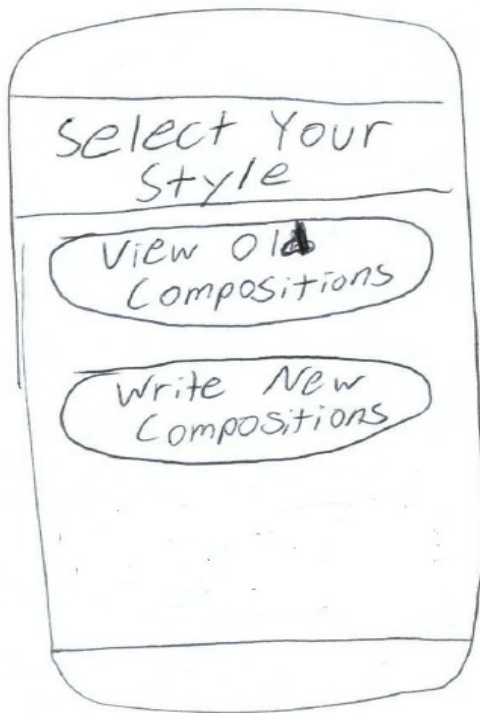


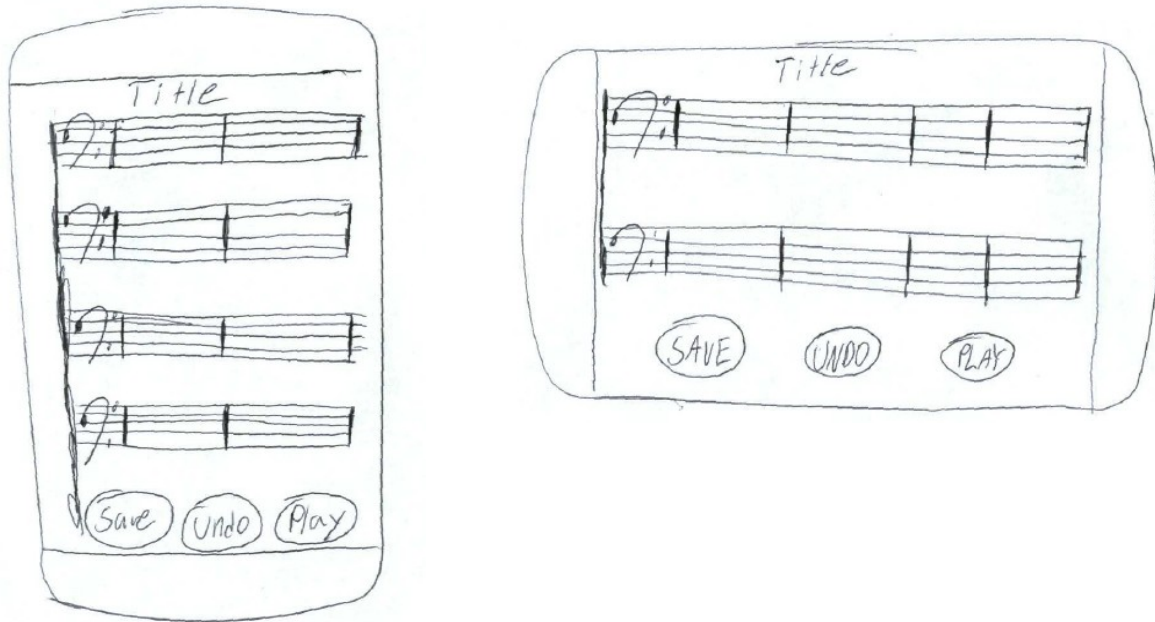
Silas opens his Musical Sketches app and it sends him to the intro screen.



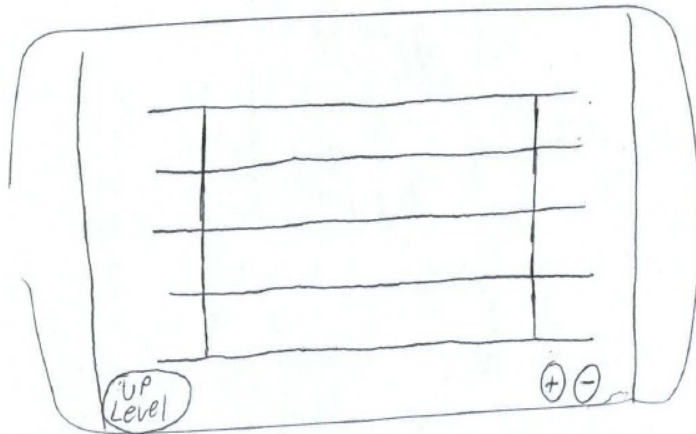
Silas clicks the “start” button and is sent to the main menu where he has the option of loading old projects or creating a new project.



