Music Player for Watch Interface UX Design

(Case Study)

01. Overview

The objective behind this product to design a music player for watch interfaces ,so that users can listen, change and identify music on the go.
There is no such relevant app for watches for listening music which intuitive and is cross platform.

02. Empathize

I conducted interviews and created empathy maps to understand the users I'm designing for and their needs.

During our interviews and usability studies I concluded that people need a more convenient solution to play and pause music.

During my primary research study I found that majority of people choose smartphones as their primary device to identify and play music.

Research also suggests that listening to music for longer periods of time at loud volumes can cause hearing problems.

The user group also suggested various other changes that should be incorporated in the product to make the product cater to all kinds of users such as creation of playlists, reminder, sleep timer, etc.

03. User Pain Points

Users need options when it comes to creating a playlist.

Users need handsfree experience and relevant information so that they can interact with the music player.

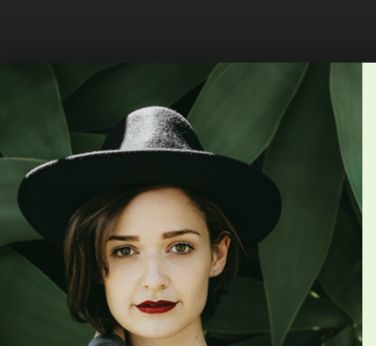
Users need a app that can be used across different platforms,i.e a watch interface.

04. User Personas

Name : Vivek Kumar, 23

GOALS	FRUSTRATIONS
To be fit and healthy and improve my wellness.	No apps for watch interfaces.
To go hiking and trek different places.	No way to create playlists.
To advance in his career.	Not intuitive and user friendly

Vivek is a young professional who is working at a mnc working as an analyst.
He often likes to workout in his nearby gym facility but finds it difficult to frustrating to stop his workout to change his choice of music using his mobile application.
He wants to listen to music while working out without the need to stop his workout.

