

BA(HONS) GRAPHIC DESIGN
YEAR 3
DD3992 HONOURS PROJECT
TUTOR: KALOGIROU KOSTAS
STUDENT: CHRISTODOULOU STATHIS





POWER WITH MUSIC

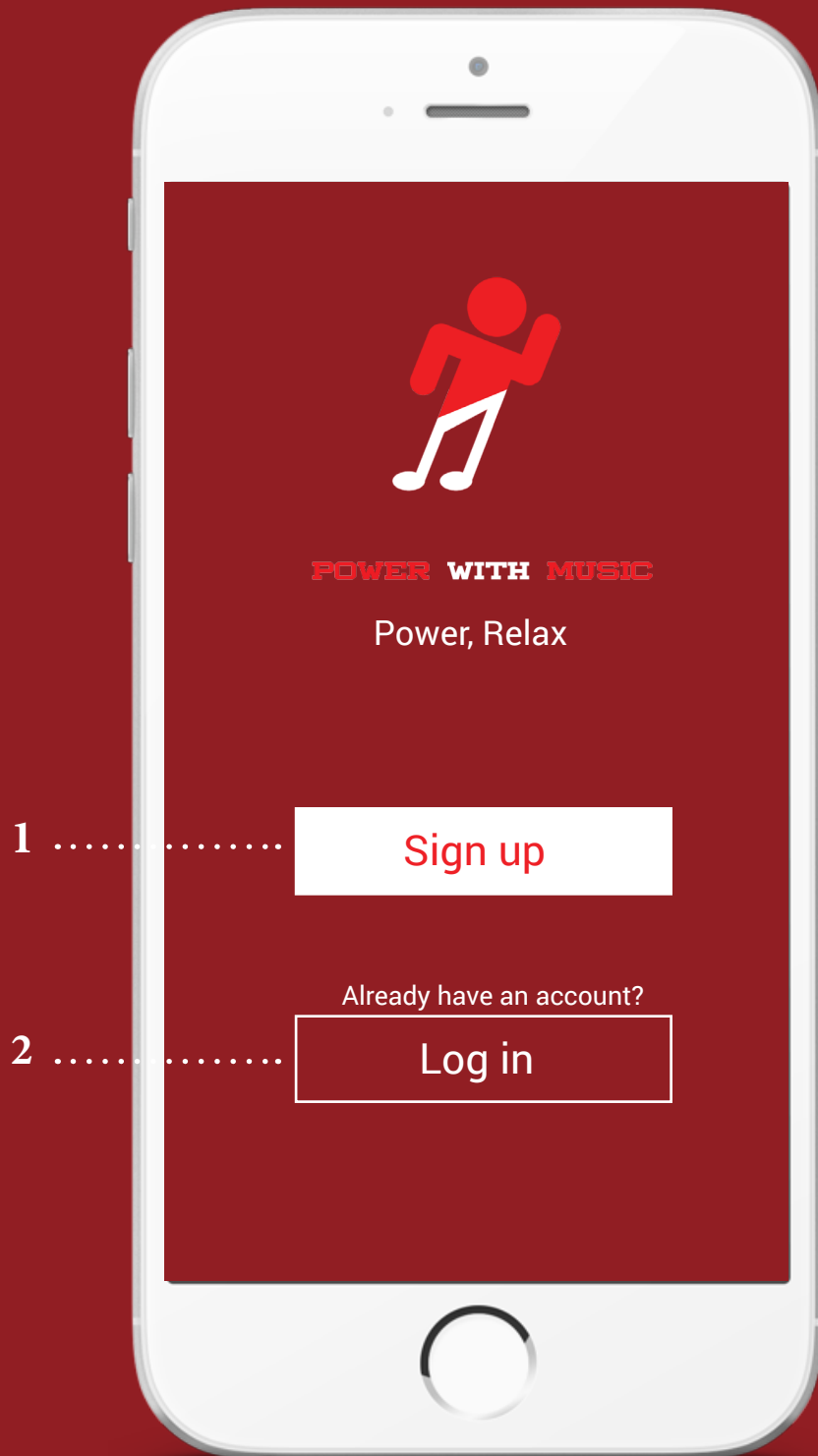
User Interface

POWER WITH MUSIC

This specific application is used to help the athletes' performance throughout a game. Also, along with the completion of the bodily exhaustion, it helps in the physical and mental relief by using the several musical entertainment programs available.



First Time Screen



This page is initially launched when the user enters the application. Its simplistic and minimal since it consists two main functionalities, the registration process and the login screen. When the user presses the sign up button (1) the application will request user to enter his details to create a new account as it shown on **Page 6**.

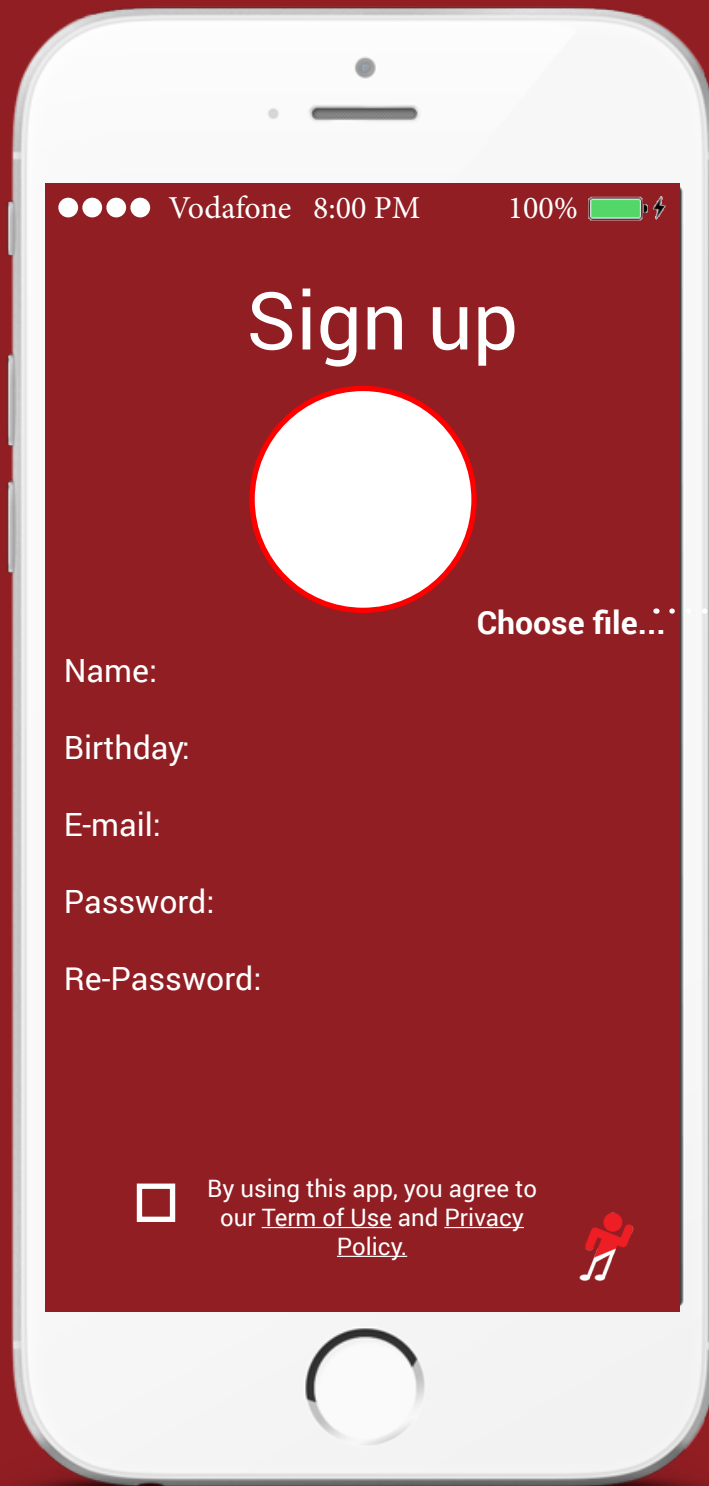
When the user presses the login button (2) the application will request user to enter his email and password and it will log him into his account.

