

# iPod Shuffle Redeign

## Problems

Relies on user's memory in order to interact with the device

Limits user to Apple or compatible headphones

## Solutions

Simplify interaction by addition of new controls and relying on **recognition rather than recall**

**Keep user informed** about system status using tactile clue of buttons and VoiceOver feature

**Give user the freedom**, to use any headphone by placing controls on the device

## Inspiration

Providing Dynamically Changeable Physical Buttons on a Visual Display

CHI 2009

Scott E. Hudson, Chris Harrison



Current iPod Shuffle (3rd generation) includes the Apple Earphones with remote to control all functionalities



Use buttons on the back to select what would be controlled using + and - buttons

Starting from top, buttons control volume, song, and playlist

The selected button will be pressurized with air