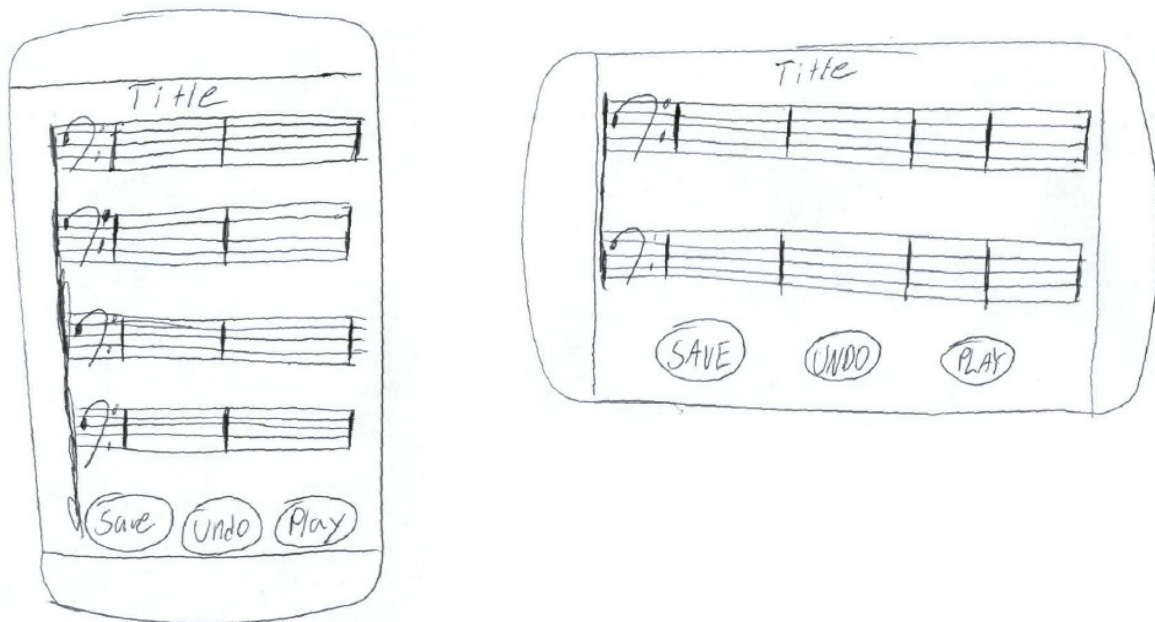Silas opens his Musical Sketches app and it sends him to the intro screen.
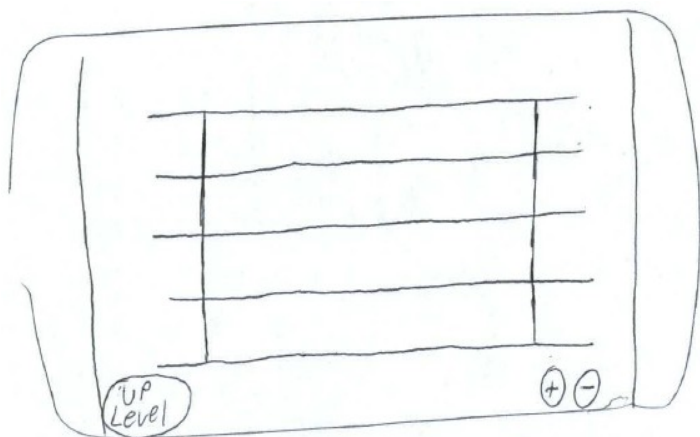

