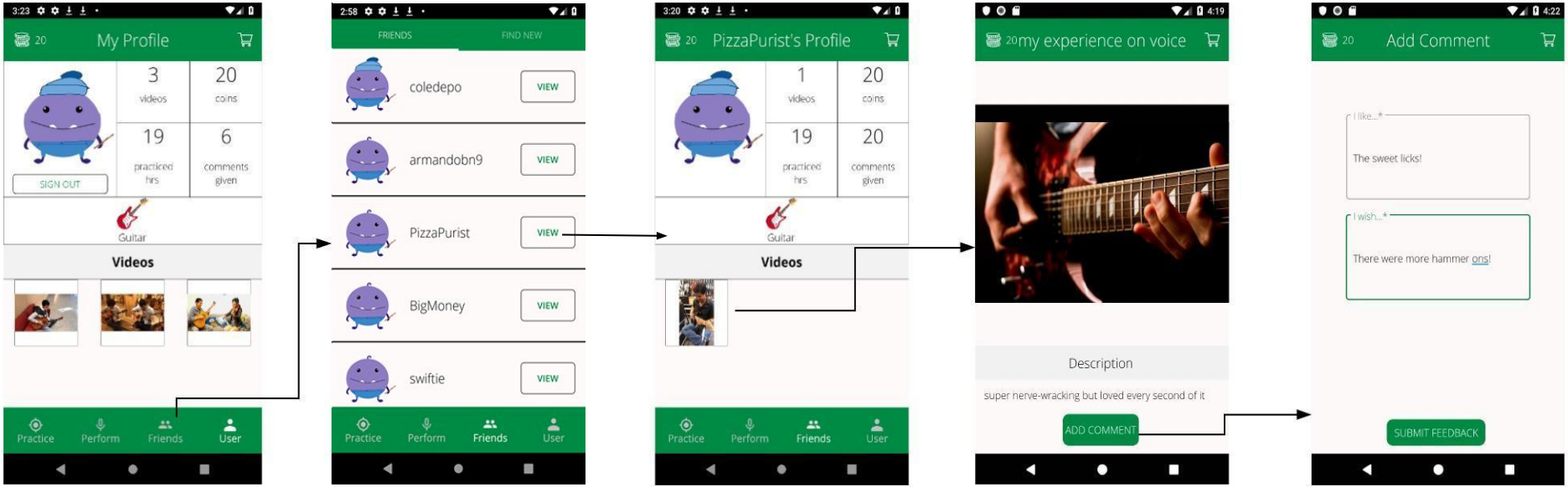
Task #3: Provide Feedback



Task #3: Provide Feedback



Task #3: Provide Feedback



Implementation

- ***Android Studio***
- Firebase for backend
- Figma for design

Future Steps

Future Steps

- Extend ***gamification***
- Tutorials
- Obtain ***revenue***
  - Purchasing in-game coins
  - Advertisements
- ***Market*** to amateur musicians

Conclusion

Key Innovation

- Motivate musicians with ***gamification*** and ***positive social reinforcement***

Key impact

- Help people make the most of their musical journeys.

Pife

Always Have A Friend to Practice With!

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