

Musmo Media

“Project MuSMo”

Request For Collaboration

MSM-RFC-200903

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Executive Summary

At Musmo Media, our mission is to provide unprecedented online experience of personal music media. iTunes has stormed the world with their intuitive interface and rich-features. But iTunes have so far failed to provide unlimited portability and freedom to their users. With Project MuSMo, we aim to provide freedom and portability in the way users can organise, manage and experience their personal media.

With a combine of 10 years of insights & experience in both digital music and the ICT industry, our consideration of the market, changes and viability related to this project continue to show positive prospects. Successful digital entertainment company acquisitions, changing of digital media laws, wider user adoption on Internet-enabled mobile devices, and the ever expanding media content around the globe are indications of the purpose and prospective success of our Project MuSMo. Additionally, with the continue growth from telecommunication industry, ISPs and mobile device manufacturers, we can be sure that user media entertainment within the cloud computing has arrived. The Project MuSMo was conceptualise in 2006.

With the industry, Musmo Media aims to conquer the digital world market from sound experience, insights and working culture. At Musmo Media, we ensure that each team members are not only competent and responsible, but most importantly willing and able to learn and change to meet the demands of our customers.

For Project MuSMo, we are adopting Python-based Zope 3 application framework to develop a flexible, robust and secure platform. With Python, known as one of the easiest programming language to adopt and a wide range of usable libraries, we can be sure that rapid prototyping is made simple in this ever-changing market.

This Request for Collaboration hopes to engage companies and individuals in co-sourcing this aspiration. You will find adequate information in regards to our project culture, terms and conditions, technical requirements, and team member expectations to which we expect your duly response.

Feel free to contact Kwang Ern [Liew](#) for further enquiries about the project (see also *Contact Details*).

Non-Disclosure Agreement

This Request For Collaboration Agreement (the “MSM-RFC-200903”) is made effective as of 20th March 2009 (“EFFECTIVE DATE”) by and between Musmo Media (“MUSMO”) with Malaysia company registration number 001732584-W and _____ (“COMPANY”) at _____ with company registration number _____. (Together known as the “PARTIES”) for the purpose of Project MuSMo (“PROJECT”).

PARTIES, including sub-contractors, involved in reviewing and answering MSM-RFC-200903 must acknowledge and agree on this Non-Disclosure Agreement and is therefore expected to respect the confidentiality of all information provided within MSM-RFC-200903, including but not limited to any additional supplementary documents, conversations, and emails.

PARTIES will be observed with full confidentiality and will not be made accessible to third parties this MSM-RFC-200903 and any business and technical information in any way, including but not limited to those embodied in memoranda, manuals, letters, emails, drawings, sketches, designs, any materials or documents, source codes, prototypes, experiences, and / or findings (“Confidential Information”).

1. Confidential Information is considered confidential and is disclosed to PARTIES in strict confidence.
2. Confidential Information shall remain the exclusive property of the disclosing PARTIES as well as all patent, copyright, trade secret, trademark, and other intellectual property rights therein.
3. Confidential Information is granted to public and / or third party strictly prior according to the disclosing PARTIES' explicit written consent.
4. Any Confidential Information is made available “as is” and that no warranties of any kind are granted or implied with respect to the quality of Confidential Information.

Any disputes arising from MSM-RFC-200903 will be litigated or arbitrated in Kuala Lumpur, Malaysia. The undersigned hereby agree to the terms, conditions, and stipulations of MSM-RFC-200903 on behalf of his or her COMPANY, including COMPANY's employees and sub-contractors. This MSM-RFC-200903 constitutes the entire understanding of the parties. Any amendments or additions hereto must be in writing and signed by both PARTIES.