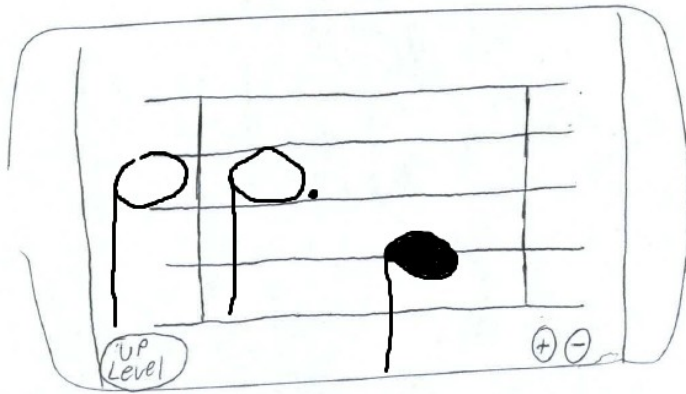
Silas selects “write new composition” from the menu and is sent to a fresh empty score.



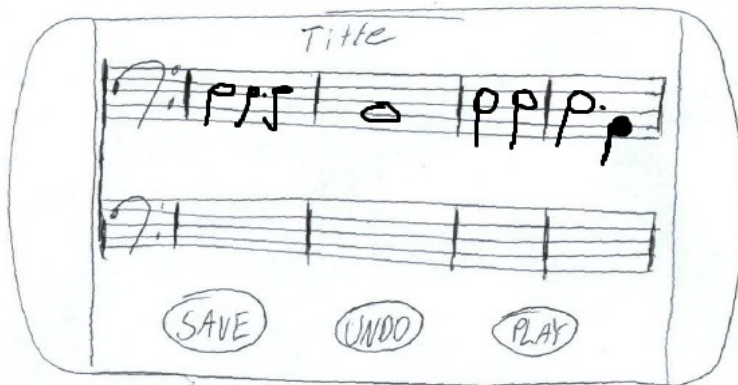
Silas Has no time to wait, so he starts writing music right away without changing the title or the clef. Fortunately he wants to write in bass clef, but does have the option to toggle the clef. Silas presses the first bar in the fresh score and zooms in to begin writing.



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.

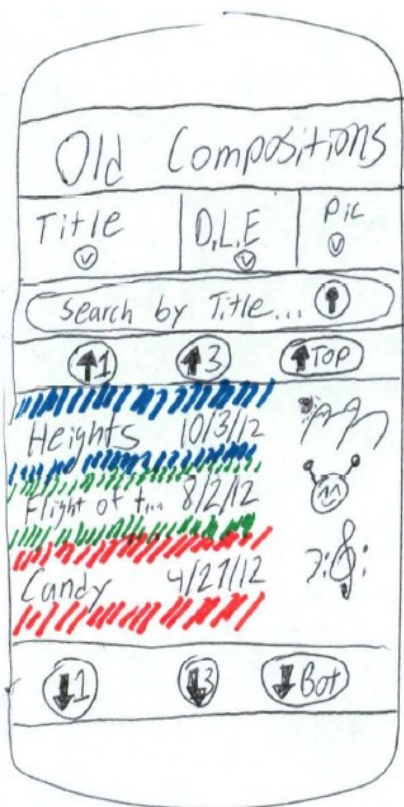


It isn't perfect, but Silas is in a rush so he saves it anyways. He forgot to make a title in his title area, so when he saves his project saves as title, but would otherwise prompt him to set a title upon saving.

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.

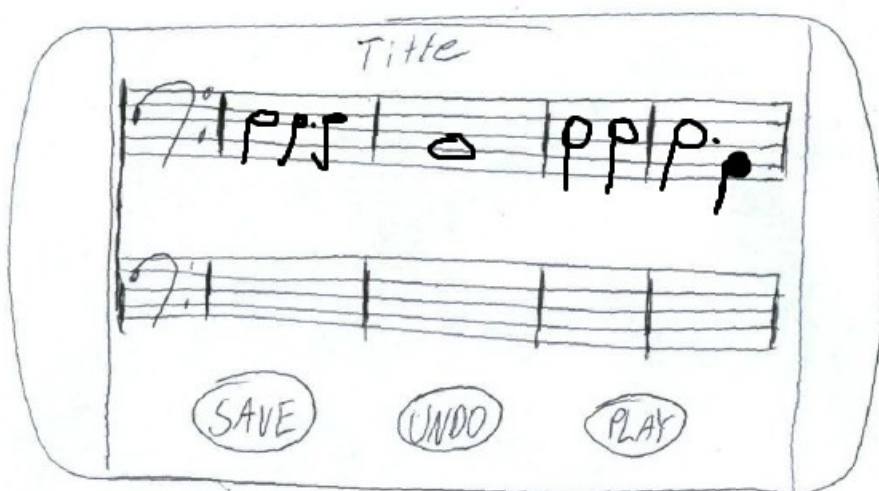


He looks through his old compositions menu for his "Title" file. The "View Old Compositions" menu. The menu is organized by how recently the compositions were edited from most recent to least recent.



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 transcribes his score into Finale. 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
- +Looking for old compositions 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
- +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.