Note: The login process is requested once, the application will store the user credentials and it will not request user to enter it again for faster and easiest login experience.

1. Sign up button (user can make new account)

2. Log in button (user can log in to his account and discover the application)

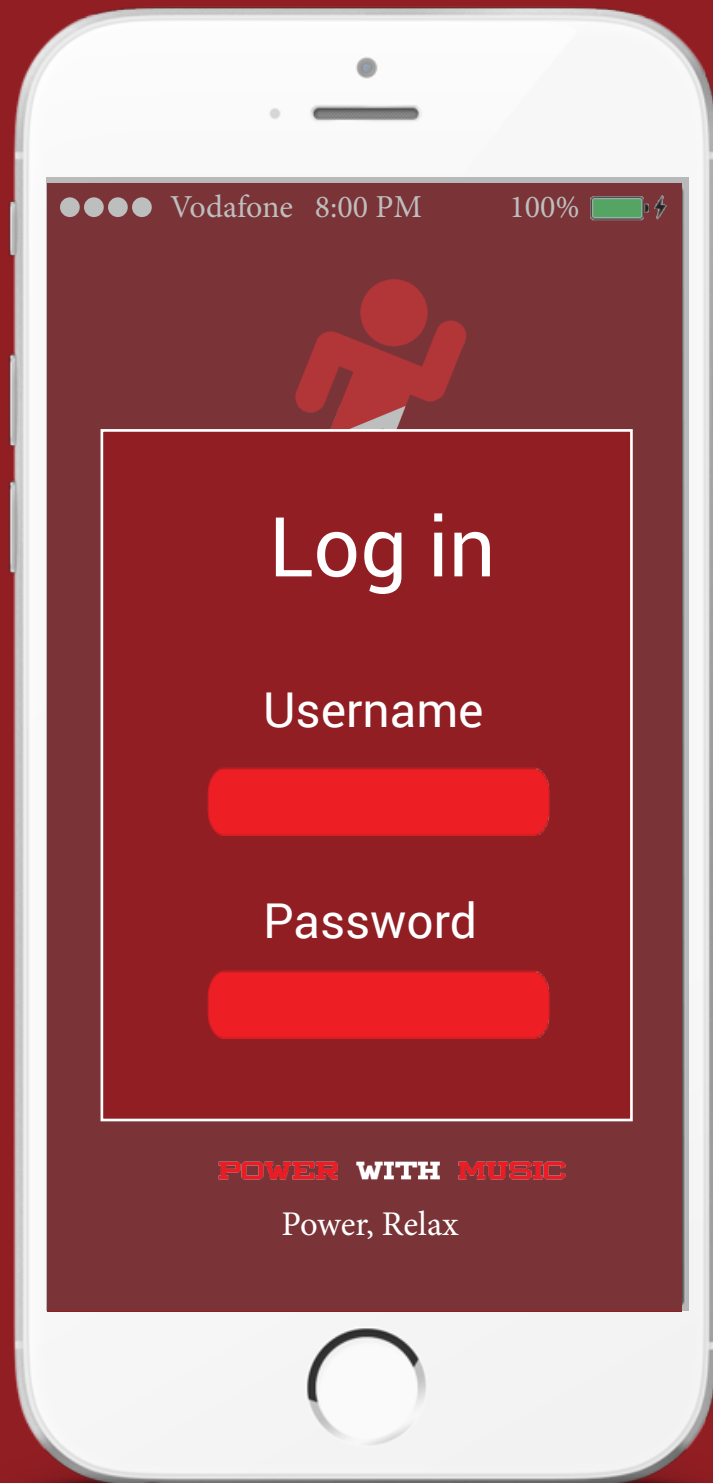
Sign Up Screen



This page is launched when user has pressed the sign up button. It requests user to fill his details such as Name, Birthday, E-mail and Password (**Page 5**). Furthermore, if the user presses the choose profile picture button the application will request user to choose his profile picture. Additionally, it displays the terms of use and privacy policy that explains to user some information about how the app manage the user's data which must be accepted by clicking on the tick box in order to proceed with the account creation.