Silas clicks the "start" button and is sent to the main menu where he has the option of picking load old projects, creating a new project or recording music into a new project.
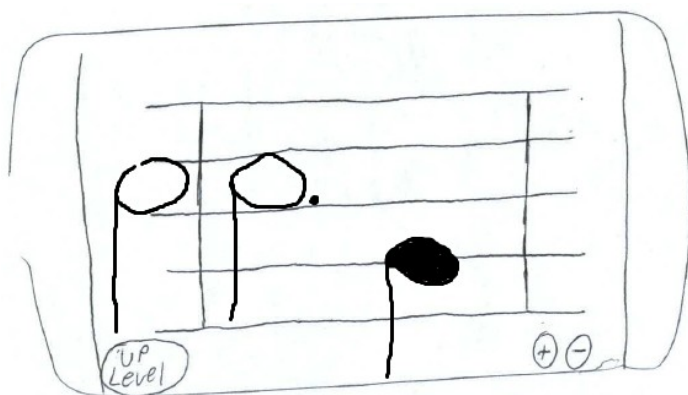
Silas selects "write new composition" from the menu and is sent to a fresh empty score.
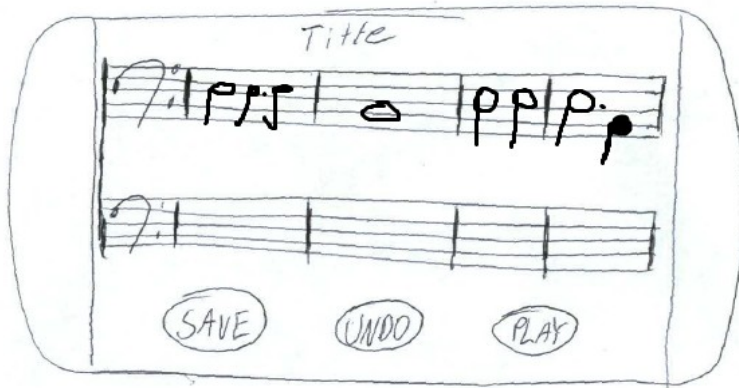

Silas Has no time to wait, so he starts writing music right away without changing the title or the clef. Fortunately he wants to write in bass clef, but does have the option to toggle the clef. Silas presses the first bar in the fresh score and zooms in to begin writing.

Silas edits his music by writing notes by drawing notes on his touch screen.

Silas' bus stops and its time for him to get off, he hits the "up level" button to look at what he accomplished on his bus ride. He then listens to it to see if its close to what he was whistling earlier.
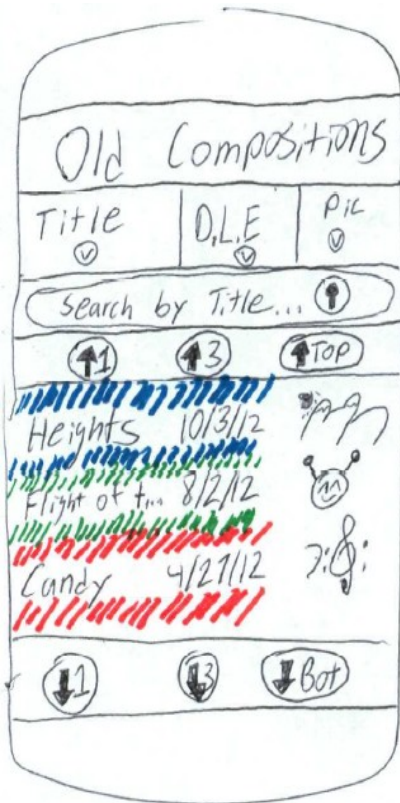

It isn't perfect, but Silas is in a rush so he saves it anyways. He forgot to make a title in his title area, so when he saves his project saves as title, but would otherwise prompt him to set a title upon saving.

After Silas arrives home, he wants to look at his project again so he starts up his Music Sketches app to take a look at what he did earlier, but this time chooses "view old compositions" from the selection menu.
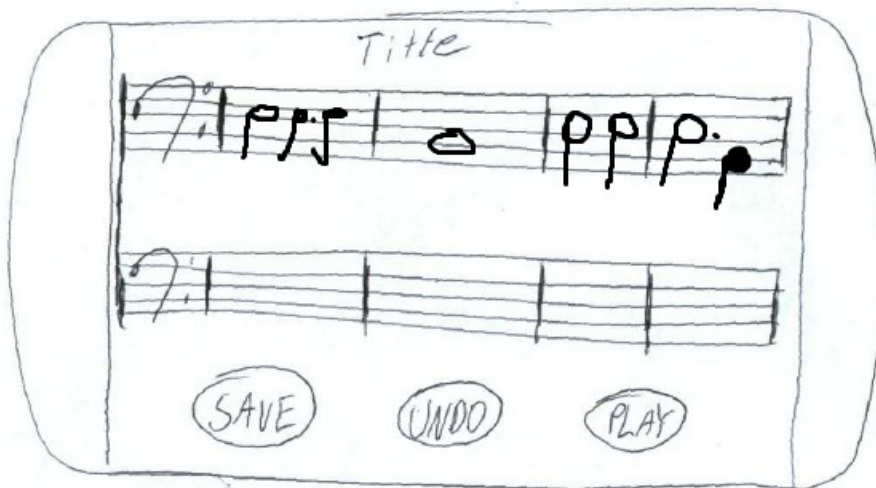
He looks through his old compositions menu for his "Title" file. The "View Old Compositions" menu. The menu is organized by how recently the compositions were edited from most recent to least recent.

