

# From UX to music and back

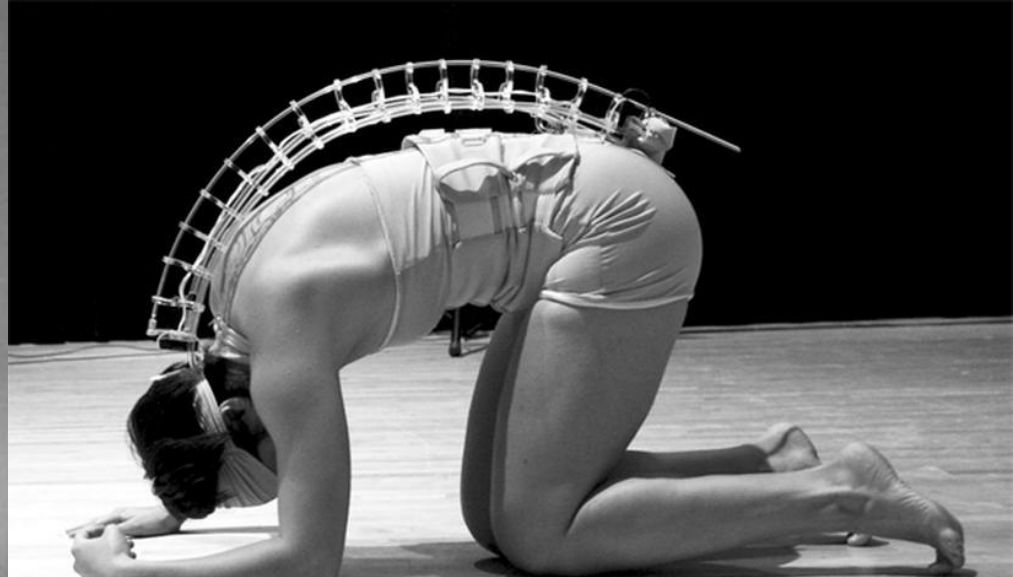
Exploring a bidirectional flow of information

Dalia El-Shimy

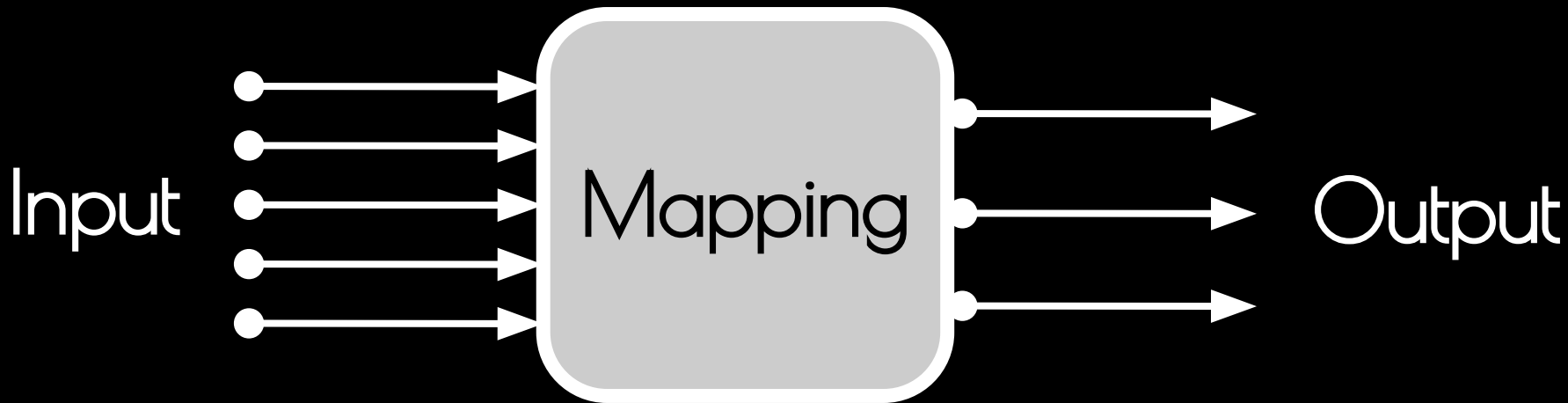




“Music technology” ..?



So why weren't these  
instruments everywhere?



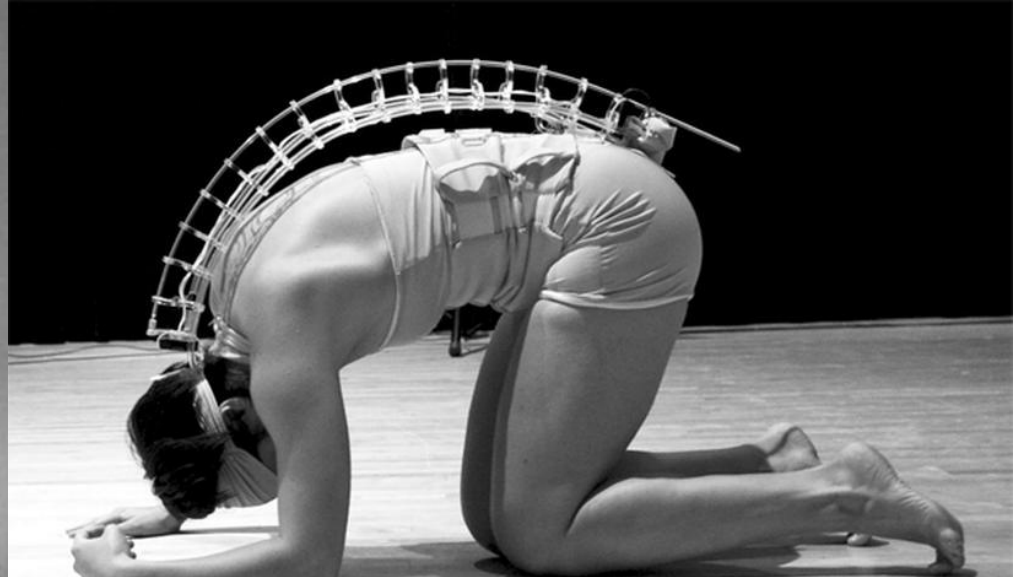




Input



Output



# Music-oriented HCI

# User-centered design

Evaluation techniques as part of an  
iterative design philosophy

Usability... for music?

# Task-based design

- Time to complete
- Task completion rate
- Accuracy
- Error rate
- Satisfaction

“It is not only undesirable but impossible to define the musician’s task.”

[Cariou, 1992]

# Limitations

- Difficult to test small, iterative changes
- Difficult to isolate novelty factor
- Difficult to determine long-term impressions



“What of technology not for  
accomplishing tasks but for having  
*experiences*, for *expressing* one’s identity,  
for flirting and arguing and *living*?”

[Kaye et al., 2007]

From to task-based to  
experience-based design

From user-centered  
to people-centered design

Third-wave HCI

Combining the  
hedonic and pragmatic  
in a **holistic** manner

Traditional  
user-centered design doesn't  
provide all the answers

An interdisciplinary approach









From music to UX...

How do we design for the  
creative, artistic, non-traditional  
end user?

There is no  
“one size fits all” solution

- Leverage existing paradigms
- Uncover what to evaluate
- Tailor how to evaluate it
- Fluidly change the user's role
- Leave your ego at the door

Thank you!

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