

# SAMSUNG

# TUNE UX

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## UX SPECIFICATIONS \ SAMSUNG ID8

SAMSUNG TUNE UX V.4 161207

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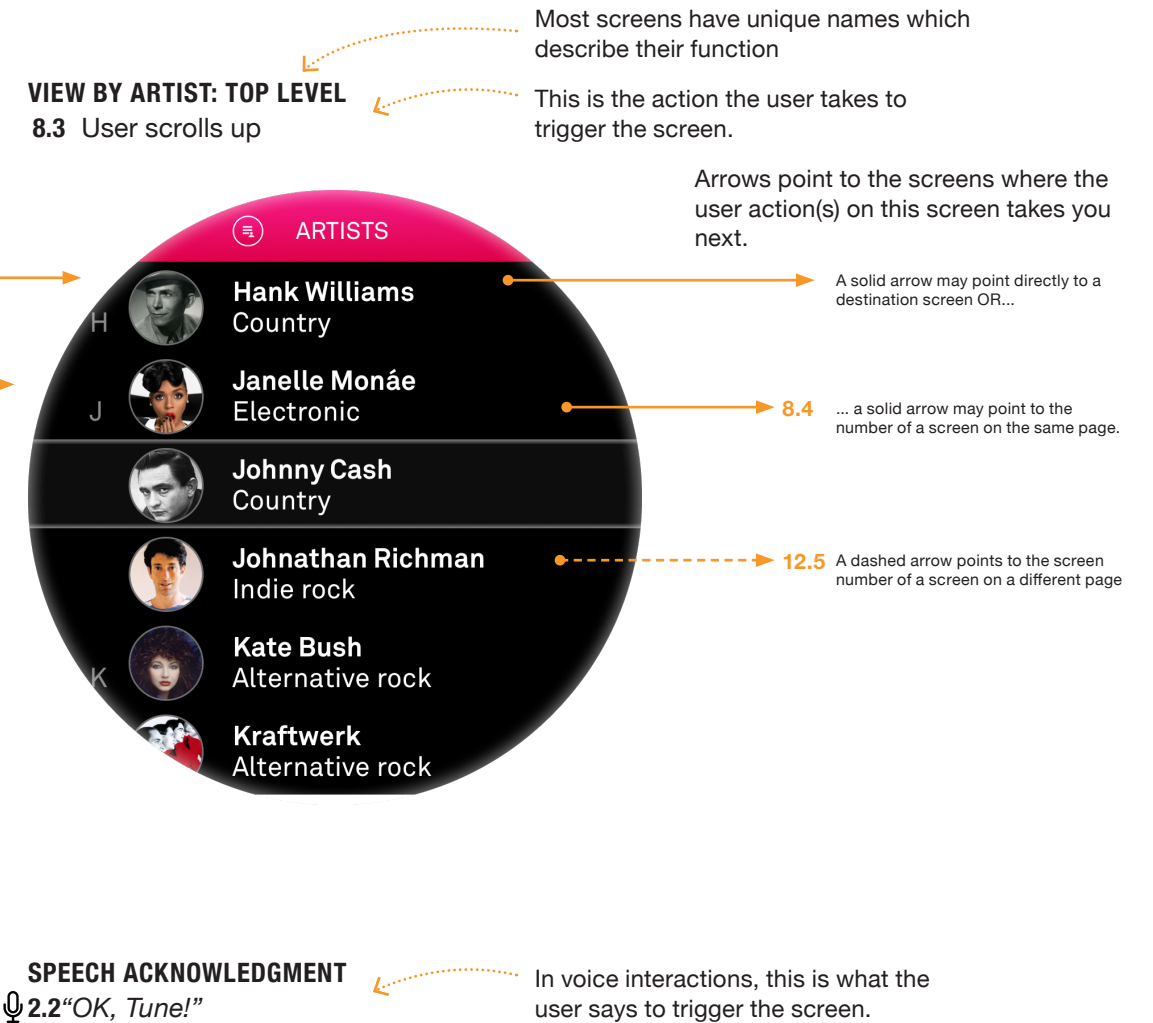
## DOCUMENT HISTORY

DATE	VERSION	DESCRIPTION
16.12.07	Tune UX v.4	Documentation of visual voice command interactions added to the spec.
16.12.06	Tune UX v.3	Bug fixes, voice commands updated and clarified w/ both onscreen text and actions.
16.12.02	Tune UX v.2	Updated look/feel, Setting view, view by artist and view by album explained in detail, comprehensive IA flow. Missing updated SoundHound domain flow, updated IA, and updated voice response and feedback.
16.11.28	Samsung Tune UX Spec - 161128	Verbal command list added.
16.11.04	Samsung Tune UX Spec - 161104	UX updated to fit within a single circular vignette.
16.10.20	Tune_UX_Spec_161020	First UX delivery, includes SoundHound domain interactions. Assumes full-screen display support with widgets outside the content area.

## HOW TO READ THIS DOCUMENT

**DO NOT** read any page of this document left-to-right, top-to-bottom.

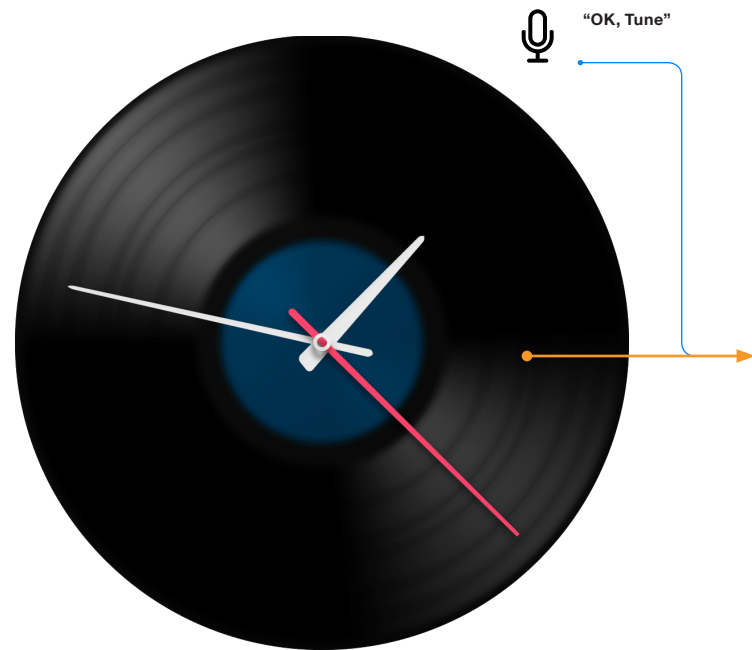
Screen numbers are unique identifiers. The first number is the page, the second number is the screen on the page. Screen numbers **DO NOT** correspond to the order in which you navigate through the spec. For example, you may not always go from screen 1.2 to screen 1.3.