Signature:

Signature:

Handwrite: Read and agreed without reservations

Handwrite: Read and agreed without reservations

Name: _____
Title: _____
Date: _____

Name: _____
Title: _____
Date: _____

Introduction

Conceptualised in 2006, Musmo Media embarked onto a project – codename “MuSMo” – with an aim to be the XaaS ('X as a Service') that allows authorised users to organise, manage and experience their personal media from MuSMo's platform via Internet-enabled clients, not limited to desktop and mobile devices. Musmo Media determines to ensure the entire user experience is seamless, hassle free and enjoyable.

Notable examples,

- Mp3Tunes – <http://www.mp3tunes.com>
- Anywhere.fm – <http://www.anywhere.fm>
- Spotify – <http://www.spotify.com>
- LaLa – <http://www.lala.com>

More can be found at our main (temporary) site <http://www.musmo.com>

Key Stakeholders

Undisclosed – a pioneer in the digital content industry spanning advertising to music, he currently works in the digital music industry in Greater China and brings a refreshing approach to intellectual property whilst balancing it with the practicalities of customer relevance.

Tze Ern LIEW – After a short-lived career as a trainee pension actuary in London, Tze Ern led the digital music project “Music 2 You” (Nokia Siemens Network) in Greater China after completing his MBA with Vlerick Leuven Gent Management School. Tze Ern ensued his pioneering role in Greater China by securing notable mobile music solution contracts. Tze Ern is also the co-founder of the Beijing-based Music 2.0 Group. [Contact: tzeern@musmo.com]

Kwang Ern LIEW – Coming from a varied non-ICT background experiences with a Msc in Tourism Development and Policy with Exeter University (UK), Kwang Ern has been entrusted with a challenging role to ensure the successful delivery and smooth operations of MuSMo. [Contact: kwangern@musmo.com]

Project Culture

Individuals

Every individual is integral to the project regardless of role. This project, however, is a team effort, where everyone is treated equally with dignity and respect. Every individual is held responsible and accountable for the tasks assigned. Musmo Media expects wholehearted dedication and commitment from the team from everyone .

Commercial

Since the conceptualisation of MuSMo in 2006, establishing a sustainable and profitable business

has been its goal. Rather than the “Build first Monetize later” model frequently used by web services, Musmo Media balances between a more traditional approach of creating a sustainable business model from onset and ensuring that basic end user value proposition remains the priority. To further understand our business philosophies and insights, please visit <http://blog.musmo.com/tag/business>.

Technology

Musmo Media does not take technical requirements and specifications lightly and fully understands contextual importance of using a specific technology. We also understand the full benefit of FOSS and acknowledges its common pitfalls. To learn more about our contributions and insights, visit <http://blog.musmo.com/category/development> and <http://blog.musmo.com/category/sysadmin>.

Wiki

Wiki (<http://wiki.musmo.com>) is used extensively to organise, manage and share information and knowledge. It is also the source of the project requirements and specifications. Throughout the entire project phase, any contributions and insights are required to be thoroughly documented in the MuSMo wiki.

Terms and Conditions

RECITALS

WHEREAS, COMPANY, including employees and / or approved independent sub-contractors, offers the following service and related services: software application development.

WHEREAS, MUSMO wishes to have COMPANY provide services for compensation.

NOW, THEREFORE, in consideration of the promises and mutual covenants and agreements set forth herein, PARTIES acknowledge and agree as follows:

DEFINITION

“Agreement” is the contents of MSM-RFC-200903 acknowledged and agreed by PARTIES.

“Specifications” means, but not limited to, the designs, reports and technical documents related to the PROJECT.

“Individuals” means any person who represents MUSMO and / or COMPANY.

