

## Org Project Description

Org is an easy to use, customizable and extensible information organization and retrieval system, optimized for use by live music collectors in this release. The system will be built using Open Source technologies and will be freely distributed to end users.

### Project Motivation

Live music collectors and collectors of all sorts are, for the most part, left to design their own organizational systems. Based on discussions with representatives from our target audience, they don't really bother to organize their collections, except by designing the filenames and file structures in a somewhat comprehensible, although not wholly, standardized manner. Much of their knowledge of their collections is stored in their heads, which makes it hard for others to access items in these unannotated collections. There are several commercial products available, primarily for digital photographs (Adobe Photoshop Album) and mp3 collections (Apple iTunes), targeted at hobbyists. Often these tools are developed with one type of item in mind and cannot be adapted to incorporate multiple type collections, e.g. related audio, video and photo collections. Professor Hearst's Flamenco system and Professor Davis' Media Streams application are both inspirations for Org.

Live music collectors face additional challenges in metadata retrieval and standardization because there is no centralized source for information about music events, such as the CDDDB for albums released by record labels. Set lists and player information all emanate from the community of music enthusiasts who tape the shows and/or attend them. A multitude of recordings of the same event exist and it requires specialized knowledge of tapers and taping equipment and audio production techniques to differentiate between the higher and lower quality recordings. More richly described live music collections will make this wealth of enjoyable entertainment media more widely accessible to music lovers at various sophistication levels.

### Project Goals

For this initial release we will define and develop a high fidelity interactive prototype, specifically suited to live music audio content. The system will facilitate content and metadata retrieval by making dispersed, personal knowledge about the content browsable and publicly available via a Web-based interface. A faceted metadata approach will make it easier for people to find items based on a variety of content features. The interaction design of the system will embrace and extend the best features of competitive and related products, such as <http://db.etree.org/>, <http://www.archive.org/audio>, <http://www.nugs.net/> and [Adobe Photoshop Album](#) and the [Flamenco Fine Arts Search](#).

The system will feature a collection management mode in which the collector can add edit and remove items and descriptors from the collection, as well as a collection browsing mode, where other music enthusiasts can browse the collection and engage in trading relationships with the collector.

The system design allows for the addition of other media types, but our metadata design for this release will be focused on audio recordings. The core functionality we will implement allows collectors to add new items to their collection and assign metadata to them. Additionally the system will allow collectors to add new descriptors wherever they see fit. The system will facilitate annotation by harvesting any text files stored with the media files on the collector's FTP server, and making that content available for easy input into the system. It will also improve the standardization of annotations by providing the collector with examples of similar annotations, during the process of describing a new item.

See the functional requirements document for more specific information about the system features.

## **Target Audience**

The system is designed for use by professional live music archivists, music collector hobbyists, as well as music enthusiasts. The latter group does not host, manage and distribute collections using Org, but instead browses and downloads from the former user groups' websites. As individuals' collections grow they may want to consider hosting an instance of Org on their own machines and organizing and sharing their growing collections.

See documentation related to Org Personas and forthcoming documentation containing needs assessment and requirements analysis for more information about our target audience.

## **Team Members and Skills**

Jeremy Kashnow - Subject Matter Expert

- metadata design
- system architecture design
- documentation
- development skills - HTML, XML, Java

Aaron Brick – Lead Developer

- system architecture design
- data model design
- development skills - Perl, XSD, XSLT, PHP, shell scripts, HTML, CSS, Javascript, SQL

Maria Lawrence – Project Manager, User Experience Designer

- needs assessment
- task analysis
- requirements analysis
- interaction design

- documentation
- development skills - HTML, CSS, Javascript, Flash

### **Project Segment Ownership**

- Needs Assessment – Jeremy and Maria
- User requirements - Jeremy (functionality) and Maria (usability)
- Metadata design - Jeremy
- UI design - Maria
- UI development - all three
- Usability testing - Maria
- System architecture - Aaron
- Back end development - Aaron
- Documentation - all three
- Project management - Maria

### **Team Decision-making Process**

To settle disputes regarding the priority of particular feature implementation we will first consult the project goals and determine whether the feature falls inside the scope of our goals for this release of the system. The person listed as the owner of a project segment above will also determine the feasibility, or scope of work, in implementing the feature request. If the priority and the feasibility rank higher than others in the scope of the May 11<sup>th</sup> release, then we will readjust the feature list and remove lower ranking requirements as necessary.

Every decision will be documented and communicated via email after the discussion. Team members have the opportunity to reflect and request changes for a specified amount of time (say 24 hours.) After that time, absent any new information, the decision becomes final and the implementation plan is updated to reflect the changes.

### **Work that has been done**

- Needs assessment, task analysis, requirements analysis – more documentation pending
- System architecture design – needs to be vetted by other XML developers at SIMS
- Metadata design – partially done, also need to decide on a data set to seed the system items
- UI design – partially done, first iteration complete by Tuesday April 6

### **Work that is outstanding**

- A detailed task list and updated project schedule- Maria
- Completion of metadata design - Jeremy
- Completion of the UI design – low fi - Maria

- Completion of the functional requirements – Jeremy
- Usability testing plan - Maria
- Usability testing – Jeremy and Maria
- Completion of core system development - Aaron
- Development of the FTP Harvester module - Aaron
- Low fi prototype testing – Jeremy and Maria
- Iteration of UI – Maria
- Development of first release of interactive prototype – all three
- Usability testing of first release of interactive prototype – Maria and Jeremy
- Iteration of UI - Maria
- Development of the second release of interactive prototype – all three
- User Needs, Tasks, Requirements Analysis Documentation – Maria and Jeremy
- Technical Documentation – Aaron and Jeremy
- Evaluation Results Documentation - Maria