

## CHAPTER V

### CLOSING

#### 5.1 Conclusion

Collaborative music is a form of making music where musicians gather to play together. Studies show the benefits of collaborative music on both a person's music skills as well as emotional wellbeing. Sadly, musician friends can drift apart for a myriad of reasons. The author proposed an application for musicians and music enthusiasts to meet, share, and bond over music taste and playing style. Trillz is designed with casual hobbyist musicians in mind to be able to platform themselves.

Through the research and design process, the author found that an application can aid in the development of a music community. The author had concluded that a mobile application on collaborative music for musicians age 20-29 years old can not only improve musical skills and experience, but have a positive impact to mental wellbeing. The author encouraged additional development and research to support musical communities growing in Jakarta and Tangerang.

#### 5.2 Suggestion

Throughout the design process, the author learned a lot about the importance of collaborative music, as well as the process of user research through surveys and focus groups. The author also learned valuable lessons about the importance of stylescape and the process of stylization. From a technical perspective, the author learned many new features from Figma and how to utilize them effectively, such as components and auto layout. From these lessons, the author have several suggestions or readers and future researchers:

- 1) The scope of the research should match the urgency and objective of the problem. Choosing a more focused background will help narrow the problem down. Establishing channels for user research before deciding on the problem and objective will also simplify the research process

significantly, as well as guarantee respondents for target user research and user tests.

- 2) Interface design benefits more from having an accessible stylescape as opposed to a traditional mood board, as the stylescape sets the tone of voice and design elements used.
- 3) Components are not only useful in retrieving assets within the design, but also helped in organizing assets. Creating components within the prototype ensure continuity throughout the design.
- 4) Targeting the project towards certain genres or function development further establish better features for casual musicians to platform themselves and find other musicians to network with.

Suggestions from the Board of Defense for the author after evaluation to perfect the design process of the mobile application is as follows:

- 1) Placement of icon should honor the hierarchy of information. Important features should be more accessible and not hidden under sub menus. Example given: the Jam function is better off in the middle of the menu as opposed to under the discovery menu.
- 2) Buttons should be unique from one another and recognizable to new users for their functions. The example highlighted is the discovery menu button having the same design on the discovery submenu button, and the timeline button being a navigation icon is not appropriate for it's function, leading to confusion by the user.
- 3) The logo and name of the mobile application should carry meaning that represent the brand identity of the project.

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