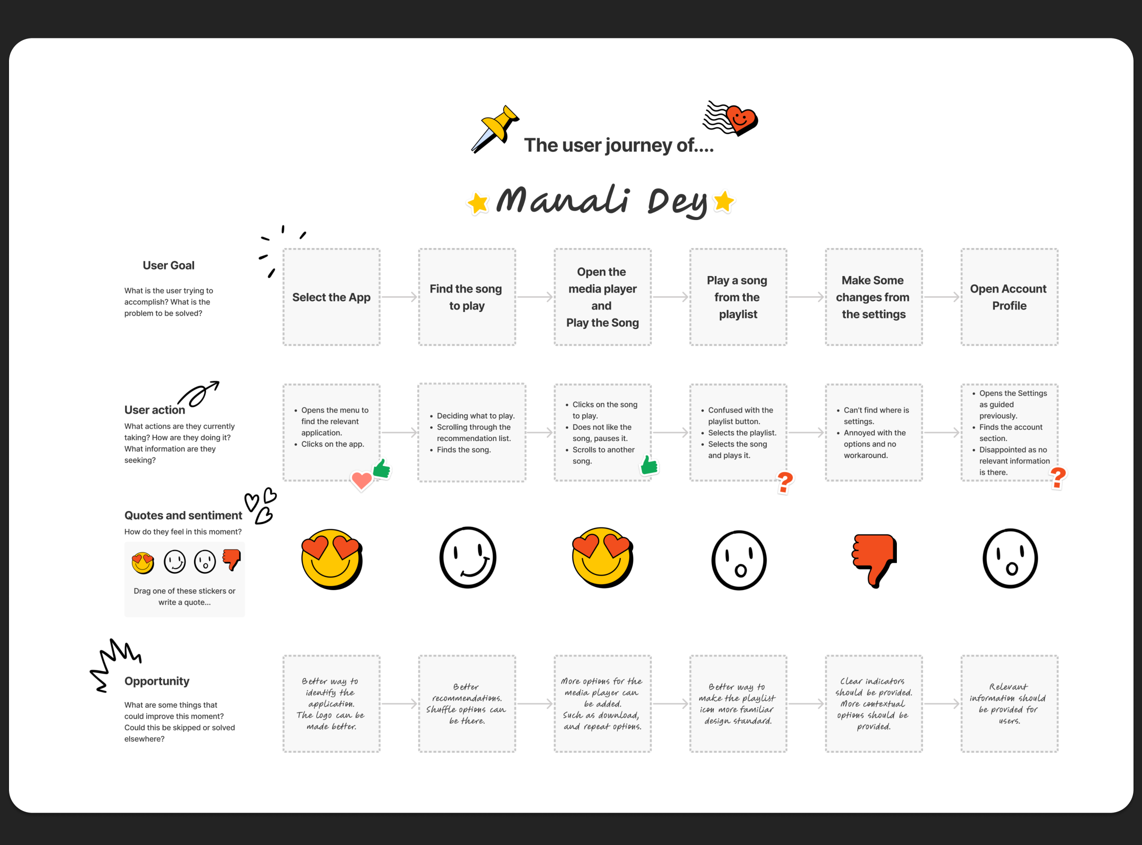


Name : Manali Dey, 28

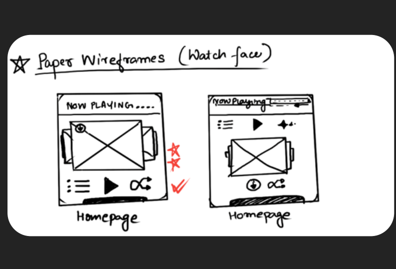
GOALS	FRUSTRATIONS
To complete her doctoral degree.	No way to create playlist easily.
To listen to podcasts and music.	Finds its frustrating to change and pause music from her phone
To travel the world	Not intuitive and user friendly

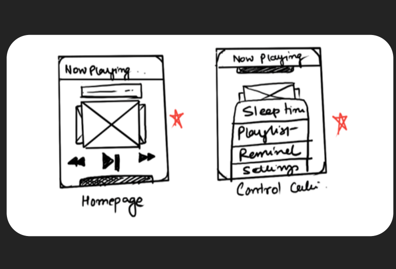
Manali is a doctoral candidate who is working as a research assistant at an institute of computing and research.
She often likes to listen to music while studing for concentration and relaxation.
She finds it difficult to find such music playlists and often has to create her own playlist ,which is very time-consuming.
She wants an application to listen to music and create a playlist for her liking.

