



# Radioplayer | Console

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### About Radioplayer

Radioplayer is a partnership between the BBC and commercial radio, aimed at growing online listening.

Each station in Radioplayer hosts their own pop-up console, streams, and associated content. They're all linked together through common features such as search, favourites and the new Radioplayer menu.

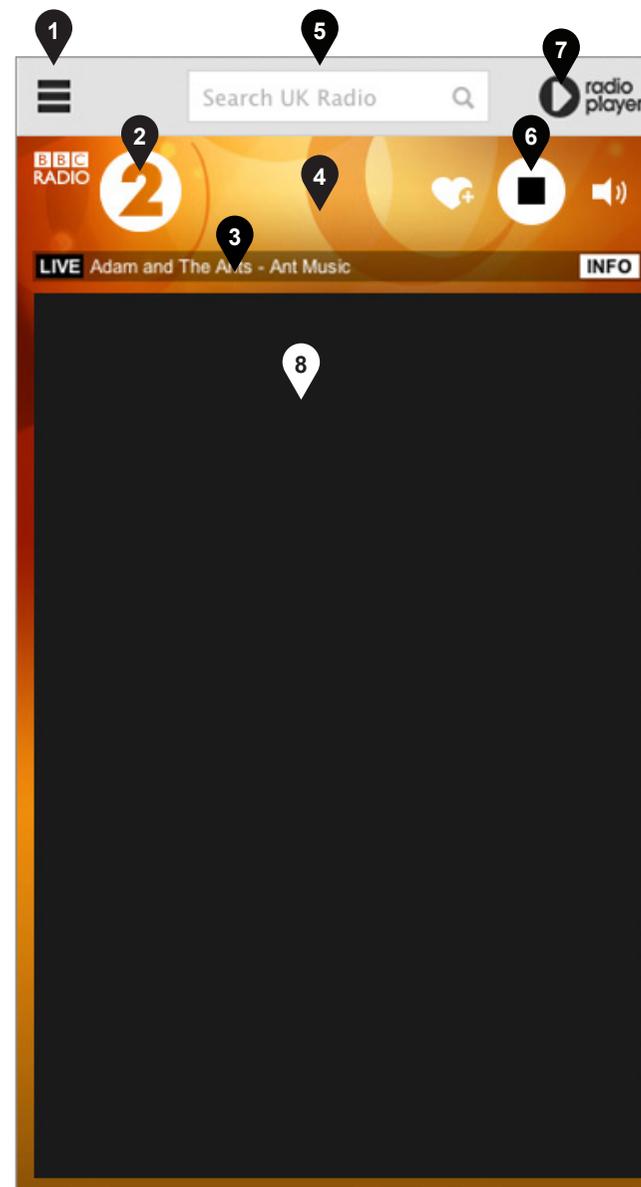
To bring consistency to the user experience, Radioplayer partners have agreed design standards for those consoles. These standards are minimal, but mandatory - they relate to the core controls and common areas.

All designs and imagery are property of UK Radioplayer Ltd, the not-for-profit company formed to launch and develop the Radioplayer console.

# Key features

Here is a list of the key Console features that will be explained in more detail in the document.

- ❶ Radioplayer Menu
- ❷ Station Logo
- ❸ Information / progress bar
- ❹ Station background
- ❺ Search box
- ❻ Transport controls
- ❼ Radioplayer logo
- ❽ Station plugin space