Wake from standby

STANDBY SCREEN

3.1 Standby state triggered by power rules

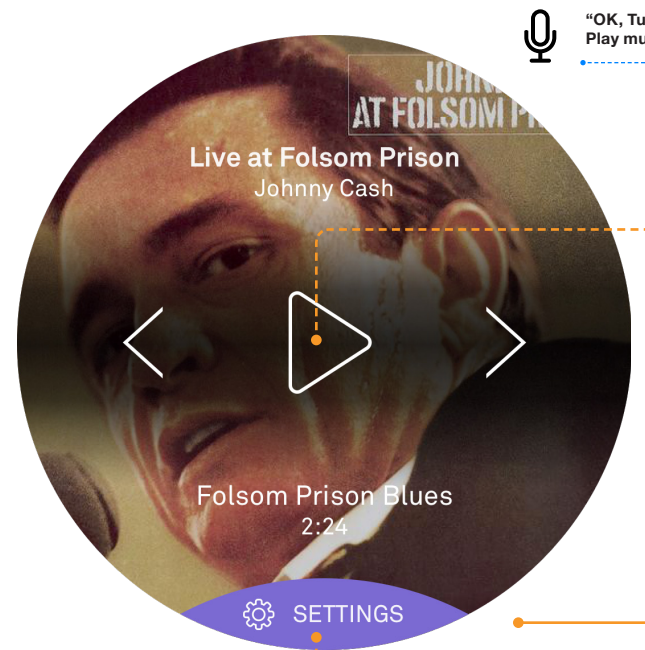


WAKE FROM STANDBY

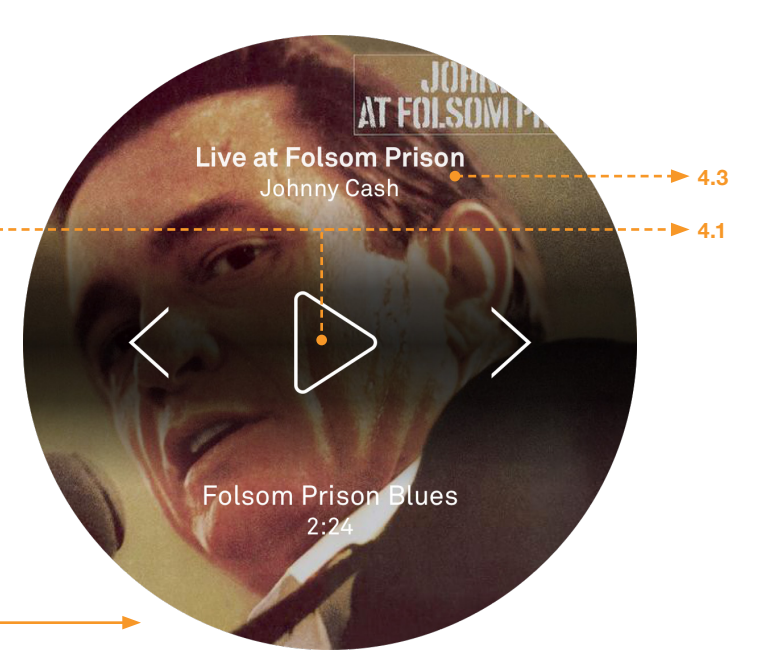
3.2 User taps screen



3.3 Last album/song played appears



3.4 Time passes, Settings disappears



Tune has three basic states:

- Off: There is no off switch. Tune turns off if/when it is not connected to power and battery level drops to a predetermined state.
- Standby: Tune is not playing and has been idle for a set amount of time. Standby displays placeholder animation (proposal: current time, clock design TBD)
- On: Tune can be playing music or responding to user's spoken or manual interactions.

The standby view recedes, the previous state reappears. In this example, the previous state happens to be the last album and song played.

Music is paused. Last-played song displayed over album artwork. The Settings affordance appears at the bottom of the screen.

Wake from standby is complete.

