

# Human-Computer Interaction Design

## Project 4.A Music and Music Culture & Discovery Systems

### Tuesday October 13<sup>th</sup> 2009

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#### **Project**

Find or create your own images or illustrations of existing or currently imagined mechanisms by which music is a part of the digital and physical worlds—you may want to include notions of music apropos of sharing, learning, discovery, distribution, enterprise, commons, and other issues. This is the research part of the project—we are looking for your design research rather than your own creative concepts.

Choose three contrasting images or illustrations. At least one of your choices must be connected to digital technologies in some way.

Explain why your choices contrast and what's interesting about them in any terms relating to HCID. The following notions may be particularly helpful: **semantics differentials, creative commons, sharing, knowledge navigation, recommender systems.**

#### **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. **In particular, this week the sketch purposefully does NOT correspond to the final project examples, in order to show a range of approaches. Neither the sketch nor final examples should be taken as best examples.**

#### **DUE Wednesday October 14<sup>th</sup> no later than 23:59:**

An initial rough **SKETCH** first iteration of your ideas for how you will complete this project.

#### **DUE Tuesday October 20<sup>th</sup> no later than 11:15:**

A **FINAL** form completed project.

free

creativecommons.org

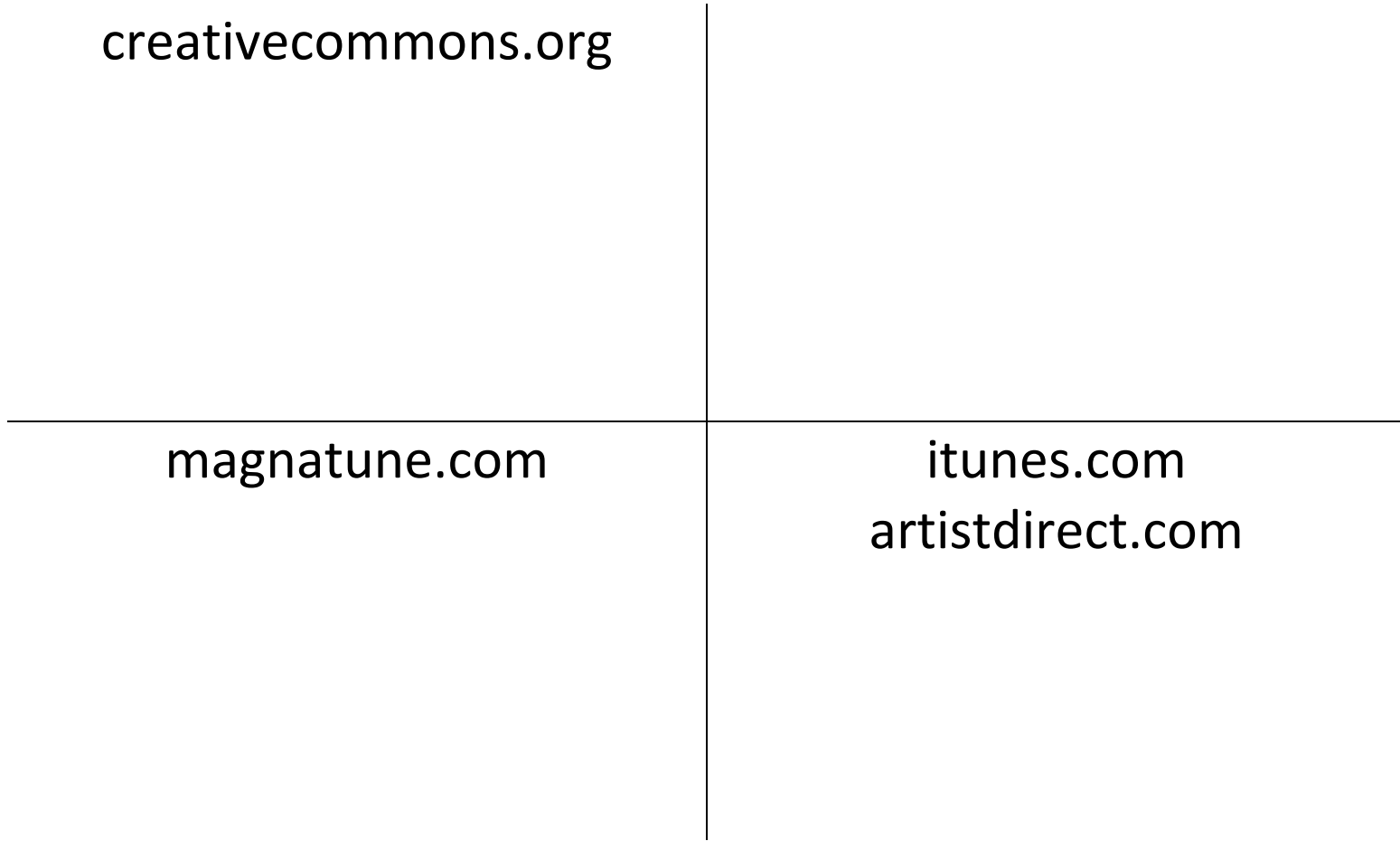
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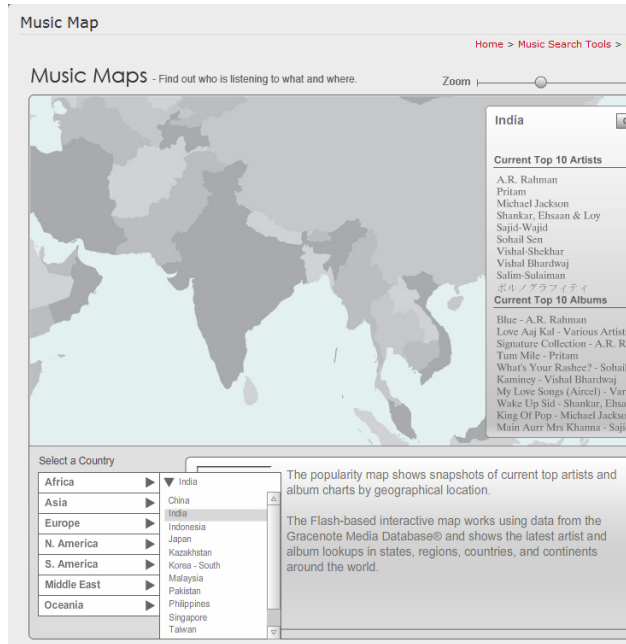
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**Music Map – gracenote.com**

