Human-Computer Interaction Design
Project 2.B Music & Music Culture and Discovery Systems
Tuesday February 2\textsuperscript{nd} 2010

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Project
Use the design research you did for Project 2.A to motivate and inspire a new concept related to music and music culture & discovery systems and which integrates digital materials and interactivity. You may use the design research of other students also to help inspire your concept, provided only that you properly attribute. Illustrate and explain your concept—there is a fair bit of latitude about how you do this. Note that clarity and production values matter.

Explain your concept or concept system and what’s interesting about it in any terms relating to HCID. The following notions may be particularly helpful: semantics differentials and opportunity spaces, creative commons, sharing, knowledge navigation, recommender systems, ubiquitous and personal computing, pervasive computing, copyright. This list is by no means complete—it is only suggestive of the kinds of terms you may want to use to help refine your concept.

Format:
Your project must be presented on a single landscape mode page in pdf format, for both the initial rough first iteration and the final form completed project. You may include auxiliary files of other media types, as instructed in class. Upload your work to oncourse, as instructed in class. Be certain to reference all of your sources accurately and completely.

The example on the page that follows gives an idea of what a design research project could look like for the purposes of this class assignment. The example is by no means the most ideal project—yours should not be longer, but it can be more compelling and interesting than the example. Neither the sketch nor final examples should be taken as best examples.

DUE Wednesday February 3\textsuperscript{rd} no later than 11:59 PM An initial rough SKETCH first iteration of your ideas for how you will complete this project

DUE Tuesday February 9\textsuperscript{th} no later than 11:00 AM A FINAL form completed project.
OPPORTUNITY SPACE:
Personal Listening Library
Selective Knowledge Sharing

free

honor system

creativecommons.org

magnatune.com

fee

protected

itunes.com
artistdirect.com
Music Personal Listening Library
Greet & Share Device

This device merges the idea of having your own protected library of music and being able to share it freely only with those with whom you wish to share as a form of establishing common musical interests on first meeting or with friends and acquaintances on an ongoing basis. The device is activated only when two people deliberately aim their respective greet & shares one-at-another. The device has modes to allow pairs of people to find music they like in common and to suggest music that one likes which the other may not have ever heard before. The device may be implemented as a stand alone one—which seems preferable, or it may be integrated as part of any number of present-day mobile devices.
The idea of a personal dedicated device for communicating preferences to others was presented as one of the finalist assignments by Danqing Ye in I300 FALL 2009—it has some similarities to this concept.

The idea of exchanging personal information via Bluetooth connections between mobile devices is common.