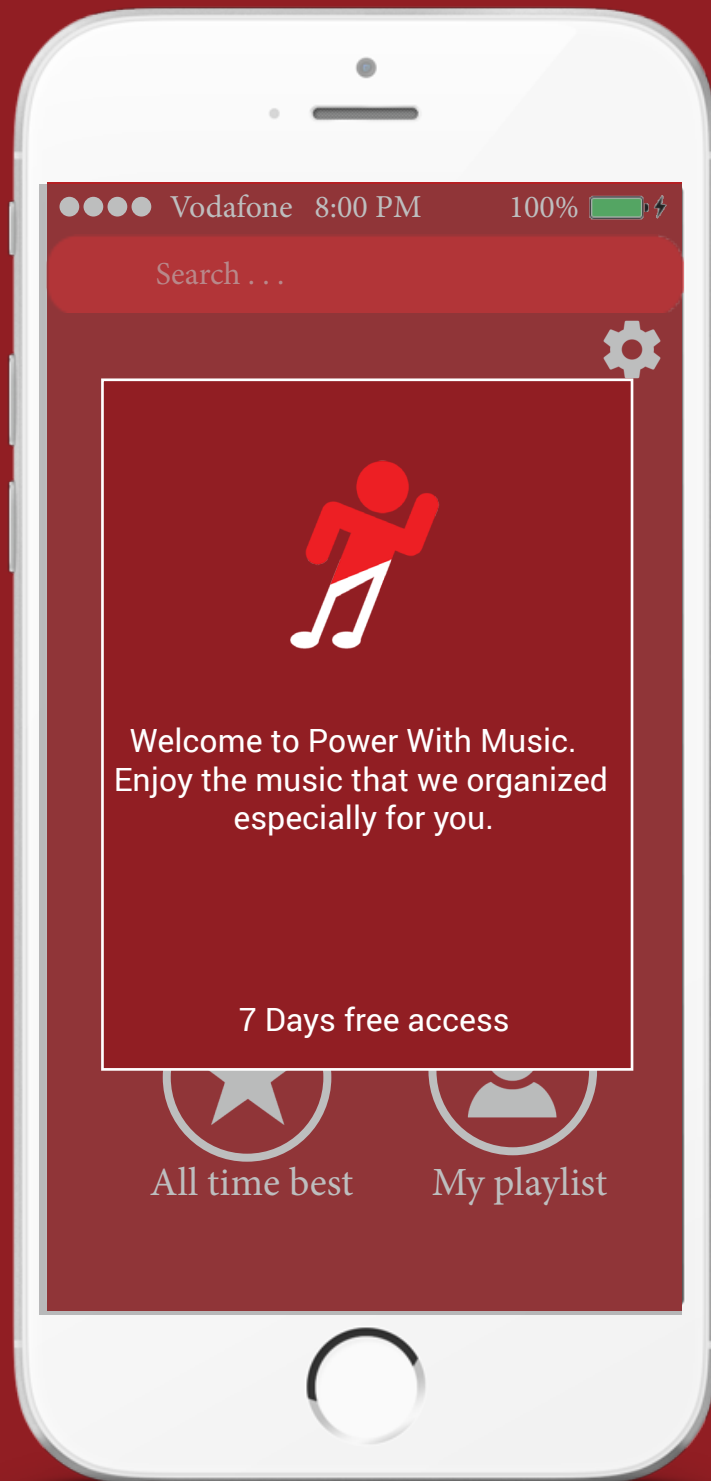
1. Choose file button(user can choose a profile picture)

Login Screen

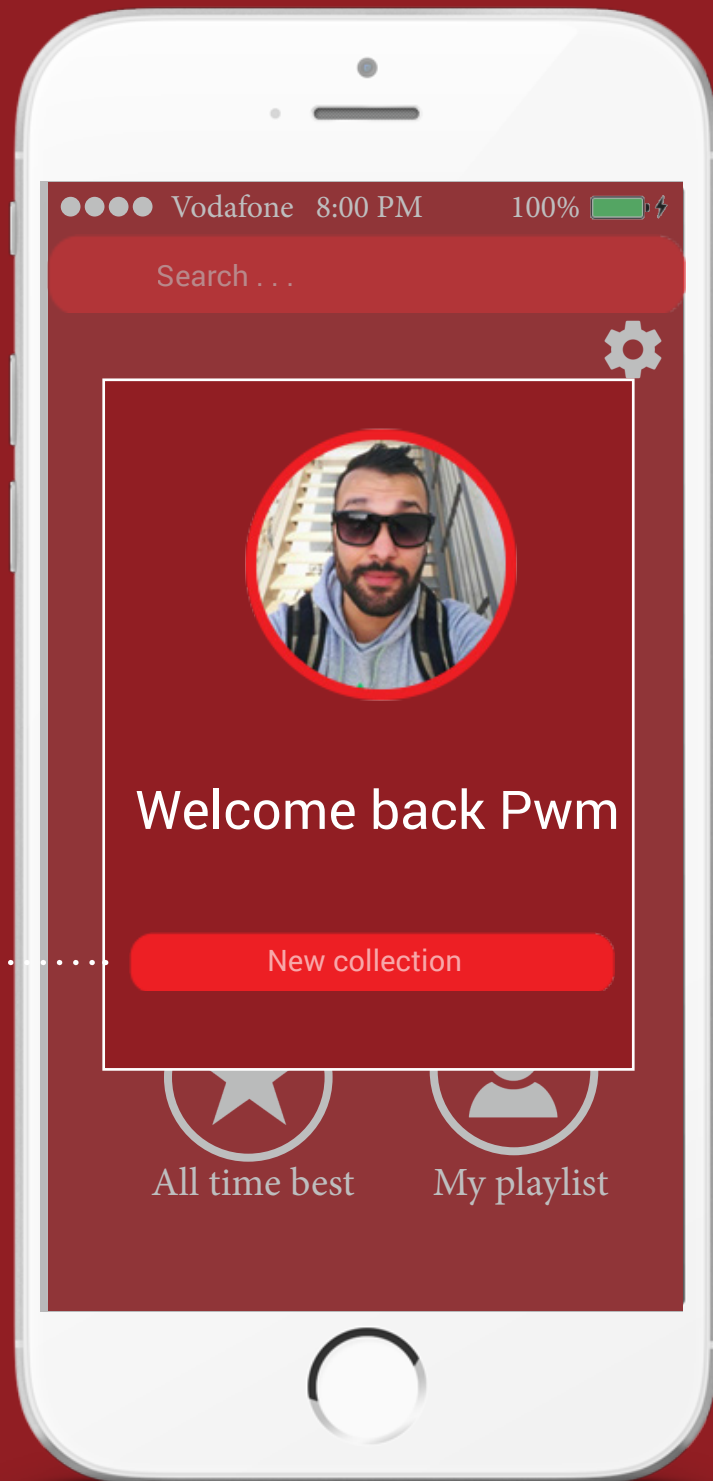


This page is launched when user has pressed the login button. It requests user to fill his email and password to enter to his account (**Page 5**).