1. COMPANY and / or their employees and / or by approved independent contractors agree to fully engage in the PROJECT with strict confidentiality.
2. COMPANY shall deliver the PROJECT within the agreed times specified in accordance with the Specifications, if any.
3. Each involved individual will be given a MUSMO email address that must be used for communication within the PROJECT, including any external exchanges with companies, individuals and / or software projects related to the PROJECT.
4. Individuals must be committed wholeheartedly to communicate, advise, suggest, collaborate, instruct, inform and learn with / from one another to his / her best efforts for the well-being and benefit of the PROJECT.
5. Individuals are responsible and accountable to the assigned role and completion of task in accordance with the Specifications, if any.
6. Individuals shall maintain and ensure the integrity and legitimacy of technical documents, including the Specifications of the PROJECT and related materials e.g. source code comments.
7. Individuals are responsible and accountable to be consistent with the industry coding, testing, security, and / or implementation standards to ensure highest code quality for the PROJECT.
8. PROJECT source codes, including enhancements, improvements, bug fixes and / or of original open source packages, shall be managed under MUSMO's code revision control.
9. MUSMO has the full and unlimited authority on the software license agreements of the original PROJECT source code, including plug-ins / extensions of other software packages.
10. All written, produced, and / or created source code and / or patch that is non-original to the open source package used in the PROJECT will be under the full and unlimited ownership

- and copyright of MUSMO, unless otherwise incompatible with its software package license.
11. Any enhancements, improvements, bug fixes and / or patches to the open source package must bear the acknowledgement of MUSMO, unless otherwise incompatible with its software package license.
 12. MUSMO shall have full and unlimited authorisation and access to any information, knowledge and / or material, including but not limited to logs, documents, manuals, drawings, sketches, designs related to the PROJECT.
 13. MUSMO appoints and gives full authority to Kwang Ern LIEW as the project manager.
 14. Any minor or major change, including but not limited to deferment, improvement, enhancement, and / or removal must be informed, communicated and / or discussed with the project manager prior to any action.

Payment Conditions

At Musmo Media, we expect to reward individuals and company according to experience, merit and achievement. There are 3 non-mutually exclusive options available subjected to the Service Level Agreement. All payment shall be in EURO.

1. *Milestone-based* – Upon the completion of a specific milestone, payment is issued after verifications are done to ensure its complete satisfaction.
2. *Fixed Monthly* – On fixed number of satisfactory working hours per week per month, payment is issued accordingly.
3. *Stock Options & Revenue Share* – A percentage of MUSMO's stock options and revenue is issued accordingly.

Option 1 “Milestone-based” is the preferred mode of business.

Request For Collaboration

Introduction

Musmo Media is seeking to co-source the application development to fulfill the requirements of this project. Your company's role is to ensure that the allocated section is achieved with an acceptable quality standard. The *XaaS Requirements* attached generally elaborates the scope of the project.

This RFC is the means to understand more on your position in collaborating with us.

The commencement date of this RFC is on the **20nd March 2009**. You are expected to complete and send the RFC in PDF via email to Musmo Media before **20th April 2009**. Thereafter, Musmo Media will review and determine the final decision by no later than **30th April 2009**. Any ambiguity and discrepancy with regards to interpretation must be discussed privately prior to RFC Conclusion (see *Contact Details*).

Summary of important dates

RFC	RFC Commencement	20nd March 2009
	RFC Conclusion	20th April 2009
<hr style="border: 2px solid black;"/>		
	Final Decision	30th April 2009

Your company's solution proposal must include the following information.

Company Profile

Brief description of your company, its location, background, policy, vision and passion. List any accreditations held including its date and details.

Company Solutions and References

In detail, list your software development life cycle solutions and area of expertise, including project references of your company's role, and experiences.

Sample: Company solutions and expertise

Solutions and expertise
<ul style="list-style-type: none"> ● ... ● ...

Sample: A table to illustrate the required factors in project reference(s):

Year & duration	Project description/experiences	Number of persons

--	--	--

Company Staffing

Include the available employees (including full-time, part-time, and contractors), years of experience and area of expertise available. Also indicate the main contact person.

Sample: Company staffing and expertise

Name	Project experiences/roles
[Name of individual] ([Year] - [Position])	<ul style="list-style-type: none"> • ... • ...

Company Commercial Information

Preferred payment conditions, its details and method of payment. See also *Payment Conditions*.