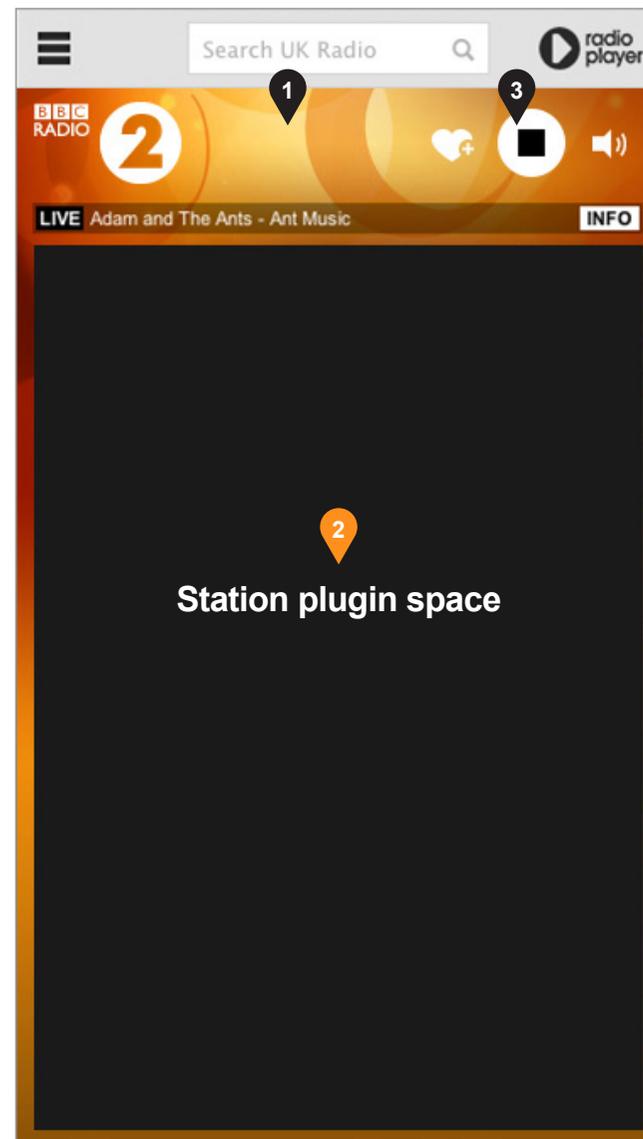
# Editable Areas

Only certain areas within the console can be edited.  
The following can be adapted to the station branding:

- ❶ **Background** - background image can be uploaded as you wish. It is also acceptable to use a solid background colour. Background image **must** be 380px by 620px.
- ❷ **Plugin space** - this area is fully controlled by the Station
- ❸ **Transport Controls** - In order to compliment the background image being used, A station can select from two pre-defined light and dark play bar styles only (Please see page 12 for examples of the light and dark station controls).

### Important

All other parts of the console, including icons and menus are not editable by the station as **must** be used as supplied.