**MUSIC PLAYS**

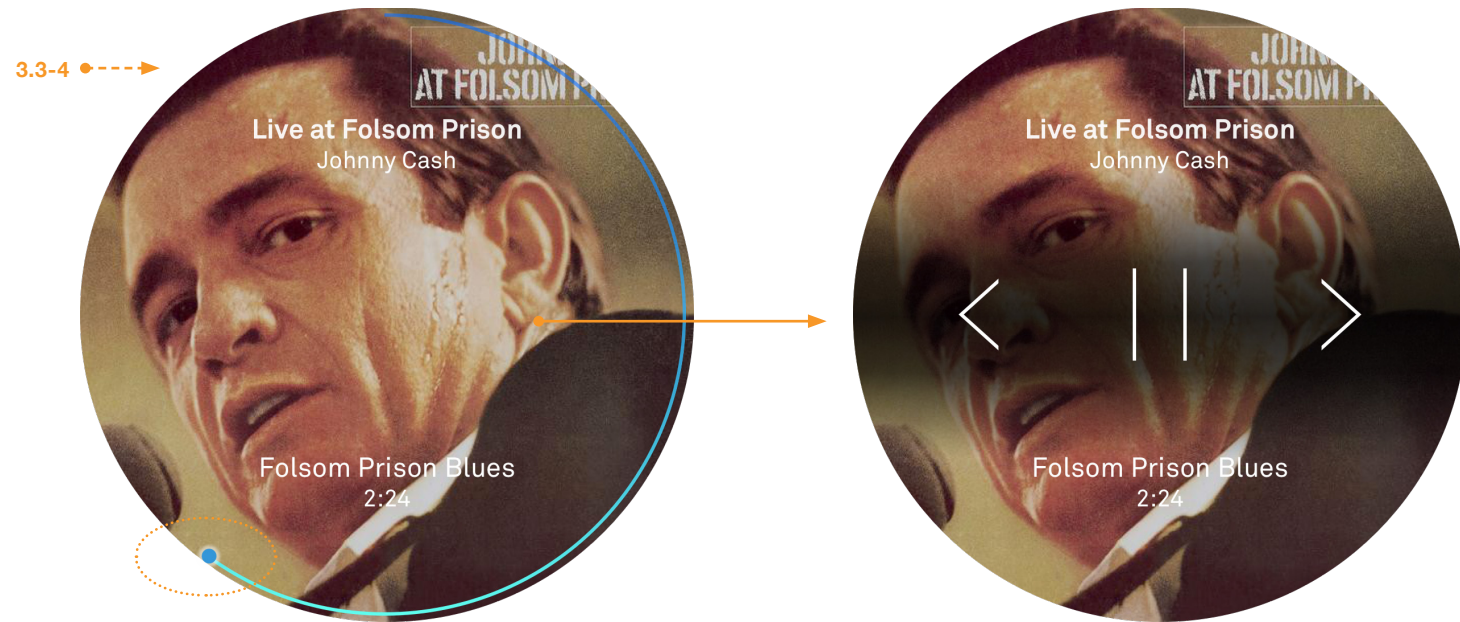
4.1 User taps play icon

**PLAY CONTROLS**

4.2 User taps screen

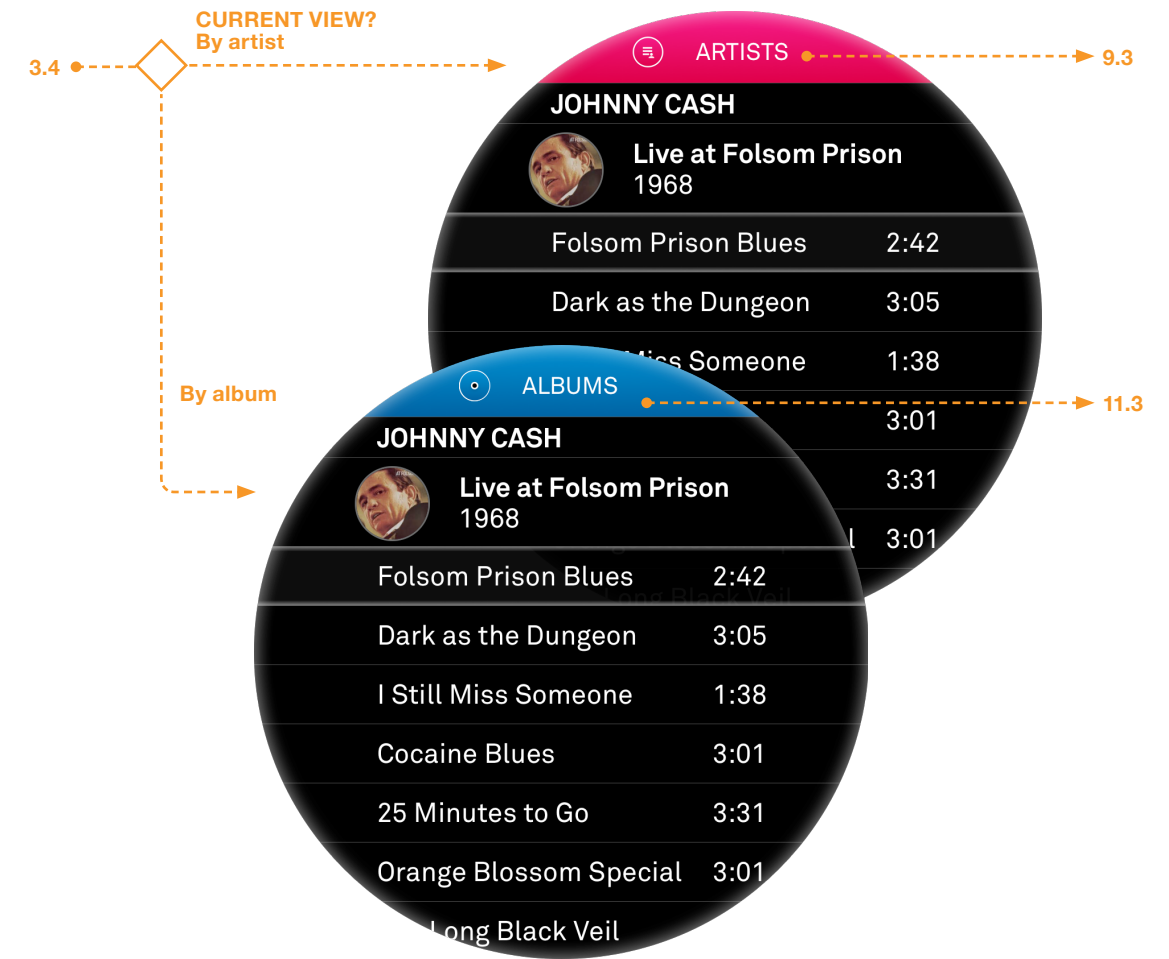
**ALBUM SONG LIST**

4.3 User taps album or song name



Play controls fade away, a progress indicator appears (final design TBD). One complete rotation is equivalent to the length of the current track, not any preset length of time.

Standard media controls reappear.



The album song list appears.  
The headers show the current view option.

Wheel operation while music playing

MUSIC PLAYING

5.1 User has activated music



VOLUME CONTROL

5.2 User turns ring while music is playing



A volume control element appears in response to ring motion (final design TBD).

MAX VOLUME

5.3 User has turned volume all the way up



This is an important Easter egg. It goes to eleven.

5.4 User has activated controls, music is playing



Wheel operation while paused

CURRENT ALBUM

6.1 User has paused music



NEXT ALBUM

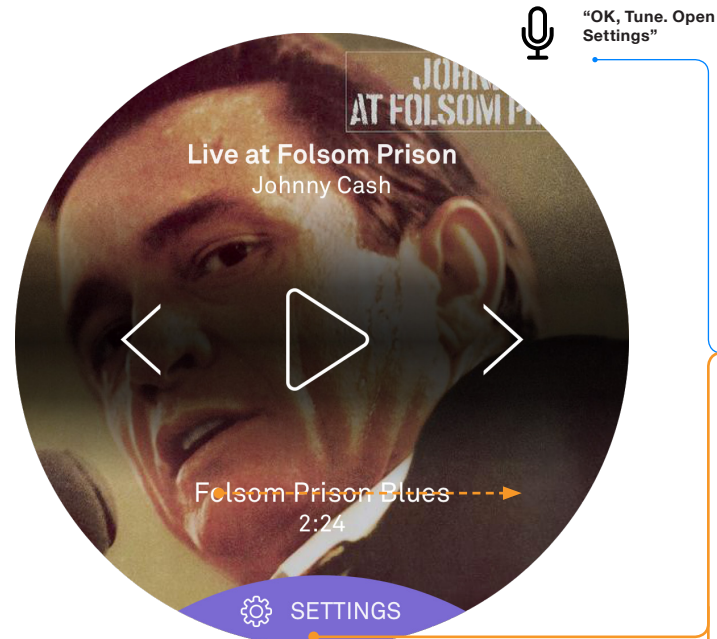
6.3 User turns wheel



The next/previous album appears depending on rotation direction..

LAST-PLAYED ALBUM & SONG

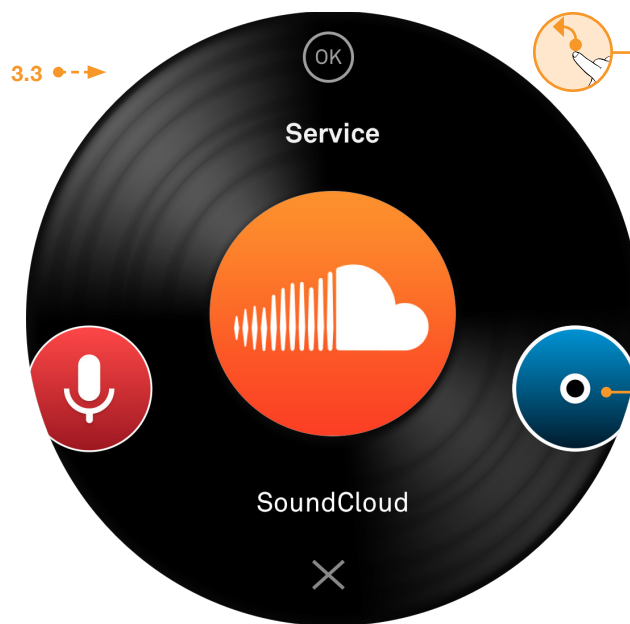
7.1 User has woken Tune from standby



"OK, Tune. Open Settings"