Contractual Compliance

Confirmation of NDA and the acceptance of terms and conditions.

General Topics

1. If any, what is your company policy and terms of service on,
 - i. software application development;
 - ii. software quality assurance;
 - iii. software maintenance and support.
2. Include any supporting documents for our review.
3. When is your company's earliest availability date and duration?
4. How much manpower per week can be allocated for this Project MuSMo?
5. How many hours per week can be allocated for Project MuSMo?

Company Proposal

You are given the opportunity to propose any solutions that allows the materialisation of this project. Including allocating your employee(s) as part of our project.

Bear in mind that Musmo Media,

- expects a breakdown of the estimated time of completion on the requirements;
- does not expect all requirements to be met by the same company;
- will carry out the requirements through agreed milestones;

XaaS Requirements

This is not the definitive requirements and specifications of the project. Further details are available in our Wiki, however, this is beyond the scope of this tender (RFC). Nevertheless, you are expected to appropriately support Musmo Media in providing and/or discussing of additional solutions, requirements and specifications where lacking. Any additional improvements, enhancements, removal or modifications are expected throughout the duration of the project.

The scale of the MuSMo platform must meet the minimum of 100,000 users, where the average storage space required per user is 50GB and 8% are active concurrent users. The platform has the following general foundation,

- Servers operating exclusively on 64-bit Debian/Linux Stable;
- Appropriate use and contribution of both web- and desktop-based FOSS;
- Distributed computing for load balancing, performance, fault tolerance and redundancy;
- International language support – UTF-8 compatible only;
- Implement application security to overcome (potential) onsite and cross-site issues;
- Implement data integrity and security for the peace of mind of users;
- Beautiful and RESTful URI architecture API over HTTP/HTTPS;

With the above, the MuSMo platform is divided into 6 distinct areas,

- Web- & Streaming-Server;
- Application Server;
- Database Server;
- Frontend: Web Browser;
- Frontend: Desktop Application;
- Application/OS Integration;

Web- & Streaming-Server

The webserver acts as a proxy to the application server. It may also constitute as a HTTP accelerator such as Squid and Varnish. Note that most data is passed through HTTPS, thus, HTTP accelerators or caching mechanisms may not absolutely apply.

The streaming server is a dedicated application or extension of an existing webserver that allows streaming capabilities. The following are the requirements of a streaming server,

- capable of integrating with the application server;
- capable of streaming non-DRM CBR and VBR mp3 files;
- capable of on-the-fly transcoding from FLAC to mp3;

HTTP and HTTPS are the base protocol for all communications between MuSMo and user clients. It also applies to the streaming server.

Data that must not be passed through HTTPS are,

- public static files, such as template specific icons, css, and javascript;
- public site areas that is non-user specific;

Data that must be passed through HTTPS are,

- remote procedure calls between MuSMo and user clients;
- user authentication/de-authentication and cookie transmission;
- user account areas, including any user pages that requires authentication;
- user account files, including profile picture, or any public user files;
- user payment/subscription process;
- transfer of files (download/upload), including streaming;

Application Server

The core of MuSMo must be robust, flexible, secure and scalable that satisfy the continuous enhancement and improvement of the MuSMo product and services for the benefit of the users. Third party applications may also communicate with the MuSMo application server.

The additional non-functional requirements of the application server are,

- Unicode and UTF-8 compliant only – capable of validating;
- simple and sustainable upgrade path(s), including backwards compatibility;
- properly handle all remote procedure call APIs, including error handling;
- appropriately log application and user events/actions;
- capable of caching data e.g. on ramdisk;
- awareness of multiple databases (see also *Database Server*);
- awareness of multiple data file store (see also *Distributed Storage System*);
- cross-server communication for transmitting/receiving and processing job delegation;
- geographically aware of server and user location;

RESTful Public API

Public API is provided for desktop applications, mobile devices and any other 3rd party applications. The public API has the following non-functional requirements,

- Beautiful and easy to implement RESTful APIs;
- Uses cookie for authentication and access control;
- Error handling;
- Choice of RPC format – XML and JSON, where XML is default;

Authentication and Access Control

Most areas of MuSMo are under access control. Without any form of authentication, users and 3rd party applications will not be able to access the MuSMo platform.