## 02. Core design

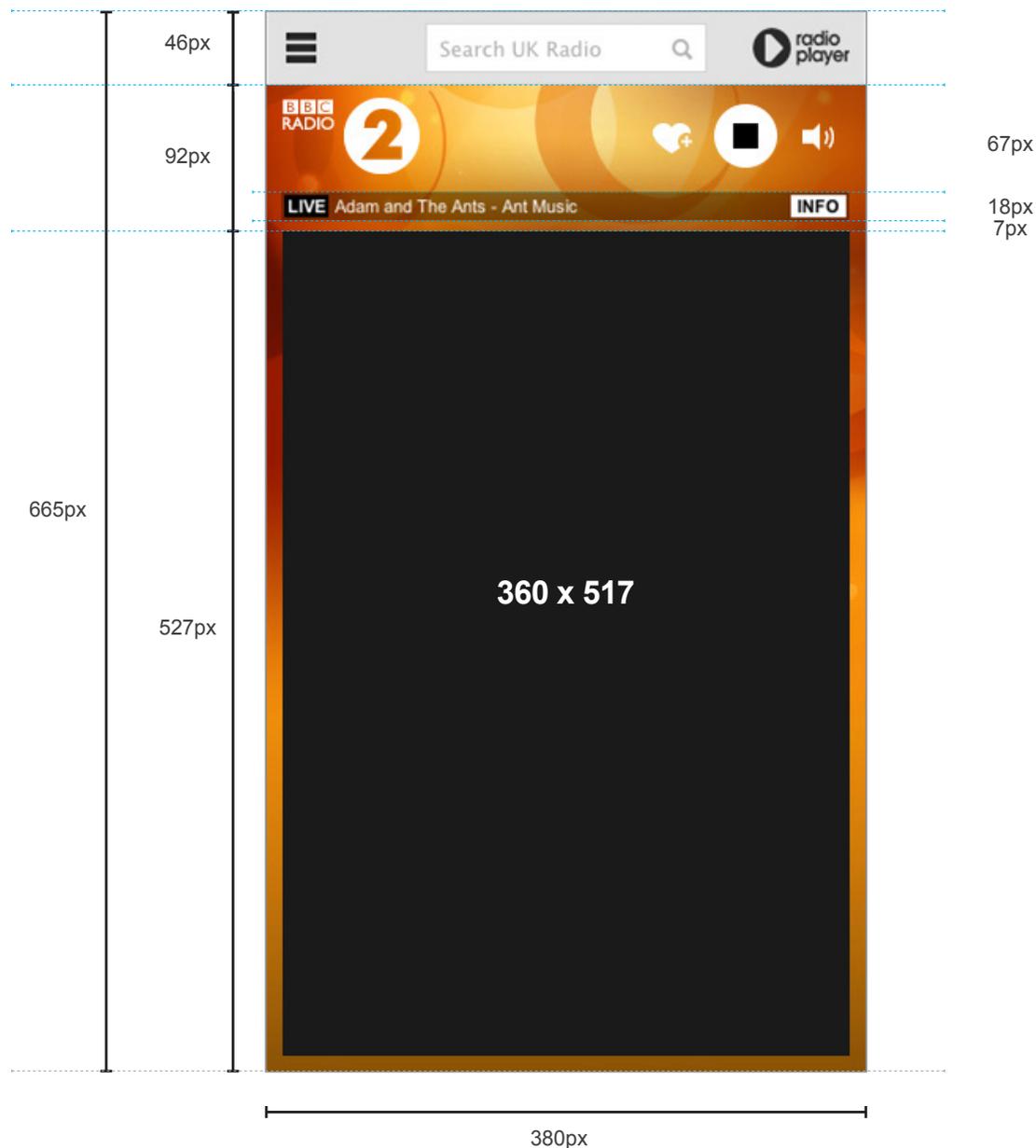
### Sizes

All players **must** have the dimensions as shown on the right.

All players **must** open in a pop-up, consoled window.

There should be no browser scroll bars and no white space around the frame.

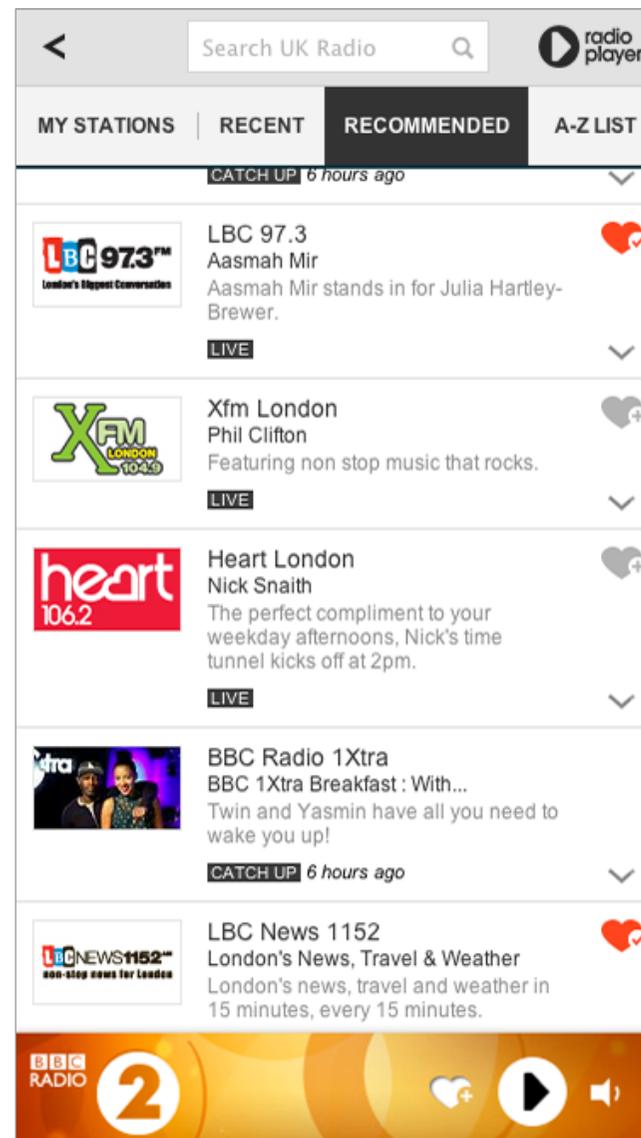
The 'plugin space' is not covered in this document. However, nothing in this area must interfere with, or cover, any of the core controls or top section.



