



Choreo

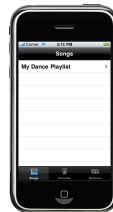
Streamline your dance practice!

Problem

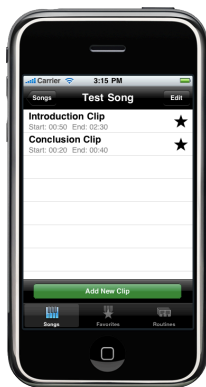
Three activities hinder dance group productivity:

- Stopping and rewinding a section of music repeatedly
- Seeking to an exact time in the music for consistency
- Needing to compile sections of music for practice

These 3 tasks arise because of the need to practice a specific section of a song many times in order to perfect coordination. Even 10 seconds wasted per cycle can lead to hours wasted over the course of multiple practices.



The Songs tab, where the user sees the playlists from his/her iPod library.



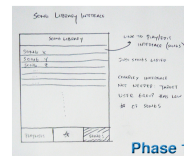
An example image of clips from a certain song.

Target User Group

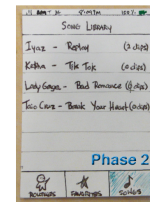
Choreo is designed for use by choreographers and group leaders. With new amateurs becoming interested in dance everyday, a choreographer who puts out a digital package with marked sections and a music track can ease the learning curve for new dancers and improve dance practice productivity immensely. The mobility and popularity of the iPhone as a platform for music allows users to seamlessly transition from any existing application.

Solution

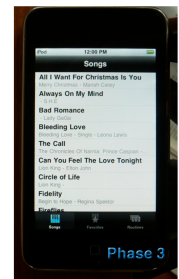
Choreo eliminates the need for repetitive tasks that distract from the practice. By allowing users to dynamically splice and save clips of music from a whole song, Choreo significantly reduces the time to create a clip. Consistency of clips and seek time during practice is also improved by having precise start and end points in the music. Users can combine saved clips to create a 'routine', which can be played back for practicing multiple sections of music continuously. Dance groups using Choreo will feel improvements both in efficiency and consistency during practice.



Phase 1



Phase 2

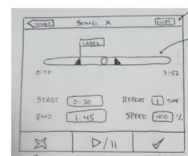


Phase 3

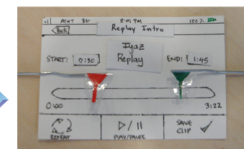
Evolution of the Songs Library from the initial concept sketches to the final prototype, using Cocoa table views and cell subtitles.

Design Evolution

Choreo started off as simple sketches depicting hypothetical interfaces for the application. User interviews led to major design and functionality changes. The shift to a high fidelity prototype brought with it feedback about the individual interface elements which is reflected in the final prototype.



Phase 1



Phase 2



Phase 3



Phase 4

Evolution of the Play/Edit screen from initial concept sketches to custom sliders in Cocoa. Users can adjust clip times via sliders or plus/minus buttons, and have lots of functionality on the bottom bar.

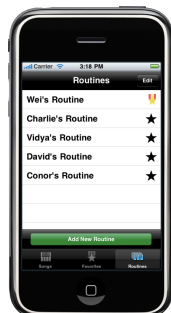
Final Prototype

The final prototype is a simplified music editing application, accessible to novices, that allows dancers and choreographers to take advantage of every minute of their practice time. By directly accessing their music library, users can create clips of all their favorite songs. The full feature set includes:

- Access to full iPod library and playlists
- Clip creation through adjustable sliders
- Routine creation and editing
- Routine playback with live status bar



The home page of the application, where the user can access Favorite clips and routines.



The routine process: seeing the list of all available routines, choosing one, and moving into edit mode.

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