

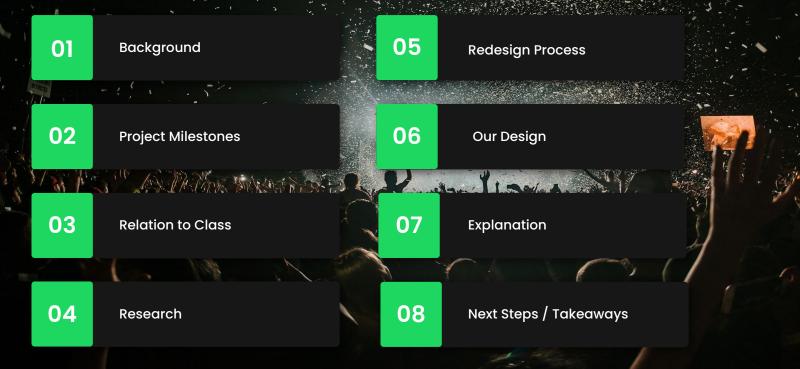


Musical Time Capsule: Using Music to Mark Important Moments in Time

Team 1: Time Travelers · INFO 465 Final Project · Winter 2023



Agenda



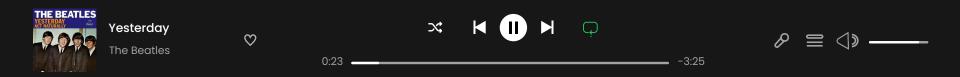




INTRODUCTION

Background

- Implement slow design into our project
- Aim to explore the use of music to mark important moments in time
 - Time serves as a reference for memories and provides sense of context and continuity to musical journey
- Explore emotional power of music and how a culturally significant, emotionally enriching, and nostalgic experience can bring people together and create a shared sense of community

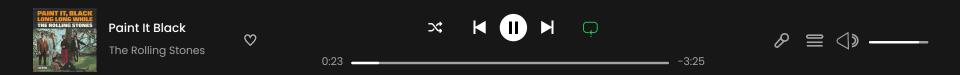






Initial Ideation

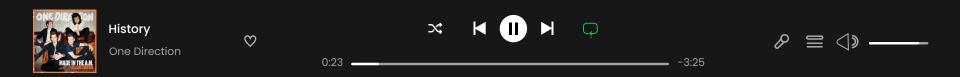
- Music coloring book
 - Web application encompassing slow design and soothing power of music
 - Users could choose song/album covers to generate as coloring pages while listening to said song/album
- Music time capsule
 - A look into past music tastes at different stages of life
 - Offers users opportunity to reflect on how they have changed or stayed the same as an individual







- **2/9:** Brainstorm app pages and features to include in final design, conduct research to find inspiration for UI
- **2/16:** Start designing in Figma
- **2/23:** Continue designing and prototyping
- **3/2:** Completion of prototype
- **3/9:** Work on presentation slides

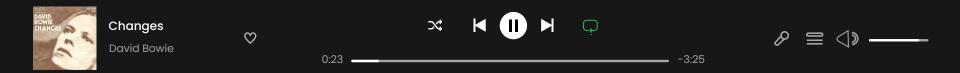






Final Ideation

- Spotify Wrapped redesign
 - After initial ideation and research, we realized we did not fully understand problem space
 - More focused on finding a potential solution
 - Underwent second round of research through user interviews
- Spotify Wrapped feature already encapsulated the idea of a "music time capsule"
 - Decided to improve upon it rather than create something new







THEMES

Course Connection

- **Time is critical:** a reference point for memories and context in musical journey
- Music's emotional power: creates community through cultural significance, enrichment, and nostalgia
- Alastair Fuad-Luke defines slow design as "ideas of well-being. Wellbeing needs are indirect impacts on health though their relationship to personal fulfillment, quality of life and psychological health."
- Slow design principles: reveal, expand, reflect, engage, participate

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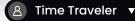
"In the current world, people live lifestyles that are too fast; a behavior that leads to work overload and stress.
By Slowing down, focusing, and thinking about what they are doing and why, people will be able to take control and begin to relax."



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Redesign Process

Goal was to provide a more slow design centric user experience for the Spotify music streaming platform.

