

# Playing and Accessing Music a History!

Note: Tomislav Uzelac invents first MP3 player in 1998 not Apple.



## Background

Many designers are asked to improve upon existing technologies to create the next big thing! This is very true in the music industry. Over the last 10 years we have seen vinyl record players, cassette tape players, CD players, mini disc players and MP3 players. But what will come next?

## The Task

Your task is to think of an imaginative and exciting design for playing and accessing music that could actually become real in the near future.

Think about how music players have developed and what designers have done to make them better. The research you collect will help you to improve your thinking about your product and what it must do to be a success.

Don't get too caught up in what actually already exists. Your design does not have to be a small, square box with headphones. It can be whatever you want! Think about the way music players work can they be used differently? What about **pressure, sounds, emotion?** Does it have to be hand held?

## Marking Criteria

You will be marked on how you have taken inspiration / ideas from the world around you in create something fun and new. Your design should be a series of annotated sketches (pictures with written descriptions) showing the development of your design, the way in which the music player will work and why it looks the way it does.

## What you will do:-

On one sheet of A3 paper only, illustrate and annotate (describe in writing) your new design show:-

- 1) How you developed your final idea.
- 2) The shape of the player.
- 3) How the music player will work.
- 4) How it looks.
- 5) How you use it.

## Ideas Board! All these ideas exist, you need to create a new design! But you may combine and develop these ideas!