SETTINGS: STREAMING SERVICE

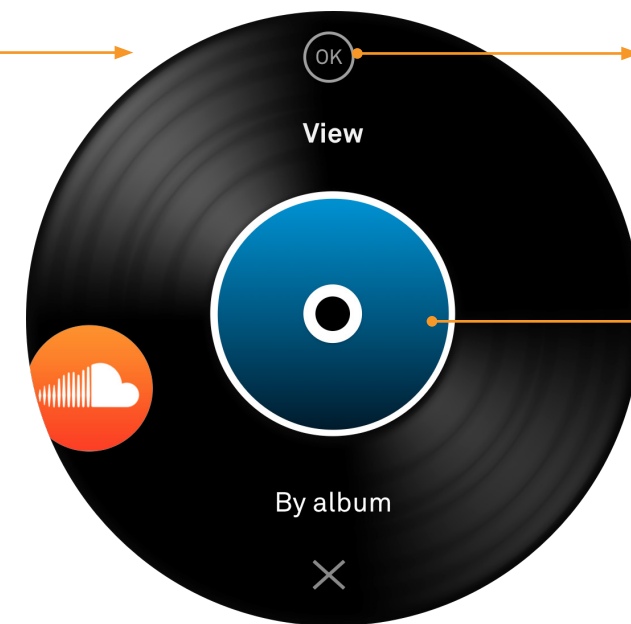
7.2 User opens Settings



3.3

VIEW BY ALBUM

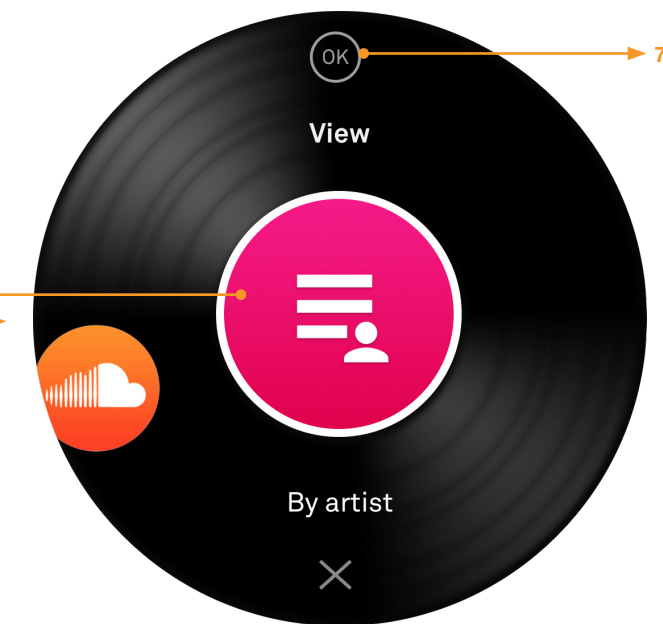
7.3 User taps icon or rotates wheel



7.5

VIEW BY ARTIST

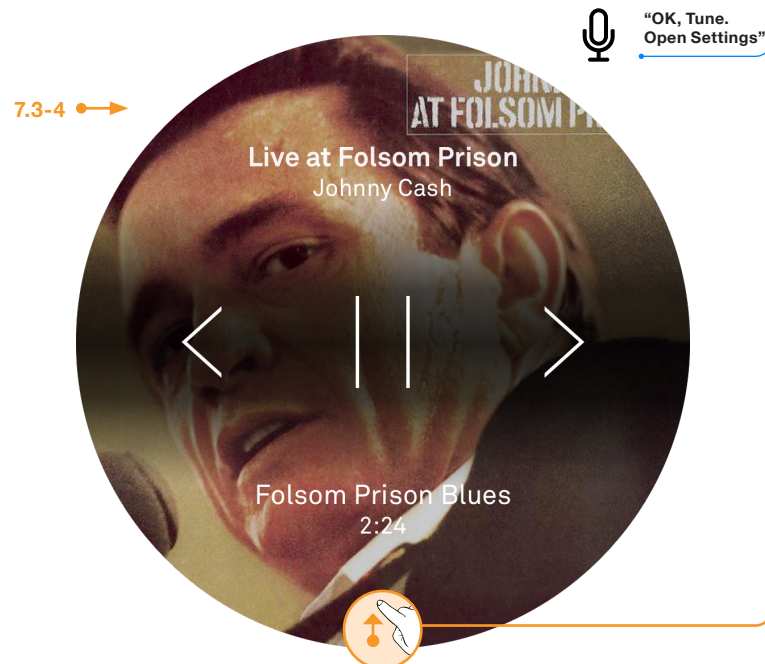
7.4 User taps current view icon



7.5

ANY MUSIC PLAYBACK STATE

7.5 User has begun music playback



"OK, Tune. Open Settings"

7.3-4

The Settings view has three option:

- Streaming service: Settings view shows the currently-selected streaming service. Tapping the Service icon displays all other supported services (steps not shown).
- Microphone controls: Allows user to toggle mic on and off.
- Views: Allows user to choose an artist-centric or album-centric view

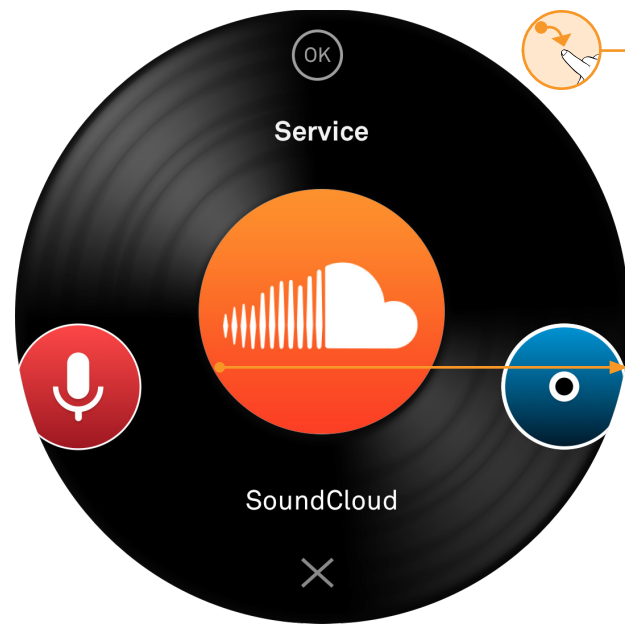
The Settings view has two buttons:

- OK: Closes Settings, applies any changes.
- Cancel: Closes Settings, does not apply any changes.

The currently-active view appears. In this example it happens to be View by Album.

The other view option appears. In this example it happens to be View by Artist.

SETTINGS: STREAMING SERVICE  
8.1 User opens Settings



MICROPHONE CURRENT STATE  
8.2 User taps icon or rotates wheel



The current microphone state appears. In this example the mic is On.

MICROPHONE NEXT STATE  
8.3 User taps microphone icon

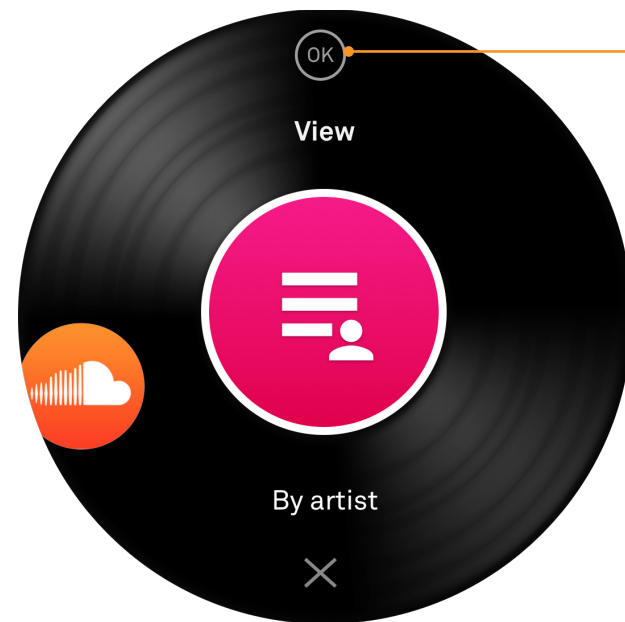


The microphone state changes. In this example, tapping the mic icon changes the state to Off.