Welcome page (old users)



Welcome page (new users)

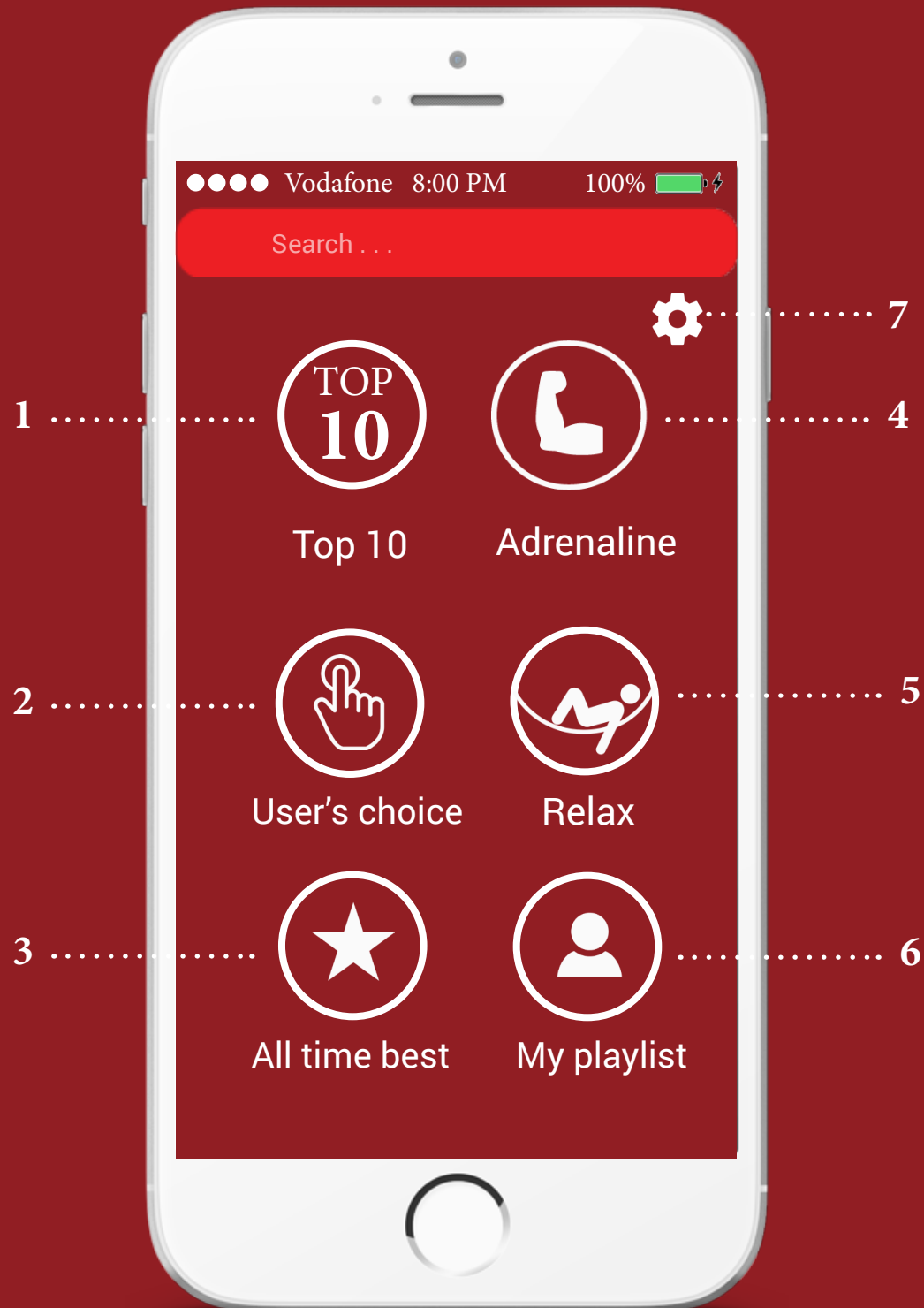


1. New collection button (user can make his new collection)

When the user has logged in (**Page 7**) the application will display two individual welcome pages. One that is displayed once for new users and prompts user to create a new collection and the other is the one that will display some daily information messages every time the user enters the application.

Note: The new collection allows user to select some of his favourites tracks so the application will start learning some initial user music habits.

Main screen



1. Top ten button
2. User's choice button
3. All time best button
4. Adrenaline button
5. Relax button
6. My playlist button
7. Settings

(The buttons are large so that the users can have access easily)

This is the main application page where the user can view and play songs based on some user habits that the application will learn and record as the user use it.

The Top 10 button (1) shows the user which music tracks makes him increase his performance while training this week. The Users choice button (2) allows the user to select music tracks that makes him increase his performance while training based on the month's music tracks stats that the application captured and learned for this month while the user used the application.

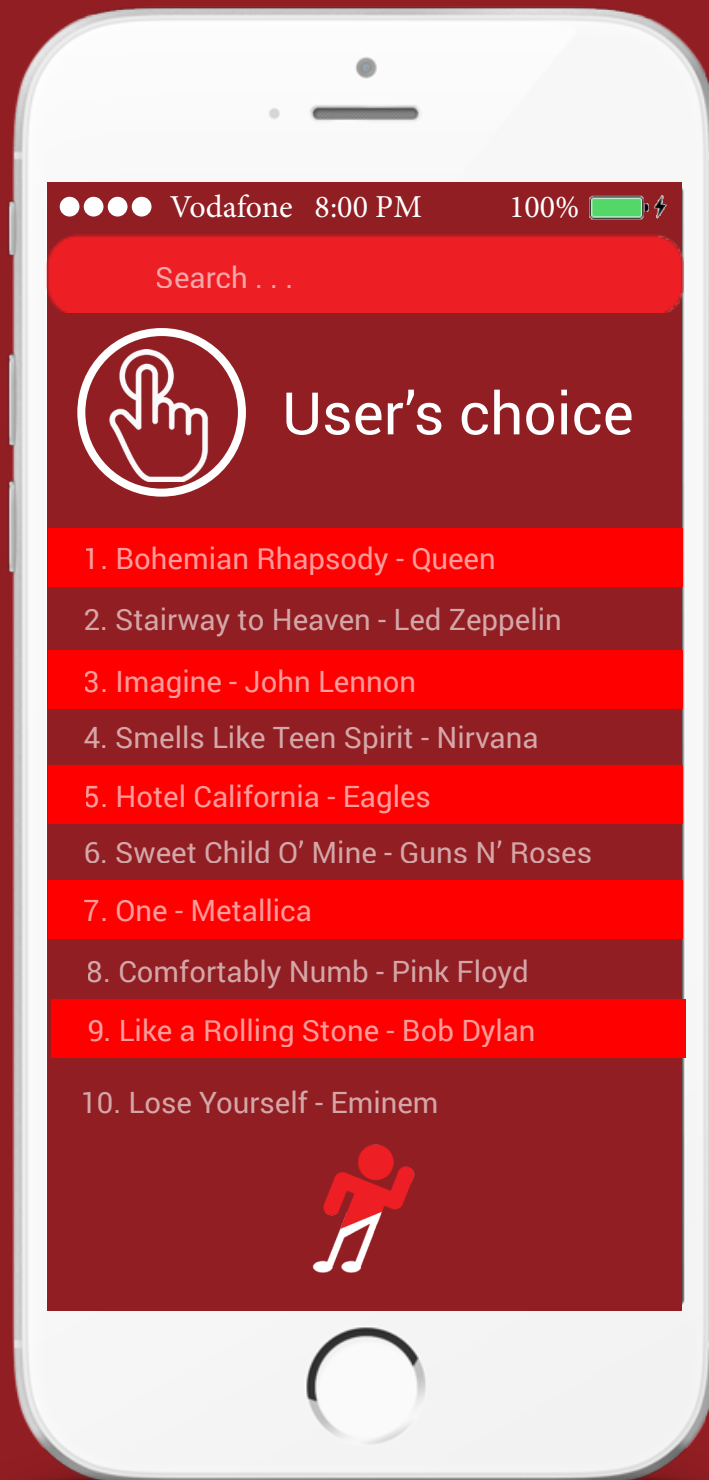
The All-time best button (3) allows user to play music tracks that makes him increase his performance while training based on all time stats that the application captured and learned based on user daily training habits.

