Summary

A disc jockey, more commonly used as 'DJ', is someone who plays existing songs and mixes them together for an audience. In modern day times, there are several kinds of DJ's like radio DJ's, club DJ's and other kinds. Their job is to entertain people with music that matches the desires of the crowd.
Located in Enschede, a startup company has come up with the concept of an artificial intelligence DJ. *"Artificial Intelligence is the study of how to build or program computers to enable them to do what minds can do". (Boden, 1996)*

The company Awaves has replaced the commonly known DJ, which is an ordinary human being, with an algorithm that mixes tracks. The Awaves software offers an artificial intelligence DJ that can be played at house parties. A host can start a session and guests can join to vote on different kinds of vibes, in order to democratically influence the music.

Their vision is as follows: "*We envision parties in which everyone has a say and is excited about the music. We know that music connects people and hope to bring this phenomenon to parties with the help of artificial intelligence*." (Awaves, 2022).

The aim of this project is to research the voting system of Awaves by testing the user experience of the Awaves product in the context in which it is mainly used. By testing the user experience the goal is to determine the functionality of the current functions and based on this, come up with design changes to improve the current functions and add new functions to the software.

The main focus of the assignment will lie on using user experience testing to determine what the needs, wants and desires of the Awaves user are as accurate as possible. With the aim of getting a very clear image of the customer's experience of the Awaves software, the next step is to redesign the interface in a way that the user experience improves. This will be done by making a prototype in Figma.

Execution

In order to perform this research, different steps have been made in order to reach the goal. Firstly in depth theoretical research has been done on user experience design. This research has been used to prepare suitable user tests to evaluate the current user experience of the voting system of Awaves. Different kinds of user tests have been executed in various stages of the design process. Firstly, user tests have been done to evaluate the current user experience of the voting system of Awaves. On the basis of these results, a list of requirements have been formed. In the later stages, more user tests have been executed to evaluate how the user experience of some aspects of the voting system can be improved from a user perspective. Eventually, user tests have also been performed to evaluate the prototype of the redesigned voting system. The results of the evaluation have been used for a codesign session with the ultimate goal of making a final design of the redesigned voting system.

· Awaves. (2022, August 23). *Home. https://corporate.awaves.nl/*

· Boden, M. A. (1996). *Artificial Intelligence (Handbook Of Perception And Cognition) (1st ed.). Academic Press.* *https://books.google.nl/books?hl=en&lr=&id=_ixmRlL9jcIC&oi=fnd&pg=PP1&dq=artificial+intelligence&ots=JQPF_SsDUT&sig=PzITGXlfqkgTyOTfz81kA3QyycY&redir_esc=y#v=onepage&q=artificial%20intelligence&f=false*

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