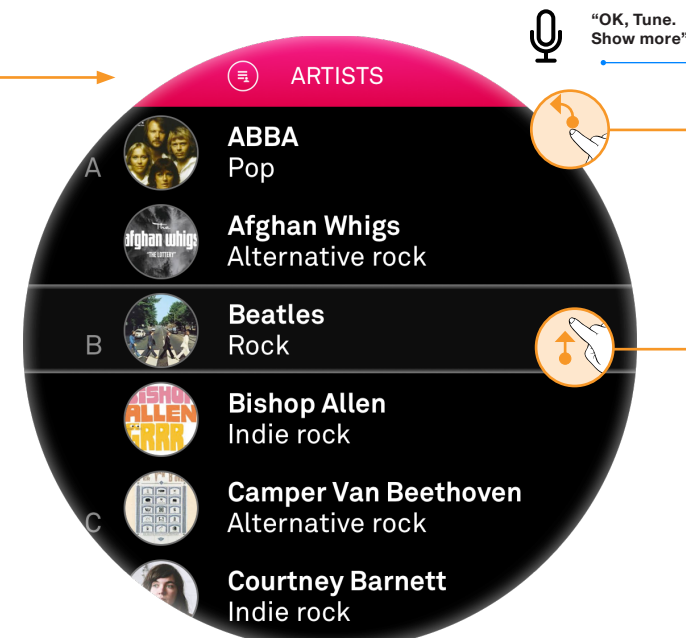
SETTINGS VIEW

9.1 User has selected View by Artist

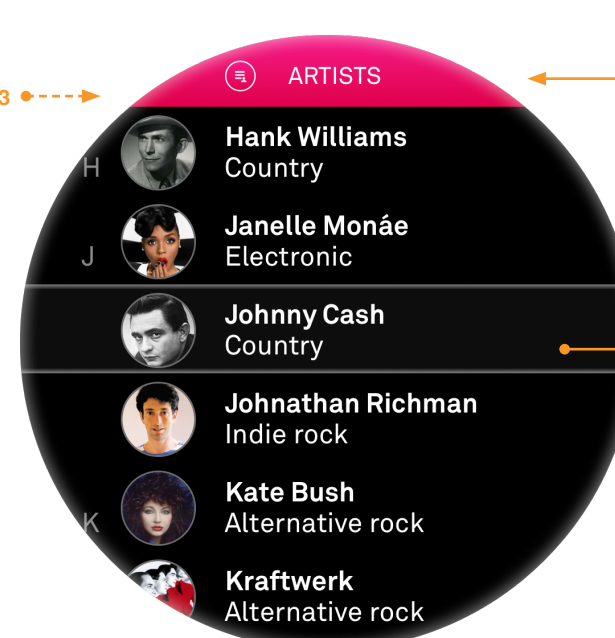


VIEW BY ARTIST: TOP LEVEL

9.2 User taps OK to confirm selection

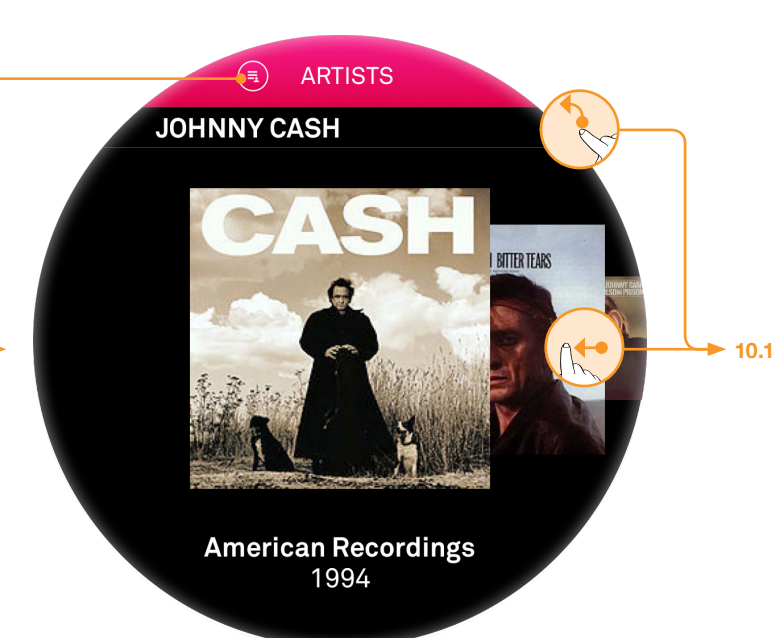


9.3 User scrolls the artist list



ARTIST DISCOGRAPHY

9.4 User taps an artist



Artist names are displayed in alphabetical order based on the first word or name in the artist's title. User can navigate by swiping, turning the wheel, or speaking.

While scrolling, alphabetical dividers (e.g. capital A, B, C, etc.) remain fixed in the upper left until replaced by the next letter.

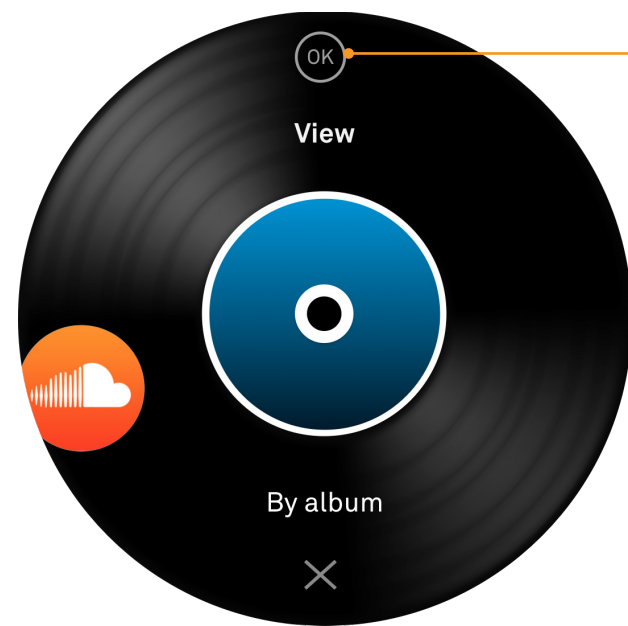
The central item in the list has focus. This allows the user to simply say, "OK Tune. Play" and have something predictable happen. The user can manually tap any visible item in the list.

A horizontally-scrolling album view of the artist's available work appears.