The adrenaline button (4) analyse all the music in the device according to what type of gender each song is (Rock/Pop/Slow/Jazz etc.) and according to the captured stats the application learned and will sort the most powerful tracks based on gender that makes athlete increase its performance to max while training.

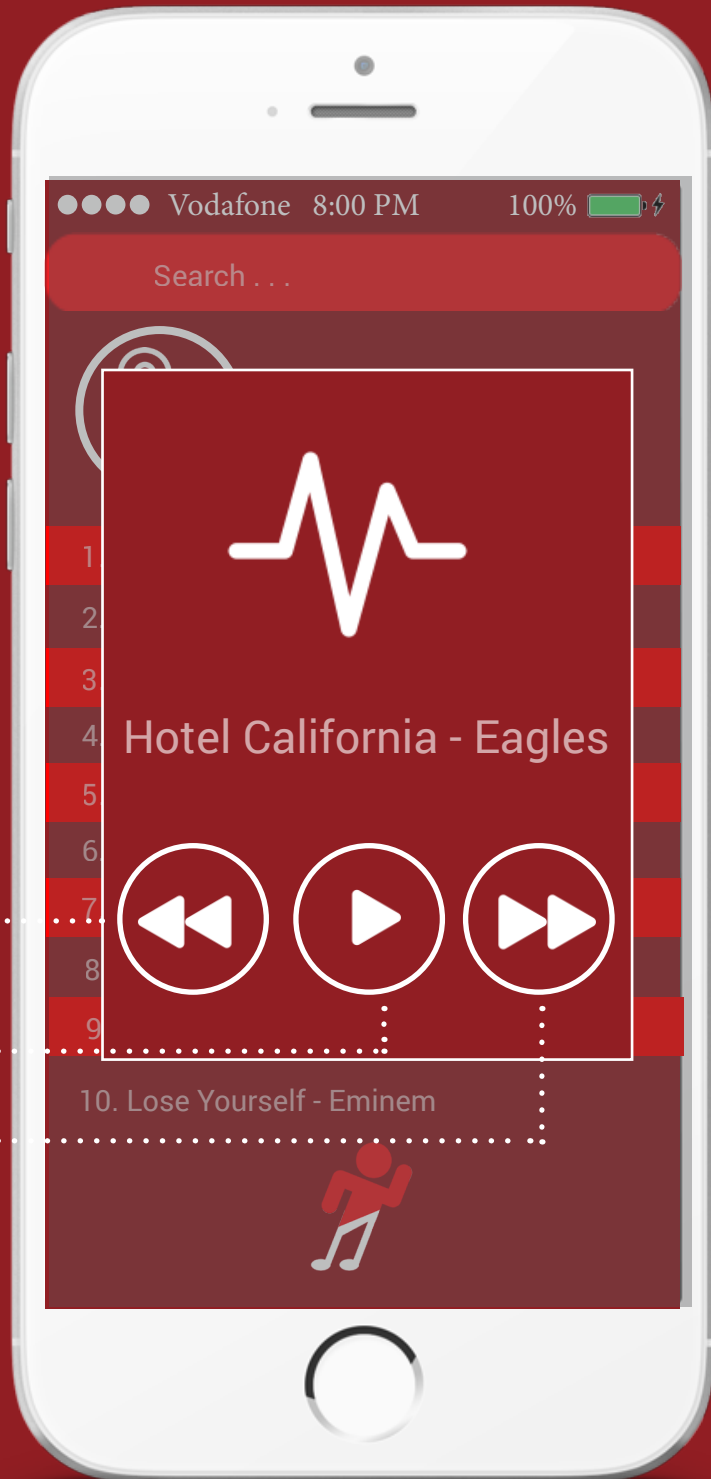
The relax button (5) is similar to adrenaline button but with inverse functionality. It will analyse all the music in the device according to what type of gender each song is (Rock/Pop/Slow/Jazz etc.) and according to the captured stats the application learned, will sort the softest tracks based on gender that makes athlete relax and slow down if he doesn't want to do intense training this time.

My playlist button (6) allows user to select any track he wants without any compromises to selection, everything the user wants a completely custom playlist.