The authentication and access control component have the following capabilities,

- allow user and 3rd party application (de-)registration;
- pluggable external authentication systems, e.g. OpenID and SlashID;
- provide (de-)authentication and access control of users and 3rd party application;
- grant/revoke specific access to users and 3rd party application;

User/Application Account

Every users and 3rd party application are able to do the following,

- view/modify account profile;

Specific to user accounts,

- view/modify user streaming preference;
- subscribe to MuSMo product and services via payment gateways;
- add/remove/search/invite friends internally and from external sites/applications;

File Management

Every user account is allowed to privately organise and manage any user-owned files in the following way,

- view available media at least 3 different ways: Icon, List, and Detail;
- view/add/remove/modify metadata;
- categorise and tag files;
- real-time search for files;
- sideload files from authorised websites;
- single or batch transfer (upload/download) of user-owned files;
- (de-)share user-owned files with authorised friends;

Non-functional requirements,

- unique identification of user-owned files – acoustic and binary identification;
- aware of multiple user-owned file copies on different server locations for fault tolerance;

Music Management

Music Management is an extension to File Management. Every user account is allowed to privately organise, manage and experience any music files in the following way,

- view available music at least 3 different ways: List, Album Art, and Cover Flow;
- allow user to rate music file;
- (re-)discovery of music files;
- aggregate and retrieve external music information from authorised websites/RSS;
- normal/random/repeat media streaming of user-owned music files;
- allow user to de-list user-owned music files from playing;
- create/modify music playlist;
- import/export M3U, XSPF and iTunes playlists;

In accordance with the above, the non-functional requirements are,

- automatic retrieval of album art if none exist;
- track/log music listening behaviour;

Distributed Storage System

Allowing various data file storage system to be integrated into the Application Server. It has the following non-functional requirements,

- integration with authorised file servers;
- integration with multiple content distribution networks;
- integration with a distributed hash table system;

Database Server

No one database fits all types of data types and behaviour. Ideally, there is more than one database that handle different data types and behaviour – however not required.

The database storage and management must have the following non-functional requirements,

- ACID compliant;
- Unicode and UTF-8 compliant of stored content;
- simple and sustainable upgrade path(s), including backwards compatibility;
- hot-replication and hot-spares;

Frontend: Web Browser

The *Frontend: Web Browser* is dependent on the *Application Server* which provides the foundation of most user features. The non-functional requirements are,

- Valid HTML 4.01 Strict on tableless layout;
- Use of robust, extensible and cross-platform compatible Javascript framework;
- Graceful fallback for non-Javascript users;
- Appropriate use of throbber whilst server communication is in progress;
- Cross-browser compatibility – IE 7+, FF 2+, Opera 9+, Safari 3+, Chrome 2+;
- Minimal interface for mobile device browsers;

Media Player

The media player may be in Flash or Java. The media player only has one specific role – to play the selected media file. It should meet the following requirements,

- able to pause/play/resume;
- able to move next or previous song in the playlist;
- able to view the current media file metadata (limited);
- able to pop-out of the main window;

The media player does not the following capabilities,

- view/modify of playlists;
- modify media file metadata;

Additionally, the non-functional requirements are as followed,

- able to play 128kbps and above CBR/VBR MP3;
- able to time-shift;
- save time position of last played when paused/closed;
- able to integrate with the application server for error handling;
- able to communicate with the application server for access control;
- acceptable response of playing a media file on start (< 2 seconds);
- gapless-mode;

Template Design

The entire web interface must be made available as template sets. Requirements are,