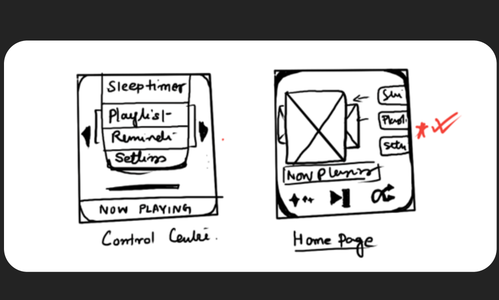
05. User Journey Map



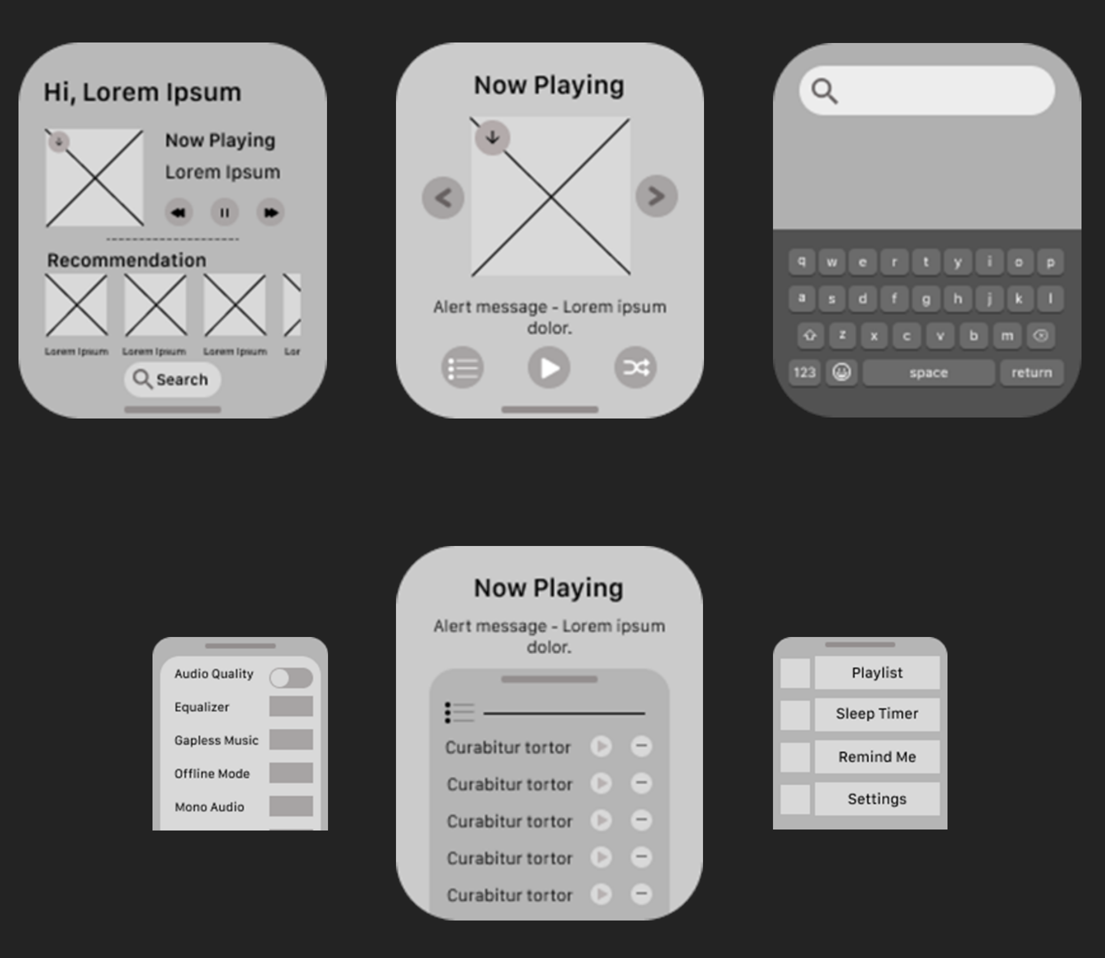
06. Paper Wireframes



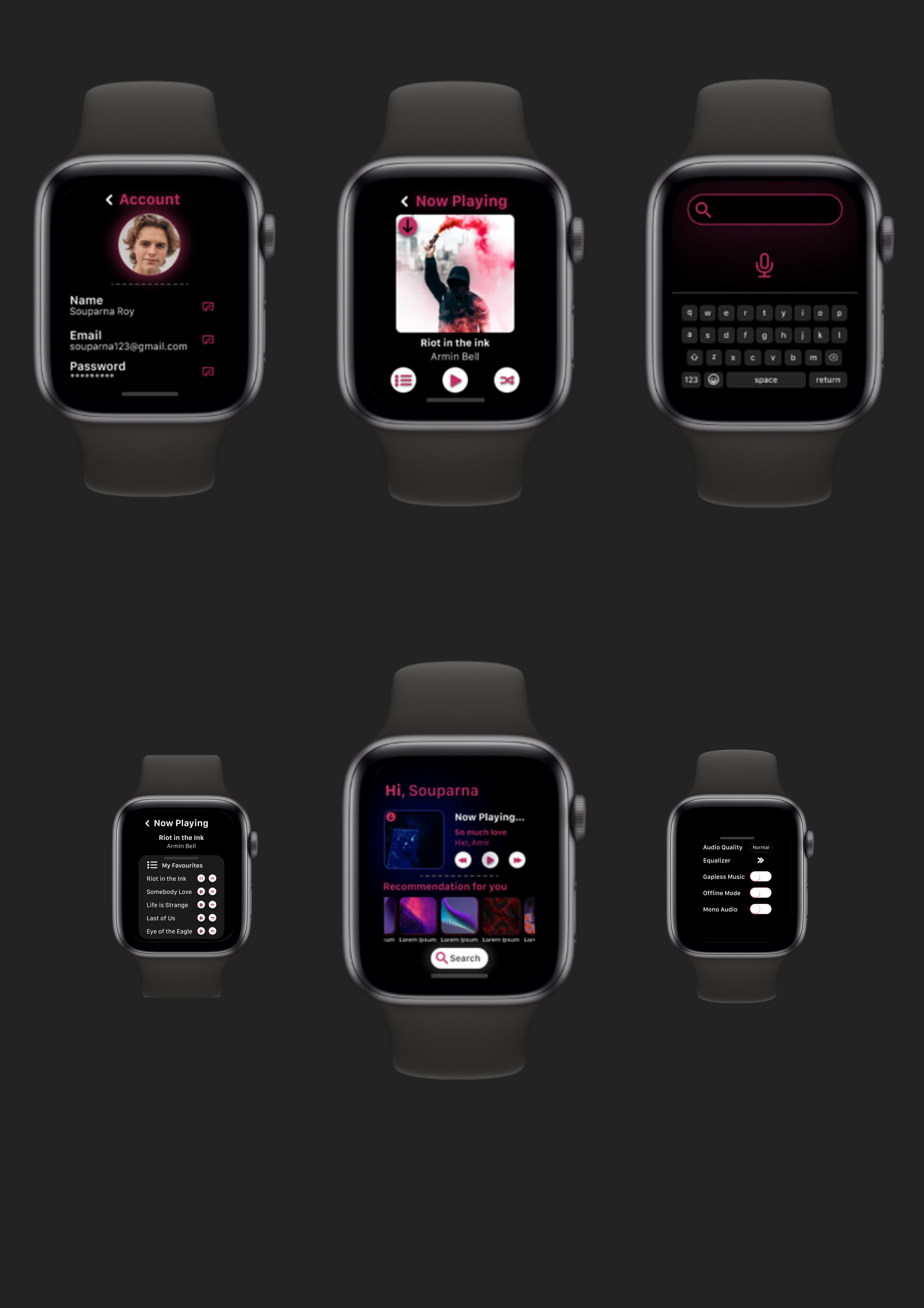




07. Low Fidelity Wireframes



08. High Fidelity Wireframes



09. Key Takeaways

The app is made keeping watch interfaces in mind, the application is a user friendly and is accessible for all kinds of users.
The app presents a aesthetic user interface for its users.

While designing the experiences for watch design, I learned that how users interact with a small screen area.
The functions that a user may commonly use and how we can make the design process better for people with visual impairment.

Thank You