D.L.E = Date Last Edited
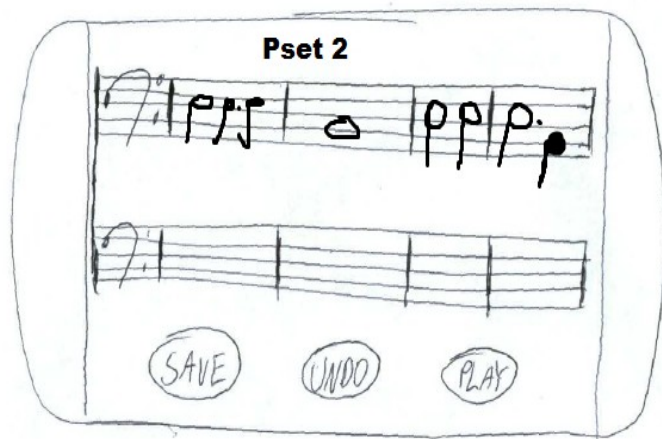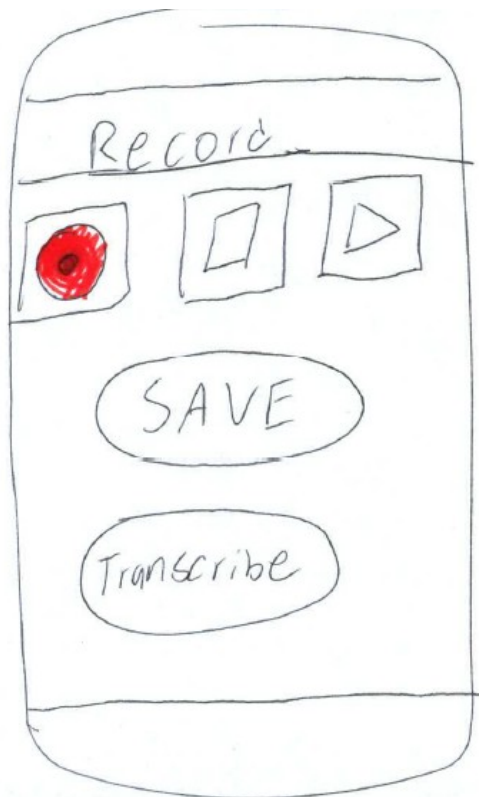
Pic = Associated Picture

Silas got distracted by the older songs he had been writing in the app, and needs to find "Title." He uses the "search by Title" to search through his songs by their title and selects his "Title" project.

After working on his project for a little longer, he realizes its not sounding like the thing he whistled earlier. He decides to whistle it into his player this time to hopefully get a better reading. He hits the back button on his android phone till he is back at the menu and this time selects "Record Music" from the options.

It takes him to the music recorder, where he whistled the music and retried a few times till he gets it right. After getting it right he hits the "transcribe" option. Note that when the record button is hit, the last thing recorded is overwritten. Save transcribes a file, but does not open the file into a music editor. Transcribe and save both prompt the user to give the music sketch a title.

Sadly for Silas, it looks exactly the same and decides its getting late and enters his final work into finale to do final touch ups. However, he listens later and its perfectly how he wanted it to be. WOOOO SILAS!

Analysis

+ indicates a good point of the design
- indicates a bad point in the design

Learnability:
+Being able to draw their own notes gives users the freedom to do what they want and not need to learn menus.
+Easy menus make navigating to music and starting new projects easy
+Easy to change from recording to transcription.
+Looking for old compositions and recording new songs uses symbols that most computer literate users will know.
-Users need to learn valid inputs that they can draw, because player will have trouble interpreting invalid drawings.
-Toggles not obvious and not explained in order to improve clutter and efficiency
-Requires users to have knowledge of music before using the app.

Efficiency:
+Writing music is very fast, however inaccurate it may be.
+Getting to a fresh page is very fast, and getting from recording to transcription is also very quick.
+Searching for saved compositions is easy with the search option and the different sorting options.
-Erase would be better than undo as an option to create a more efficient edit mode.
-Setting titles takes extra effort and like in the example the user forgot and had to be prompted, which wasted time.

Safety:
+There is no way to exit without saving, which insures files will save and not be lost.
+Undo allows for drawing errors to be erased easily.
-Undo as a button might cause people to undo something they do not want to undo.
-Very easy to have invalid inputs with users drawing their own musical notes.

-Not prompting users about clefs and so forth will result in users writing the wrong notes on accident.