Playlist and Listen Music Screen



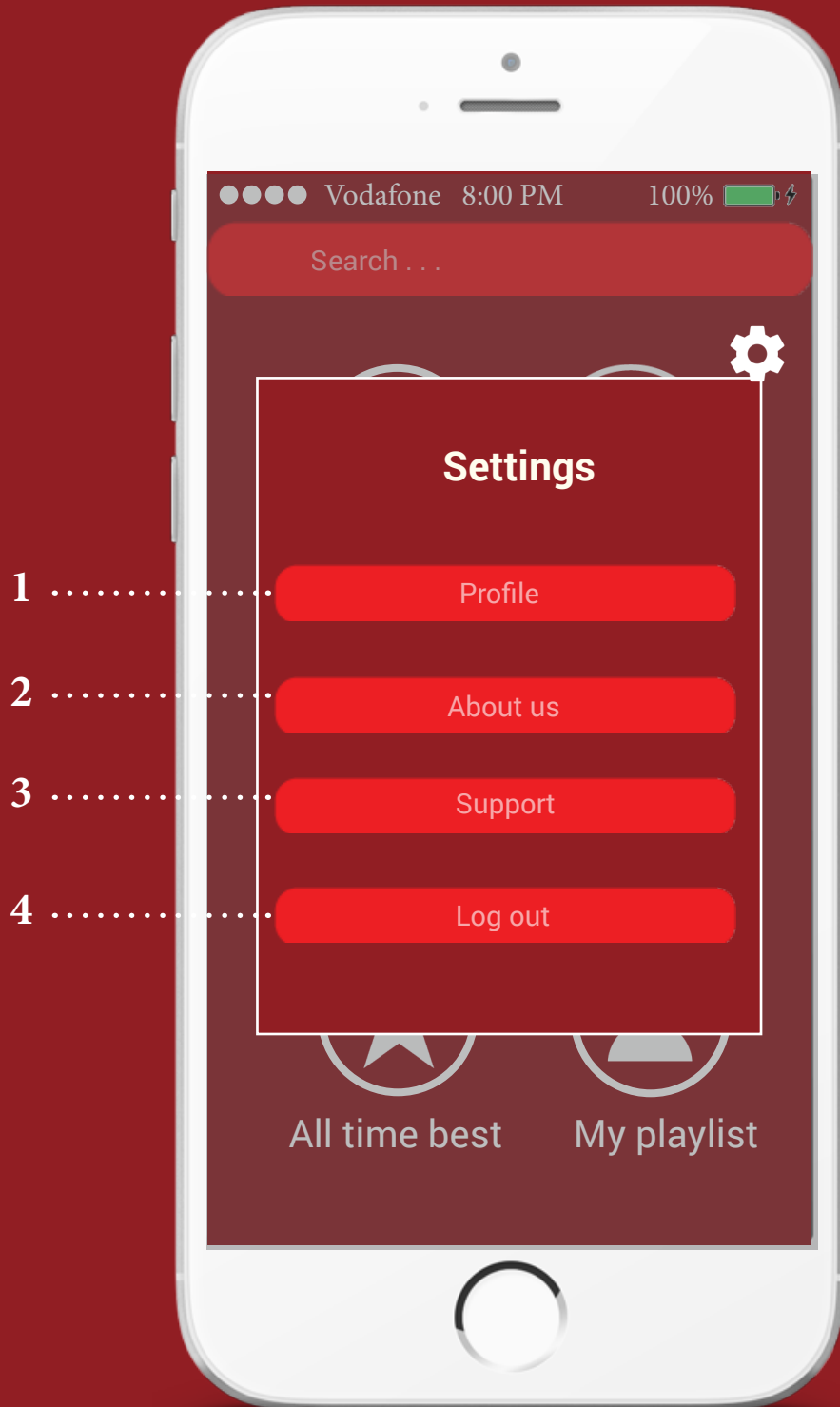
This is how the application will display the tracks playlist to the user and its generally show how the user interacts with the application **page 13** and **14**. As it can be seen there is also a search button that allows user to search for any track he wants to listen on request.



- 1
- 2
- 3

- 1 . Previous button(user can switch the previous songs)
- 2. Play/pause button(user can start/stop the song)
- 3. Next button(user can move foward)

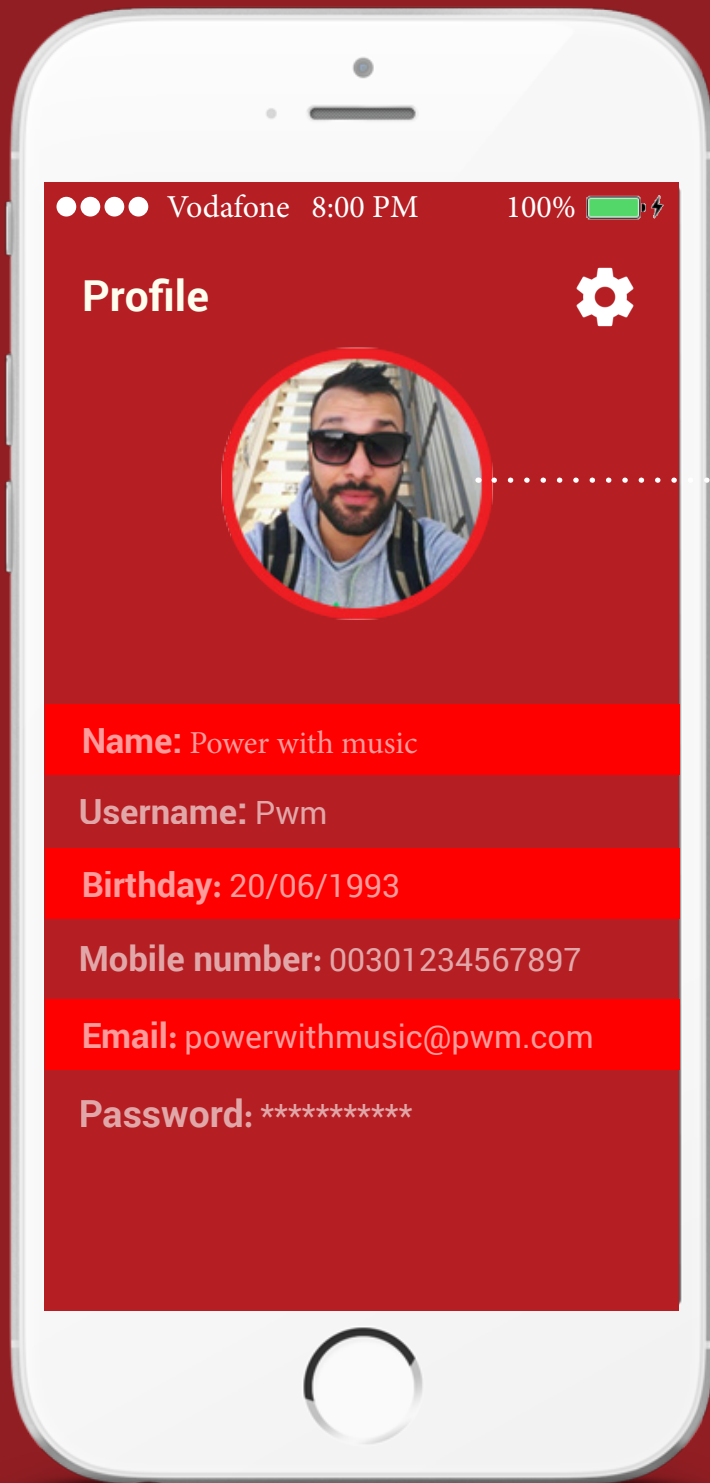
Settings Screen



When the user presses the gears button a popup will display the settings screen. This allows user to do various tasks such as changing his profile information, shows information about the application, request support if something is wrong with the application and a logout button that log the user out of the application on user request. Below it can be seen all this functionality one by one. **(Pages 15,16,17,18)**