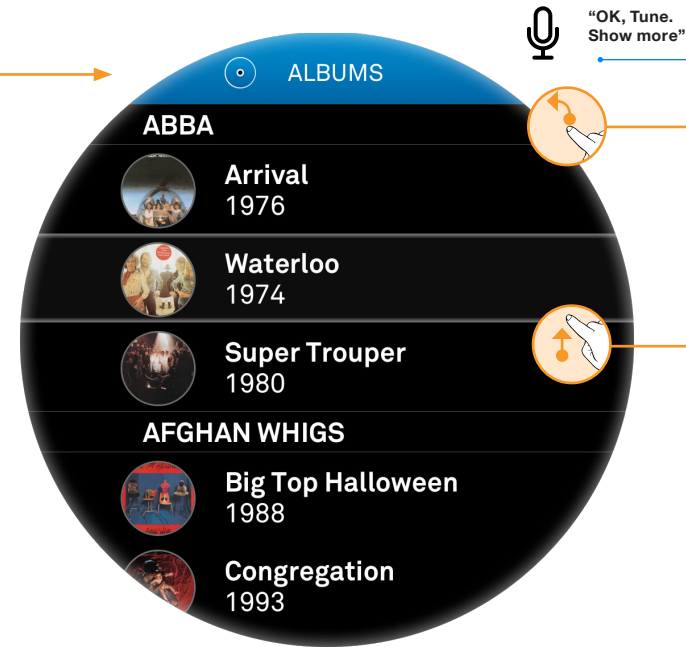
SETTINGS VIEW

11.1 User has selected View by Album

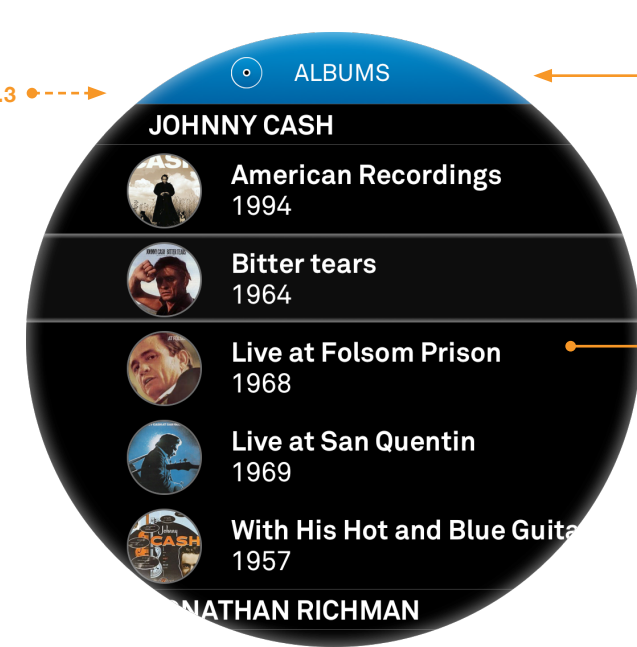


VIEW BY ALBUM: TOP LEVEL

11.2 User taps OK to confirm selection



11.3 User scrolls the album list



ALBUM SONG LIST

11.4 User taps an album



Albums are grouped by artist and displayed in alphabetical order. Tapping an artist name does nothing in this rev. In future versions tapping a name might display artist information.

The central item in the list has focus. This allows the user to simply say, "OK Tune. Play" and have something predictable happen. The user can manually tap any visible item in the list.

The album song list appears. The user navigates this list by swiping up/down, rotating the wheel, or asking Tune to "show more" or "go back".

MUSIC PLAYS

11.5 User taps a song or says, "Play"



Music plays.

PLAY CONTROLS

12.1 User has tapped screen while music playing



Standard media controls appear.

SONG LIST (VIEW BY ALBUM)

12.2 User taps album or song name



The album song list appears. Currently-playing song is marked with a speaker icon.

VIEW BY ALBUM (TOP LEVEL)

12.3 User taps the view header

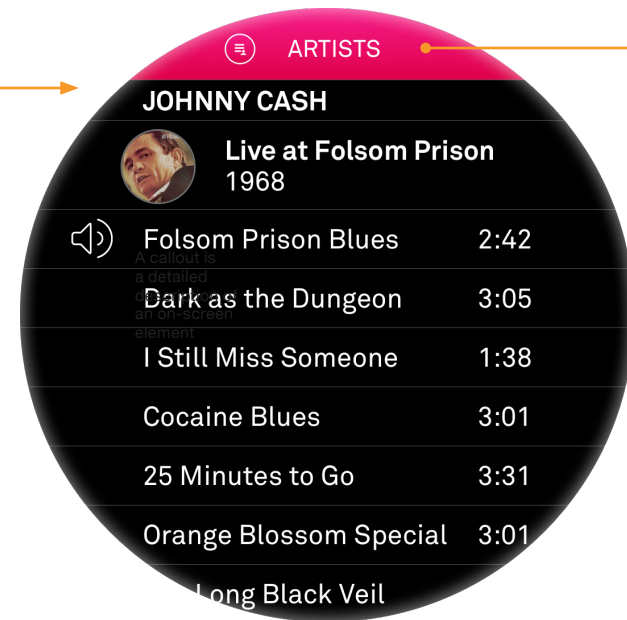


Currently-playing album is marked with a speaker icon.

By artist

ALBUM SONG LIST (VIEW BY ARTIST)

12.4 User taps album or song name



The album song list appears. Currently-playing song is marked with a speaker icon.

ARTIST DISCOGRAPHY

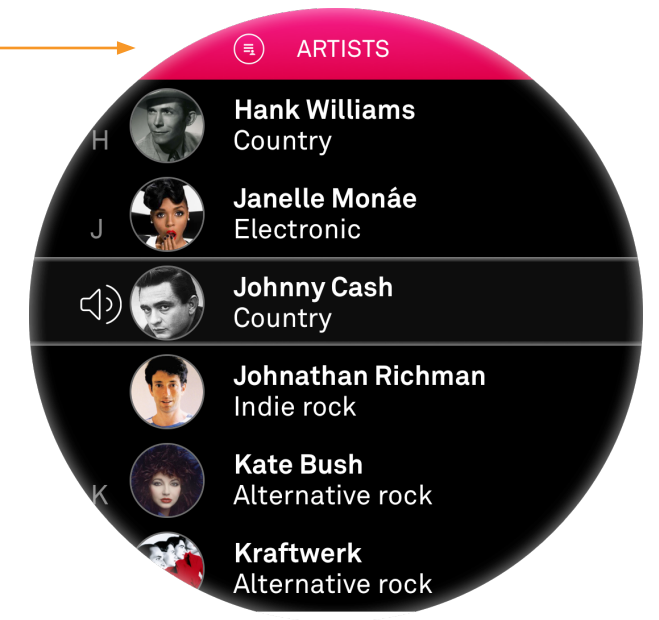
12.5 User taps the view header



A horizontally-scrolling album view of the artist's available work appears.

VIEW BY ARTIST (TOP LEVEL)

12.6 User taps the view header



Currently-playing artist is marked with a speaker icon.

**STANDBY SCREEN**

13.1 Standby state triggered by power rules

**SPEECH ACKNOWLEDGMENT**

13.2 "OK, Tune!"

**MUSIC PLAYS**

13.3 "Play..."

**SPEECH ACKNOWLEDGEMENT**

13.4 "OK, Tune!"

**MUSIC CONTROLS DISPLAYED**

13.5 "Pause..."



Speech acknowledgement can happen from any Tune state. Standby is used here as an example.

The speech acknowledgement screen appears.

The last album and song begins to play.

The speech acknowledgement screen appears.

Music is paused.

**ALBUM SONG LIST (VIEW DEPENDENT)**

13.6 "Show album...", "Show songs..." etc.

**NEXT ALBUM**

13.7 "(Play) Next/previous album..."

**ARTIST DISCOGRAPHY**

13.8 "Play/show Johnny Cash..."



The album song list appears. The specific header displayed is determined by the current view (by Artist or by Album).

The next/previous album appears and the first song begins to play.

The artist's discography appears. The specific header displayed is determined by the current view (by Artist or by Album).

SoundHound query

**CURRENT ALBUM**  
14.1 Music playing



Speech acknowledgement can happen from any Tune state.

**SPEECH ACKNOWLEDGMENT**  
14.2 "OK, Tune!"



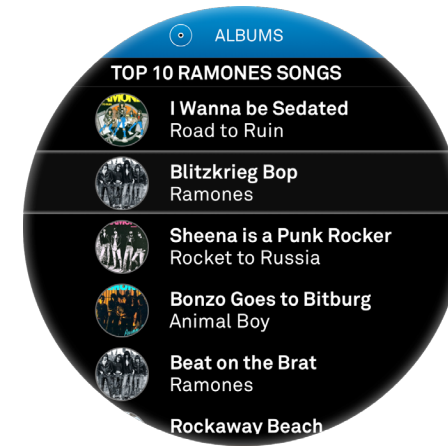
The speech acknowledgement screen appears.