# Typography

**Arial** is the primary typeface used throughout the console.

For reference and as a recommendation see the BBCs 'Typography' guidelines:  
<http://www.bbc.co.uk/gel/web/building-blocks/typography/type-sizes>

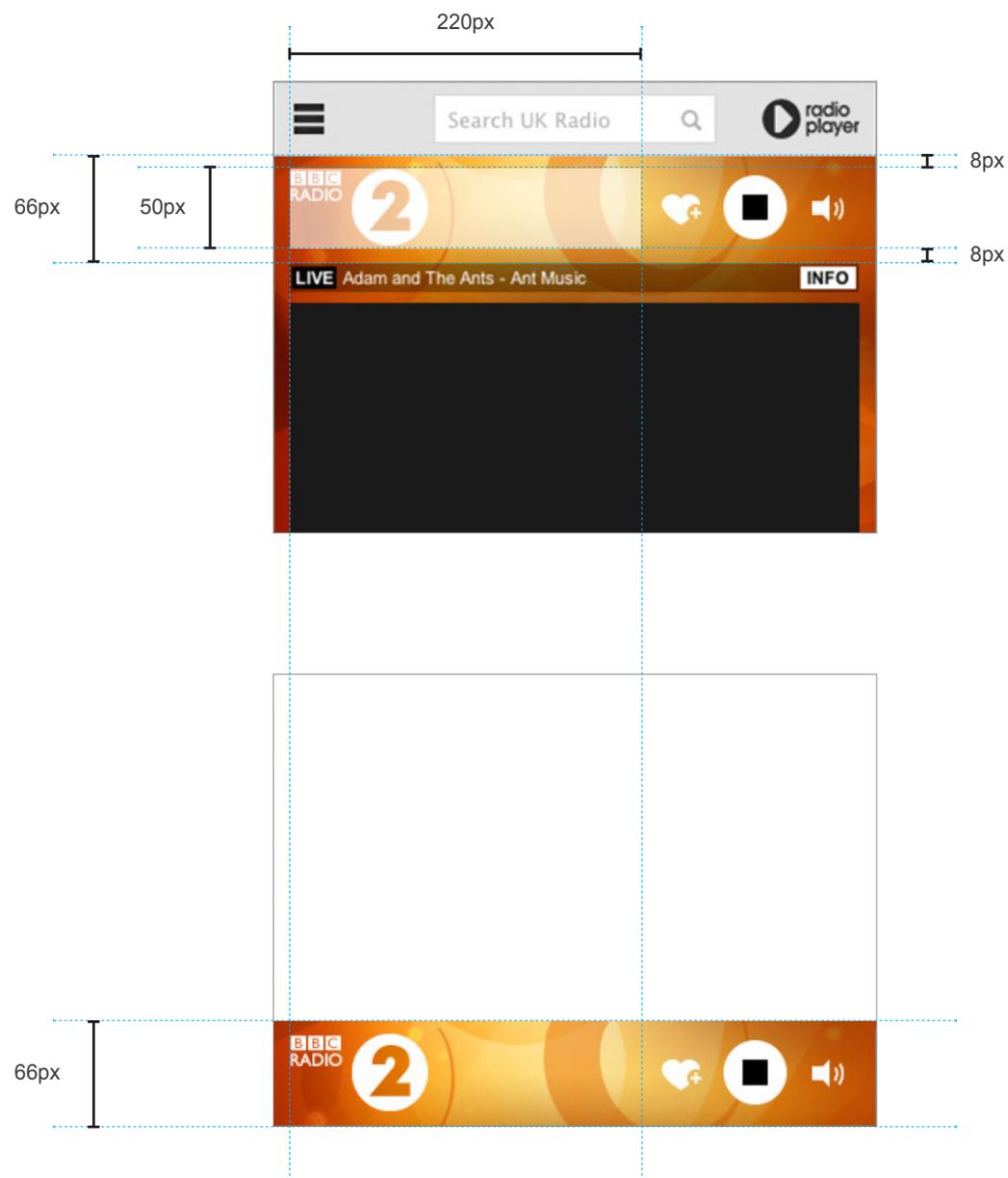


## 02. Core design

### Station Logos

All station logos **must** be displayed in the top left of the player window with a maximum size of 220px by 50px.

When the Radioplayer menu is open, the Station logo and transport controls move to the bottom of the console. See example to the right that shows how the size and spacing must stay consistent.