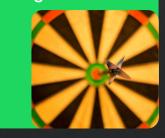
Slow Design Focus

Incorporate Research





Time, Tech, Design

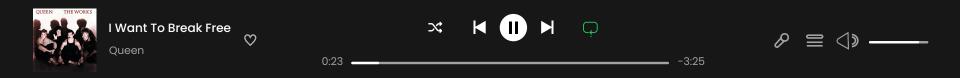








- Conducted multiple interviews and collected anecdotal data to prompt intentions for redesign \bullet
- "When I listen to songs I have listened to in the past, it reminds me of the circumstances I was going through and the memories made whether they are good or bad. Apple Music allows the user to access their unique summaries at any time during the year and is updated automatically and live throughout the year."
- "I listen to different types of music at different stages. For example, I used to listen to pop music in middle/high school, and now I prefer older songs and pure music. I can see how my musical tastes have changed over the years, and it's interesting to see those changes."

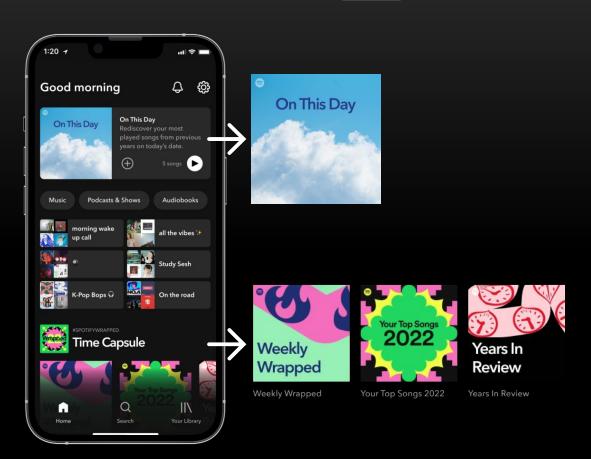


Our Design

KEY FEATURES

Homepage

Where users can access "On This Day" and "Time Capsule" playlists.





Upgrade

A Time Traveler ▼

KEY FEATURES

On This Day

Provides users with historical context for their most played songs 1+ years ago on each day.

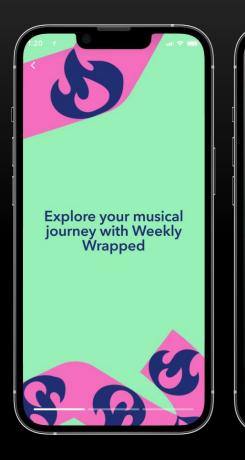
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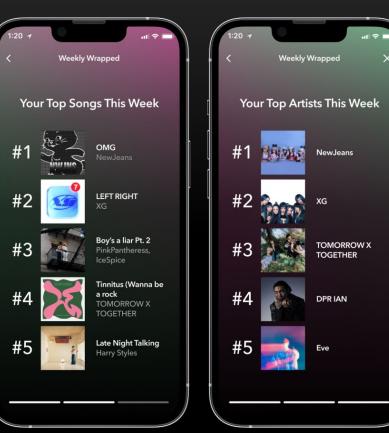
Upgrade

KEY FEATURES

Weekly Wrapped

Frequent breakdown of users' music listening habits, so they can see how their preferences changed over time.





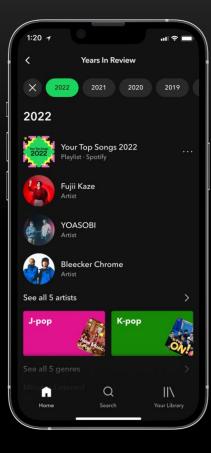
Upgrade

A Time Traveler ▼

KEY FEATURES

Years In Review

Compare music listening habits over multiple years to track music tastes and preferences over time.

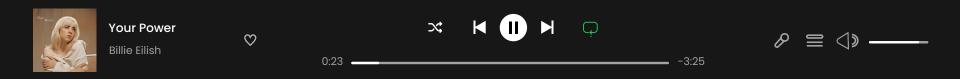






REFLECTION Next Steps

- More in depth research needs to be conducted
 - We have received substantial qualitative data, but we need quantitative data to support our actions and claims
- User testing and concept validation
- Test redesign against a group of users with a script and gain insights
- Software development of code to implement UI we designed

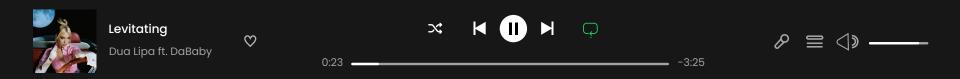






REFLECTION Takeaways

- We learned how to collaborate in a redesign process as a team and played to each other's strengths
- Slow design has potential to resurface memories, emotions, and feelings
 - Combining this with music results in a major potion for reflection and nostalgia
- Able to incorporate our class discussions into the reasonings of our design choices



Thank You!