**USER ASKS A QUESTION**  
14.3 "What are the top 10 Ramones songs?"



The user query is transcribed on screen.

**RESULTS DISPLAYED**  
14.4 Tune: "OK, here's what I've found..."



The search results appear on screen.

Command vocabulary			Response	
Command	Suffix/phrase	State	Voice/onscreen feedback	Actions
Play	none	Music paused		Plays last-played song+album or song+playlist and following songs on album/playlist
		Music playing	Onscreen: "What would you like me to play?"	Returns to previous state after set time (TBD) if user provides no further information
		No previously played song/album/playlist		Play first song from first album/playlist
		List/album view w/ focus on a specific item: - Song - Album - Artist - Playlist		Focus in on: - Song: plays song, at end of song continues playing album or playlist - Album: plays album starting w/ first song - Artist: plays first album associated w/ artist - Playlist: plays playlist starting w/ first song
...<song name> ...the song <song name>		Any state		Finds and plays requested song and all following songs on album/playlist
		Song not found	Voice and onscreen: "I'm sorry. I can't find that."	Tune returns to previous state after set time (TBD).
		Multiple matching songs titles found, including one from current artist/album/playlist		Play matching song on current artist/album/playlist
		Multiple matching songs found, none from current artist/album/playlist	Voice:"Here's what I found." onscreen: list of matching song titles	User can command Tune to play a specific song in the list or tap a song directly
		Multiple matches, including songs, albums, playlists, etc. Note: Shouldn't happen if the spoken command is, "Play the song <song name>."	Voice:"Here's what I found." onscreen: list of matching items	User can command Tune to play a specific item in the list or tap an item directly
...<album name> ...the album <album name>		Any state		Finds and plays requested album beginning with the first song
		Album not found	Voice and onscreen: "I'm sorry. I can't find that."	Tune returns to previous state after set time (TBD).
		Multiple matching albums found, including one from current artist/playlist		Play matching album from current artist
		Multiple matching albums found	Voice: "Here's what I found." Onscreen: list of matching album titles	User can command Tune to play a specific album in the list or tap an album directly
		Multiple matches, including songs, albums, playlists, etc. Note: Shouldn't happen if the spoken command is, "Play the album <album name>."	Voice: "Here's what I found." Onscreen: list of matching items	User can command Tune to play a specific item in the list or tap an item directly
...<artist/band name> ...the singer <artist/band name> ...the band <band name> ...the group <band name>		Any state		Finds and plays the artist catalog from first album/song according to content sorting rules
		Artist not found	Voice and onscreen: "I'm sorry. I can't find that."	Tune returns to previous state after set time (TBD).
		Multiple matching artists/bands found	Voice: "Here's what I found." Onscreen: list of matching artists/bands	User can command Tune to play a specific band in the list or tap a band name directly to reveal albums and songs (see UX spec)
		Multiple matching song/artist/album names Note: Shouldn't happen if the spoken command is, "Play the singer/band/group <name>."	Voice: "Here's what I found." Onscreen: list of matching items	User can command Tune to play a specific item in the list or tap an item directly

Command vocabulary			Response	
Command	Suffix/phrase	State	Voice/onscreen feedback	Actions
	...<streaming service name> ...the streaming service <streaming service name>	Requested streaming service is not active	Voice and onscreen: “<Streaming service name> will play momentarily.”	Activates the streaming service, begins playing at first song in the user’s account
		Requested streaming service is currently active, music paused		Plays last-played song+album or song+playlist and following songs on album/playlist
		Service not found	Voice and onscreen: “I’m sorry. I can’t find that.”	Tune returns to previous state after set time (TBD).
		Multiple matching items found Note: Shouldn’t happen if the spoken command is, “Play the streaming service <name>.”	Voice: “Here’s what I found.” Onscreen: list of matching items	User can command Tune to play a specific item in the list or tap an item directly
Play next/previous	none	Music playing/paused	Onscreen: depending on current level, song name updates or focus moves to next/previous song in list	Plays next/previous song relative to current song, playing or paused
		Music not displayed and not playing (e.g. Settings or Standby views)	Onscreen: Last-played song at previous view level appears/has focus	Plays last-played song
	...song	Music playing/paused	Onscreen: depending on current level, song name updates or focus moves to next/previous song in list	Plays next/previous song relative to current song, playing or paused
		Music not displayed (e.g. Settings or Standby views)	Onscreen: Last-played song at previous view level appears/has focus	Plays last-played song
	...album	Music playing/paused	Onscreen: depending on current level, album information updates to next/previous album in current sort order	Plays first song from next/previous album
		Music not displayed ad not playing (e.g. Settings or Standby views)	Onscreen: Last-played song at previous view level appears/has focus	Plays last-played song
	...artist ...band ...group	Music playing/paused	Onscreen: depending on current level, artist information updates to next/previous artist in current sort order	Plays first song from first album from the next/previous artist in the current sort order
		Music not displayed and not playing (e.g. Settings or Standby views)	Onscreen: Last-played song at previous view level appears/has focus	Plays last-played song
Next/Previous	none	Music paused	Onscreen: depending on current level, song name updates or focus moves to next/previous song in list	Playback remains paused
		Music playing	Onscreen: depending on current level, song name updates or focus moves to next/previous song in list	Plays next/previous song from the current album or playlist
		Song/album/artist/settings view	Onscreen: focus advances to next/previous item at the current view level	Musical items play if music is currently playing
	...song	Music paused	Onscreen: depending on current level, song name updates or focus moves to next/previous song in list	Playback remains paused
		Music playing	Onscreen: depending on current level, song name updates or focus moves to next/previous song in list	Plays next/previous song from the current album or playlist
		Song/album/artist/settings view	Onscreen: focus advances to next/previous song at the current view level	Song plays if music is currently playing



Command vocabulary			Response		
Command	Suffix/phrase	State	Voice/onscreen feedback	Actions	
	...album	Music paused	Onscreen: depending on current level, album name updates or focus moves to next/previous album in list	Playback remains paused	
		Music playing	Onscreen: depending on current level, album name updates or focus moves to next/previous album in list	Plays first song from next/previous album relative to the current album	
		Song/album/artist/settings view	Onscreen: focus advances to next/previous album at the current view level	Album plays from first song if music is currently playing	
	...artist ...band ...group	Music paused	Onscreen: depending on current level, artist name updates or focus moves to next/previous artist in list	Playback remains paused	
		Music playing	Onscreen: depending on current level, artist name updates or focus moves to next/previous artist in list	Plays first song from the first album from the next/previous artist relative to the current artist	
		Song/album/artist/settings view	Onscreen: focus advances to next/previous artist name at the current view level	First song from the first album from the next/previous artist relative to the current artist plays if music is currently playing	
Pause/Stop	none	Music paused	Voice and onscreen: "Still pausing!"	Returns to previous state	
		Music playing	Onscreen: "Music paused"	Music pauses	
	...the music ...the song ...playback ...etc.	Music paused	Voice and onscreen: "Still pausing!"	Returns to previous state	
		Music playing	Onscreen: "Music paused"	Music pauses	
	Repeat	none	Music not playing		Plays last-played song
			Music playing	Onscreen: "I will repeat the song."	Repeats currently-playing song once finished
...song		Music not playing		Plays last-played song	
		Music playing		Repeats currently-playing song once finished	
...<song name> ...the song <song name>		Any state		Finds and plays requested song	
		Requested song playing		Repeats currently-playing song once finished	
		Song not found	Voice and onscreen: "I'm sorry. I can't find that."	Tune returns to previous state after set time (TBD).	
		Multiple matching songs found, including one from current artist/album/playlist		Play matching song on current artist/album/playlist	
		Multiple matching songs found	Voice: "Here's what I found." Onscreen: list of matching song titles	User can command Tune to play a specific song in the list or tap a song directly (this is effectively an inefficient "Play" command experience...)	
...album		Multiple matches, including songs, albums, playlists, etc. Note: Shouldn't happen if the spoken command is, "Repeat the song <song name>."	Voice: "Here's what I found." Onscreen: list of matching items	User can command Tune to play a specific item in the list or tap an item directly (this is effectively an inefficient "Play" command experience...)	
		Music not playing		Play album containing the last-played song	
		Music playing		Repeats currently-playing album once finished.	