## 02. Core design

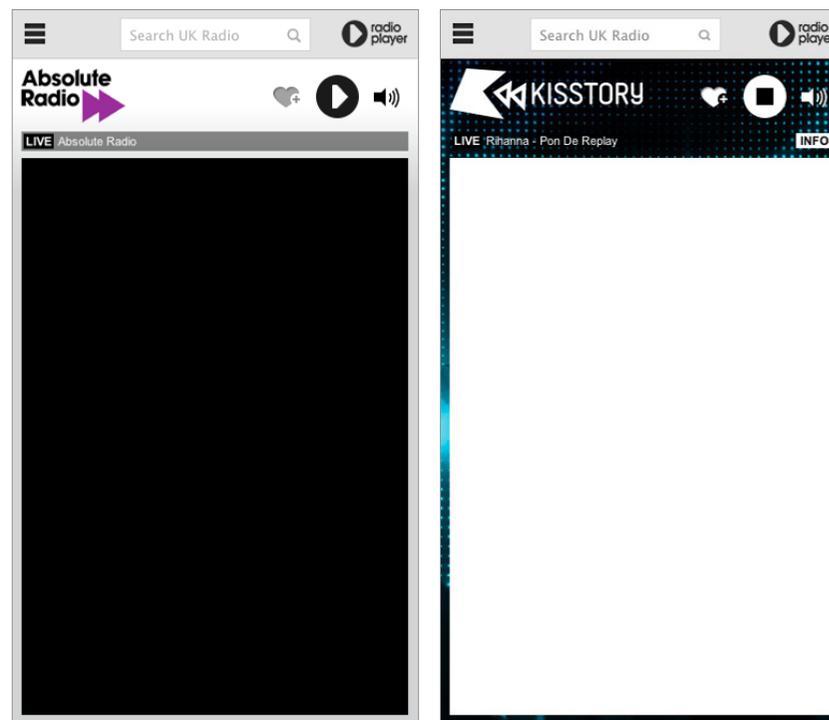
### Console Background

For any logos that incorporate text, this text must be legible.

In order to ensure that text is legible, standard logo assets may need to be reworked.

The background to the Radioplayer must be a static colour or image. Particular attention **SHOULD** be paid to colour contrasts.

For reference and as a recommendation see the BBC's 'Use of Colour' guidelines: [http://bbc.in/colour\\_contrast](http://bbc.in/colour_contrast)



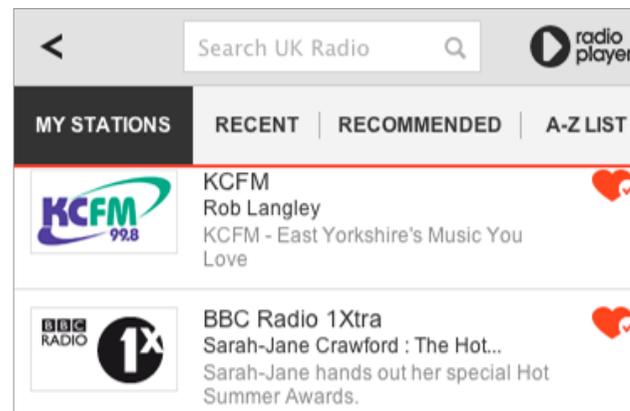
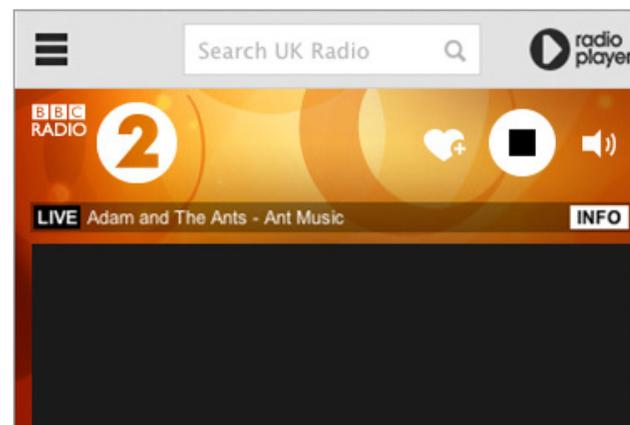
## 02. Core design

### Iconography

GEL Iconography has been used where possible throughout the console.

No extra styling has been applied to the icons and any that are used **must** be kept in flat colour

For reference and as a recommendation see the BBCs 'Iconography' guidelines: <http://www.bbc.co.uk/gel/web/building-blocks/iconography/icons>