- Appropriate HTML, CSS and Javascript are bundled together as a template set;
- 3rd party designers are able to add templates into the system;
- User is able to choose different templates;

Administrator Interface

The Administrator Interface is only accessible via the browser with the appropriate staff credentials. The main interface will include the following capabilities,

- view total amount of users, including active and passive;
- view total amount of files categorised in its filetypes;
- view total amount of used space;
- view/add/remove whitelist of authorised websites for sideloadng;
- monitoring of distributed storage system availability;
- trigger/schedule backup/restore procedure of database and distributed storage system;

Messaging System

- alert various mis-use or potential attacks from users;
- allow setting of a notification message to be displayed on all user account pages;
- send notification email message to one or more users based on a certain criteria;

User Accounts

- enable/disable user account from accessing the platform;
- view user account membership details;
- reset user account authentication;

Third Party Applications

- enable/disable 3rd party application account from accessing the platform;
- view 3rd party application membership details;
- reset 3rd party application authentication;
- able to control specific 3rd party application access;

Frontend: Desktop Application

This desktop application solution provides an alternative method to the web-based frontend. The capabilities of the desktop application is largely dependent on the available public APIs (see also *RESTful Public API* and *Application Server*).

The below requirements are additional to *Frontend: Web Browser*.

- capable of detecting and appropriately convert non-unicode character encodings to UTF-8;

- able to minimise the application to tray;
- drag and drop files/directories into the respective user area;
- able to recursively transfer (upload/download) directories;
- able to parse a playlist to transfer (upload/download);
- able to do one-way synchronisation to the server;
- able to pause/save/restore entire transfer process;
- display the transfer (upload/download) details;
- able to intelligently throttle the bandwidth usage;
- logging capabilities on application status and errors;

Non-functional requirements,

- cross-platform compatibility;
- single-file executable – no or minimum installation dependencies;
- able to quickly identify if the current file is identical and available on the server;
- pre-process file/directory details to prepare for a transfer event;
- intelligent media streaming – knows if local file exists;
- delta synchronisation;

Application/OS Integration

Integration into existing applications and/or operating systems. This minimum level of integration provides easy access to the MuSMo platform. It should not have the full blown capability as *Frontend: Web Browser* and *Frontend: Desktop Application*. The integration capabilities is dependent on the available public APIs (see also *RESTful Public API* and *Application Server*).

It has the following requirements,

- allow user login/logoff for access control;
- play control – pause/play/next/prev;
- select available playlists;
- (re-)discovery music;
- limited view of media metadata details;

Desktop Media Player

As a plugin/extension on desktop media players,

- Songbird;
- iTunes;
- Windows Media Player;
- Amarok;
- foobar2000;

Desktop Web Browser

As a plugin/extension to the following major browsers,

- IE 7+;
- Flock 2+;
- Safari 3+;
- FF 3+;
- Opera 9+;
- Chrome 2+;

Mobile Phone Operating Systems

Development on mobile phones to tightly integrate with its operating system.

- iPhone;
- RIM Blackberry;
- Symbian;
- Android;

Project Status

Over the year, Musmo Media has collaborated with a software development company to understand and prototype this project under the Zope 3 web application framework. Various researches, specifications and designs were carried out to illustrate processes and structure.

The following prototypes have been carried out,

- basic user registration, authentication and profile creation;
- basic email notification functionality over an TLS/SSL SMTP network;
- basic public API structure and functionality for desktop applications;
- basic job delegation across application server for file transfer;
- basic user interface interaction and communication (to the server) using jQuery;
- extraction and processing of mp3 metadata using Mutagen;

Technical Team Requirements

In our co-sourcing collaboration, we aim to achieve the following guidelines on the skills, responsibilities and role of each team member. It is by no means definitive, however, it should provide you with an understanding on our requirements for the technical personnels.