Command vocabulary			Response	
Command	Suffix/phrase	State	Voice/onscreen feedback	Actions
	...<album name> ...the album <album name>	Any state		Finds and plays requested album
		Requested album playing		Repeats currently-playing album when finished
		Album not found	Voice and onscreen: "I'm sorry. I can't find that."	Tune returns to previous state after set time (TBD)
		Multiple matching albums found	Voice: "Here's what I found." Onscreen: list of matching album titles	User can command Tune to play a specific album in the list or tap an album directly (this is effectively an inefficient "Play" command experience...)
		Multiple matches, including songs, albums, playlists, etc. Note: Shouldn't happen if the spoken command is, "Repeat the album <album name>."	Voice: "Here's what I found." Onscreen: list of matching items	User can command Tune to play a specific item in the list or tap an item directly (this is effectively an inefficient "Play" command experience...)
	...artist ...band ...group	Any state		Play the artist catalog beginning from the first album/song according to content sorting rules
		Requested artist playing		Repeats currently-playing artist catalog
		Artist not found	Voice and onscreen: "I'm sorry. I can't find that."	Tune returns to previous state after set time (TBD)
		Multiple matching artists/bands found	Voice: "Here's what I found." Onscreen: list of matching artists/bands	User can command Tune to play a specific band in the list or tap a band name directly to reveal albums and songs (see UX spec)
		Multiple matches, including songs, albums, playlists, etc. Note: Shouldn't happen if the spoken command is, "Repeat the artist/band/group <artist/band/group name>."	voice: "Here's what I found." onscreen: list of matching items	User can command Tune to play a specific item in the list or tap an item directly
View by	...album	View is currently by Album	Voice and onscreen: "Currently viewing by album."	No changes or interruption of music playback
		View is currently by Artist	Voice and onscreen: "You got it!"	Changes by Artist view to by Album view (see UX spec); music playback is not interrupted
	...artist	View is currently by Artist	Voice and onscreen: "Currently viewing by artist."	No changes or interruption of music playback
		View is currently by Album	Voice and onscreen: "You got it!"	Changes by Album view to by Artist view (see UX spec); music playback is not interrupted
Mute	none	Any microphone state	Voice and onscreen: "Microphone is muted!!"	Microphone is muted if it had been on
	...mic ...microphone	Any microphone state	Voice and onscreen: "Microphone is on!!"	Microphone is turned on if it had been off
Stop listening		Any microphone state	Voice and onscreen: "Microphone is muted!!"	Microphone is muted if it had been on
Show	none	Any state	Voice and onscreen: "What would you like me to show?"	Tune returns to previous state after set time (TBD)
	...song	Music not playing	Voice and onscreen: "Which song would you like me to show?"	List of songs appears (follows iTunes Songs model)

Command vocabulary			Response	
Command	Suffix/phrase	State	Voice/onscreen feedback	Actions
		Music playing		Returns to currently-playing song screen from any other state
...song info		Music not playing	Voice and onscreen: "Which song would you like me to show?"	List of songs appears (follows iTunes Songs model)
		Music playing		Shows currently-playing song screen OR song info, if available (e.g. critical commentary)
...<song name> ...the song <song name>		Song not found	Voice and onscreen: "I'm sorry. I can't find that."	Tune returns to previous action, waits for further instructions
		Multiple matching songs found, however song found on current album/playlist		Finds and shows requested song; currently-playing song (if any) continues
		Multiple matching songs found	Voice: "Here's what I found." Onscreen: list of matching songs	List of matching songs displayed; user can command Tune to play a specific song in the list or tap a song directly; currently-playing song (if any) continues
		Multiple matches, including songs, albums, playlists, etc. Note: Shouldn't happen if the spoken command is, "Show the song <song name>."	voice: "Here's what I found." onscreen: list of matching items	List of matching items displayed; user can command Tune to play a specific item in the list or tap an item directly
...album		Music not playing	Voice and onscreen: "Which album would you like me to show?"	List of albums appears (follows current view structure)
		Music playing		Shows currently-playing album screen OR album info, if available (e.g. critical commentary)
...album info		Music not playing	Voice and onscreen: "Which album would you like me to show?"	List of albums appears (follows current view structure)
		Music playing		Shows currently-playing album screen OR album info, if available (e.g. critical commentary)
...<album name> ...the album <album name>		Album not found	Voice and onscreen: "I'm sorry. I can't find that."	Tune returns to previous action, waits for further instructions
		Multiple matching albums found, however album found on current artist/playlist		Finds and shows requested album; currently-playing song (if any) continues
		Multiple matching albums found	Voice: "Here's what I found." Onscreen: list of matching albums	List of matching albums displayed; user can command Tune to play a specific song in the list or tap an album directly; currently-playing song (if any) continues
		Multiple matches, including songs, albums, playlists, etc. Note: Shouldn't happen if the spoken command is, "Show the album <album name>."	voice: "Here's what I found." onscreen: list of matching items	List of matching items displayed; user can command Tune to play a specific item in the list or tap an item directly
...<artist/band name> ...the singer <artist/band name> ...the band <band name> ...the group <band name>		Artist not found	Voice and onscreen: "I'm sorry. I can't find that."	Tune returns to previous action, waits for further instructions
		Multiple matching artists found, however artist found on current playlist		Finds and shows requested artist level in either by Artist or by Album view; currently-playing song (if any) continues
		Multiple matching artists found	Voice: "Here's what I found." Onscreen: list of matching artists	List of matching artists displayed; user can command Tune to play a specific artist in the list or tap an artist directly; currently-playing song (if any) continues
		Multiple matches, including songs, albums, playlists, etc. Note: Shouldn't happen if the spoken command is, "Show the artist <artist name>."	voice: "Here's what I found." onscreen: list of matching items	List of matching items displayed; user can command Tune to play a specific item in the list or tap an item directly

Command vocabulary			Response	
Command	Suffix/phrase	State	Voice/onscreen feedback	Actions
	...more	List view not in focus		Goes up a level in the currently hierarchy: if a song is playing the album/playlist content is shown; if an album has focus, multiple albums are then shown (specifics depend on current view)
		List view in focus		scrolls list up
Go	...up ...down			Goes up/down between levels in a hierarchy (e.g. currently-playing song to album song list to artist discography)
	...back ...to top ...to bottom			Goes forward/back within a level in a hierarchy (e.g. list of songs on an album, list of albums from an artist).