Human-Computer Interaction Design
Project 3.B Music and Music Culture & Discovery Systems
Tuesday October 5th 2010

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Project
Use the design research you did for Project 4.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.

Format:
Your project must be presented on three and only three landscape mode pages in pdf format. The first page should be a sketch, the second page should be your final research or concept, and the third page should be your primary and secondary attributions lists, as in the example/model solution that follows. 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.

DUE Wednesday October 13th no later than 23:59:
An initial rough SKETCH first iteration of your ideas for how you will complete this project.

DUE Tuesday October 26th no later than 16:00:
A FINAL form completed project.
creativecommons.org

magnatune.com

itunes.com
artistdirect.com

OPPORTUNITY SPACE:
Personal Listening Library
Selective Knowledge Sharing

fee

protected

honor system

free
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 exchanging personal information via Bluetooth connections between mobile devices is common.