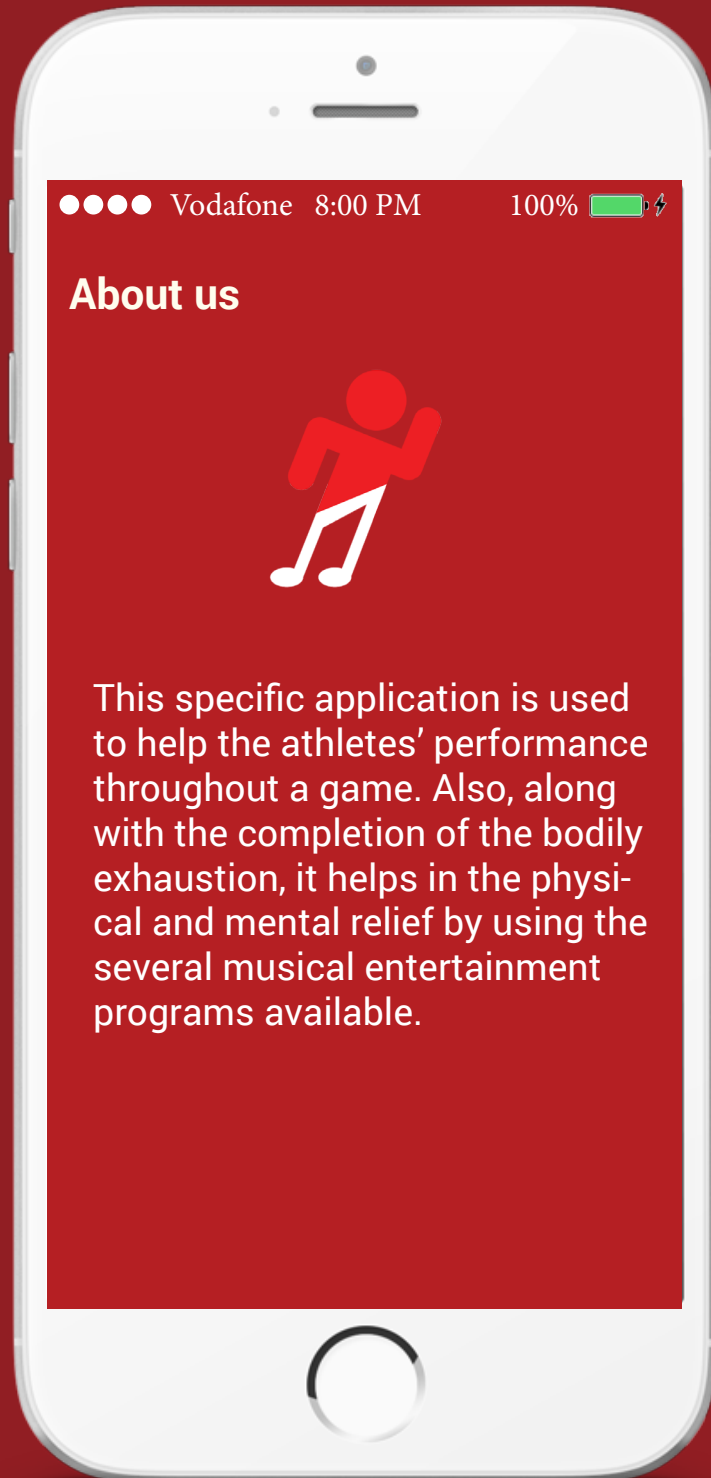
1. Profile button(moving the user to his profile)
2. About us button(learn about the application)
3. Support button(support center)
4. Log out button(exit application with log out)

