

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

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	...<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

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	...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	
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	...<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)

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		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

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	...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).