At Musmo Media, we do our utmost best to provide an environment that adheres to the above *Project Culture* and *Terms and Conditions*. Any additions should make the project stronger where every individual is expected to be,

- Good communication skills in English – both spoken and written;
- Flexible and easy-going, yet able to meet urgent deadlines and be focused on the task;
- Strong analytical skills and a quick learner;
- Enjoys writing good quality and re-usable code;
- Passionate in creating a cross-platform system;
- Comfortable in using command line interface;
- Familiar in working with Linux distributions;
- Familiar in using source code revision systems;

The expected number of members in the project team is 7, excluding the project manager. This figure may be changed.

Software Engineer

Specifically for the main application server, the software engineer have the following responsibility,

- work closely with the database administrator;

- to meet the requirements and specifications that has been presented and discussed;
- to be flexible on requirement changes whilst ensuring core functionalities are not broken;
- to design, plan, code, test, analyse, refactor, manage and document accordingly;
- to mitigate potential application security issues;
- to write and maintain appropriate unit tests to ensure high quality code;

Positions available: 2

Database Administrator

Working closely with the software engineer, the database administrator takes responsibility on all data storage systems, s/he needs to

- be familiar with different database systems and its advantages;
- plan, design, structure, analyse and document data storage systems;
- ensure data integrity and security;
- maintain and upgrade of database systems;
- ensure data is safely backup and restorable;

Positions available: 1

Desktop Software Engineer

The desktop software engineer has the responsible role for desktop and mobile devices,

- to work closely with the software engineer on public APIs;
- to meet the requirements and specifications that has been presented and discussed;
- to be flexible on requirement changes whilst ensuring core functionalities are not broken;
- to design, plan, code, test, analyse, refactor,manage and document accordingly;
- to write and maintain appropriate unit tests to ensure high quality code;

Besides developing MuSMo's desktop application, s/he has the shared responsibility,

- to ensure public APIs are accessible and easy to use;
- to create and maintain performance, integrity and security unit tests of public APIs;
- to produce and maintain public APIs documentation and tutorials;

Positions available: 2

HTML/CSS & Javascript Engineer

The HTML/CSS & Javascript engineer role works on the browser front, including templates,

- to work closely with the software engineer and database administrator;
- to meet the requirements and specifications that has been presented and discussed;
- to be flexible on requirement changes whilst ensuring core functionalities are not broken;
- to design, plan, code, test, analyse, refactor,manage and document accordingly;
- to write and maintain appropriate tests to ensure cross-browser compatibility and usability;

Positions available: 1

User Experience/Interface Designer

The user experience/interface designer ensures MuSMo is appealing to end-users whilst having responsibilities/skills,

- to work closely with the software engineer, desktop software engineer, and HTML/CSS & Javascript engineer;
- takes responsibility of the default theme, including all relevant images and icons;
- ensure user experience is seamless, hassle free, and enjoyable;
- have fair technical knowledge on the feasibility of the layout and template design;
- have an out-of-the-box, fresh and creative mindset;

Positions available: 1

Contact Details

For further enquiries about the project, please contact Kwang Ern Liew through your preferred mode of communication.

Location: Belgium, Europe
 Mobile: +32 486 212 283
 Email: kwangern@musmo.com
 Skype: keliew

Kwang Ern Liew is available for teleconference on the following times:

<u>Date available</u>	<u>Time available</u>
Wednesday, 25 th March 2009	0900 - 1700
Thursday, 26 th March 2009	1000 - 1500
Friday, 27 th March 2009	0900 - 1700
Monday, 30 th March 2009	0900 - 1400
Wednesday, 1 st April 2009	1400 - 1600
Thursday, 2 nd April 2009	0900 - 1100
Friday, 3 rd April 2009	0900 - 1700
Monday, 6 th April 2009	1400 - 1600
Tuesday, 7 th April 2009	0900 - 1400
Thursday, 9 th April 2009	0900 - 1700
Monday, 13 th April 2009	0900 - 1700
Tuesday, 14 th April 2009	0900 - 1700