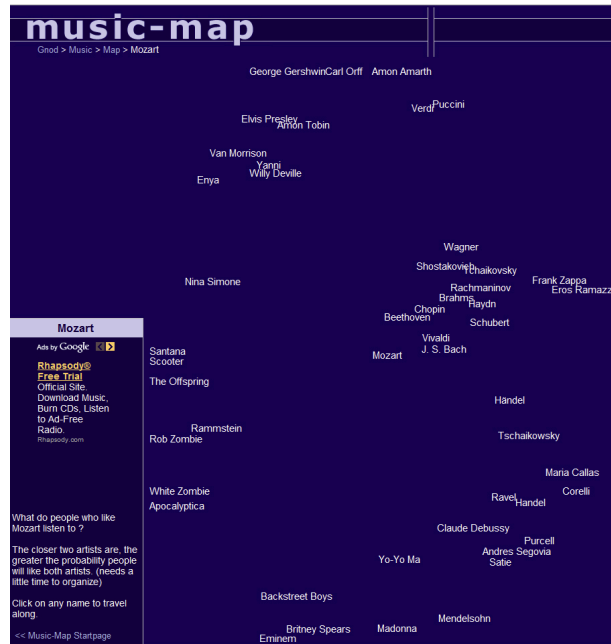


**Music Map Site – popularity by geographic location**

(source: <http://www.gracenote.com/map/> @ 10.12.09)

This music map shows lists of top “artists” and albums at different places in the world. The site is operated by gracenote.com which is owned by Sony Corporation of America.

**Music Map – gnod.net**

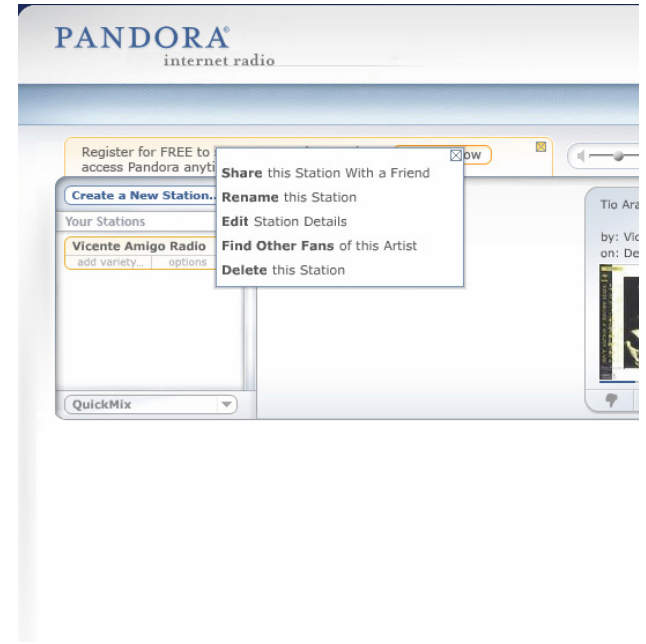


**Music Map – proximity by musical style**

(source: <http://www.gnod.net/> @ 10.12.09)

The gnod.net site accepts the name of an “artist” or composer and constructs a visualization in which spatial distance denotes proximity of musical style between nodes.

**Tailored Internet Radio – pandora.net**



**Tailored Internet Radio – proximity by musical style and custom individualized playlists**

(source: <http://www.pandora.com/> @ 10.12.09)

Pandora uses the metaphor of a radio station. A visitor specifies an “artist” she or he likes and the Pandora plays music by that “artist” without interruption. The system can suggest similar “artists” and add them to the playlist.

**Primary Attributions**

None

**Secondary Attributions**

<http://www.gracenote.com/map/> @ 10.12.09

<http://www.gnod.net/> @ 10.12.09

<http://www.pandora.com/> @ 10.12.09