Profile

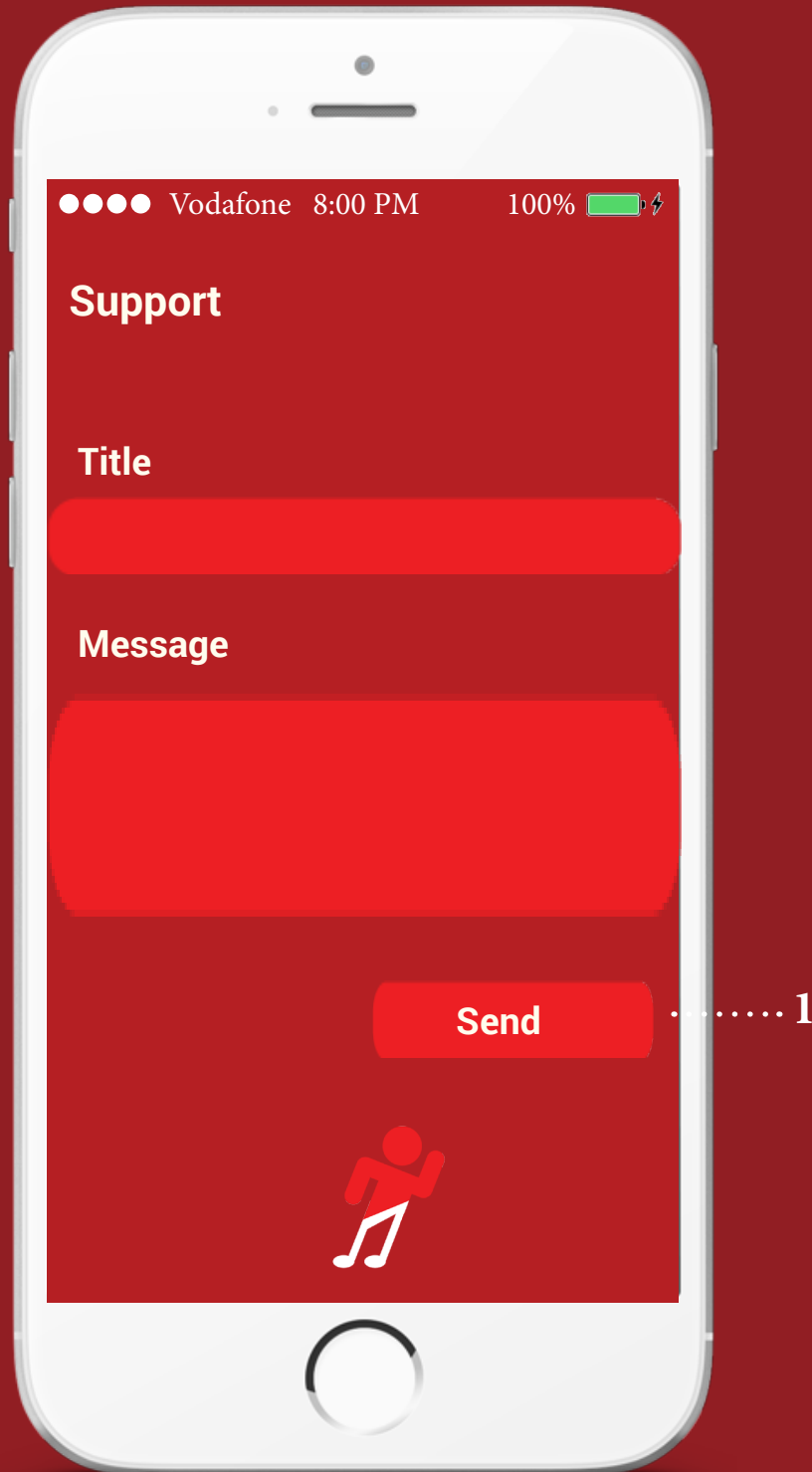


1

About us

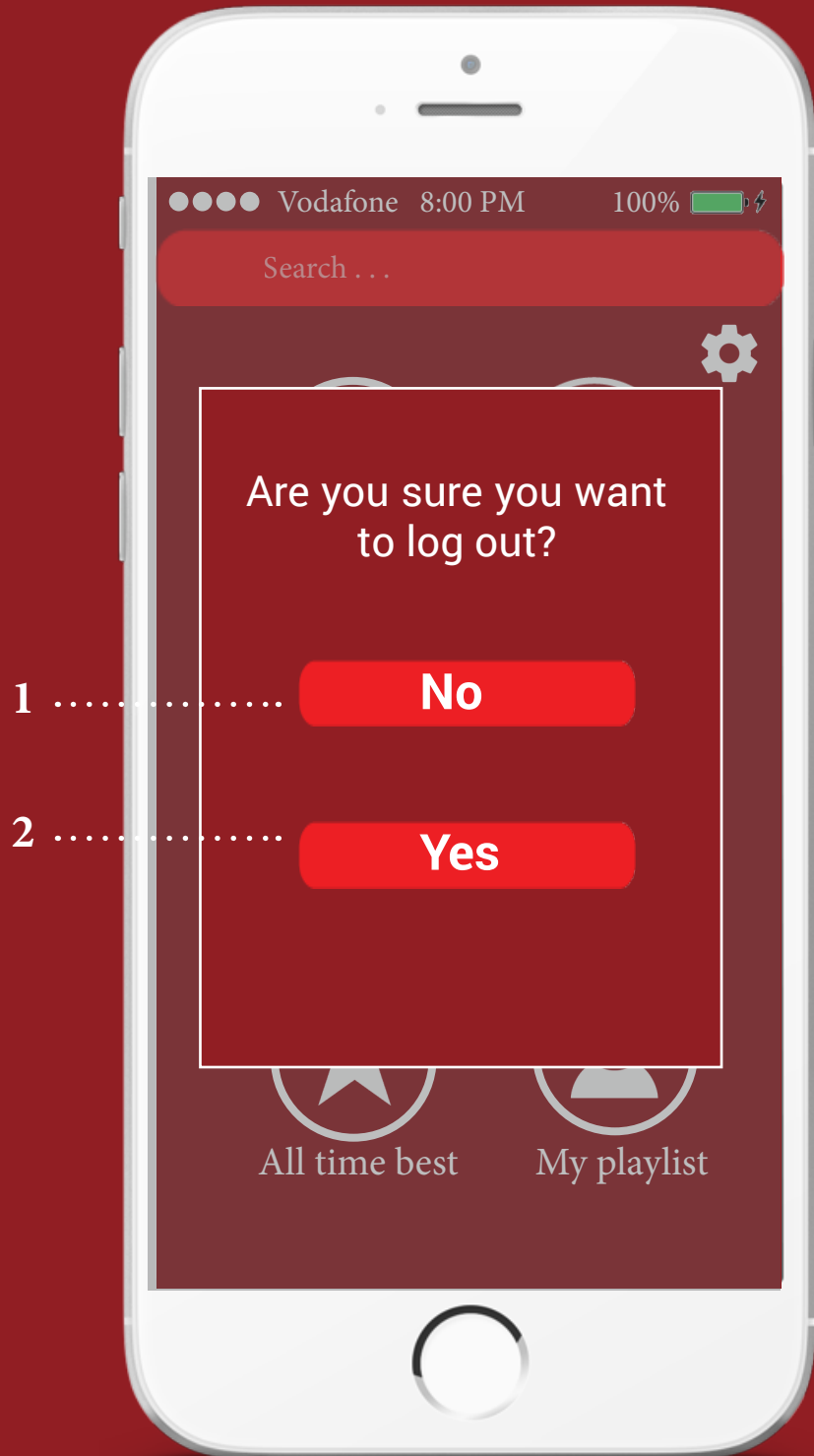


Support



1. Send button(send message to support center)

Log out



1. No button(leave the application)

2. Yes button(stay to the applicaiton)

Accessories



Tree map

POWER WITH MUSIC

Home screen

- Sign in
- Log in

Main menu

- Top 10
- Adrenaline
- User's choice
- Relax
- All time best
- My playlist

Settings

- Profile
- About us
- Support
- Log out



First ideas



POWER WITH MUSIC

Personas



Emily Abney

“You only live once”

Gender: Female

Age: 22

Location: Los Angeles CA

Occupation: Physiotherapist

Emily moved recently to Los Angeles as a physiotherapist to a women football team. She likes a lot sports and this is the reason that she followed her job. She is a lovely person that make everyone be happy when they spent time with her. One of her athletes informed her about an application that she is using before every match that helps to be better and also relaxing her in the end of the game. Emily was excitd about this information and wanted to try the application and now she is using it to her team with great results.



John Snow

“Practise makes perfect”

Gender: Male

Age: 27

Location: London

Occupation: Athlete

John Snow is track athlete that leaving in London. The past six months he was injured and he didnt participate into some tournaments. He is a lovely person that helps a lot cancer organisations. One child of the organisation told him about an application that can help him to found back his stamina with the use of music. Without loosing time John tried the application to his next training he was excited about the results.