Research Context Why are we doing this? What impact do we hope to achieve? Hip hop lyrics are often compiled with layers of meaning with intricate wordplay		Research Objectives What do we want to learn? What type of resources users find most useful What problems do users face when trying to understand hip hop lyrics	
The aim is to empower hip hop tans to egage with the music on a new level with		What aspects do users find most important to explore? ie. rhyming techniques, storytelling, social and cultural references	
Assumptions What do we think we know? Fans like and appreciate hip hop music but struggle to understand deeper meanings due to a lack of knowledge of local slang or technical terms Users will benefit from a platform that blends education with entertainment	Hypotheses What do we think wil	ll happen?	How will we know when it's proven?
Existing Evidence What current research exists? E.g. analytics, market research, past insights. Platforms like Genius and Rap Genius give annotated lyrics but dont have that engaging and immerive experience		Target Audience Who is our target audience for this research? Hip hop fans aged 18-35 who want to further understand the genre Casual and curious listeners	
Methodology			
Which research method do we use?	What does this prove or validate?		Which are relevant participant profiles?
Surveys	understand user needs and pain points		All
Interviews - one on one	deeper look into how they currently use platforms and what they wish they had on them		Ali
Analysing competitors	Identify gaps in the market and where there can be innovation		All

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Gather feedback on functions

All

Usability testing