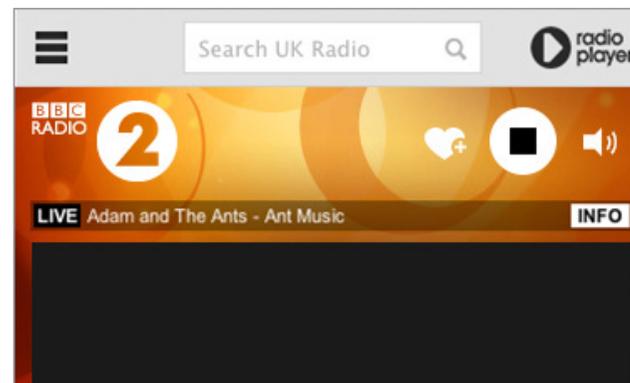
## 02. Core design

### Light and Dark player

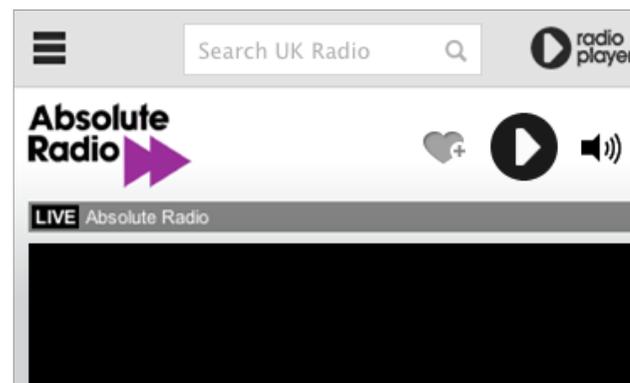
Radioplayer templates have been designed to complement both light and dark designs.

To ensure consistent visual treatment you **must** use either the light or dark overlay.

Light Player Controls



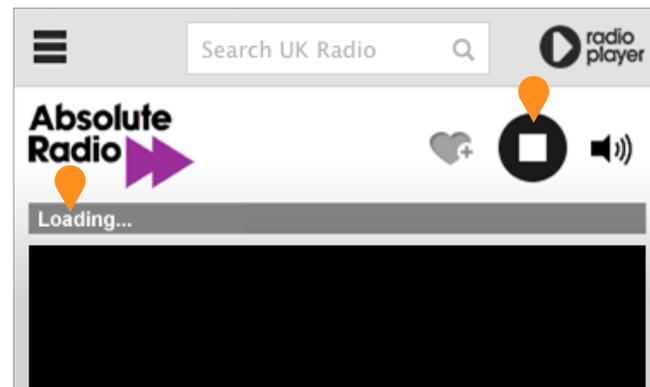
Light Player Controls



## 03. Visual Feedback

### Loading

When an audio stream (live or recorded) is loading, a stop icon must be displayed in the main control button and the word 'Loading...' to the right of the main control button.

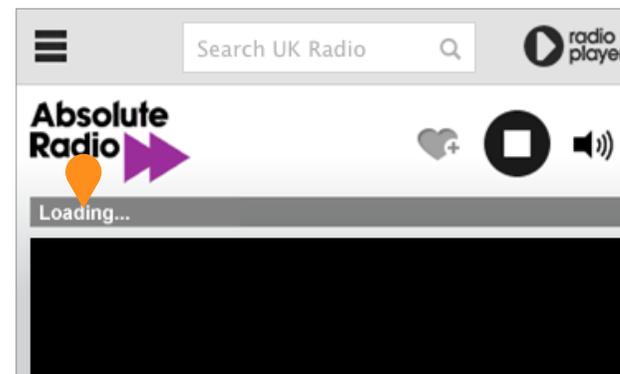


### 03. Visual Feedback

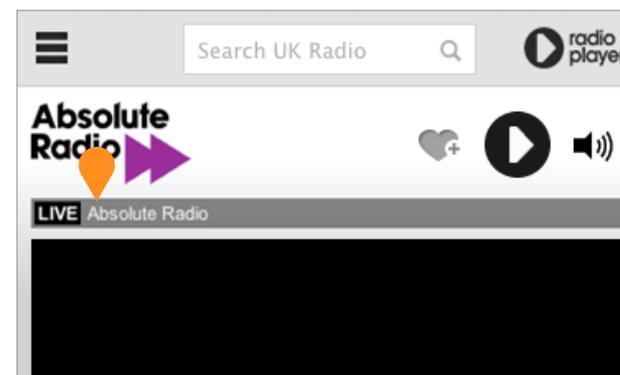
## Play, stop and pause control

The main control button **must** display the stop, pause and play icons as appropriate.

For simulcast the play icon must be displayed when audio streaming is stopped, the stop icon **must** be displayed when audio is playing. The pause button **must not** be available for simulcast.



Live stream - loading  
Square is visible whilst stream loads. Users can still stop the stream whilst it is loading.



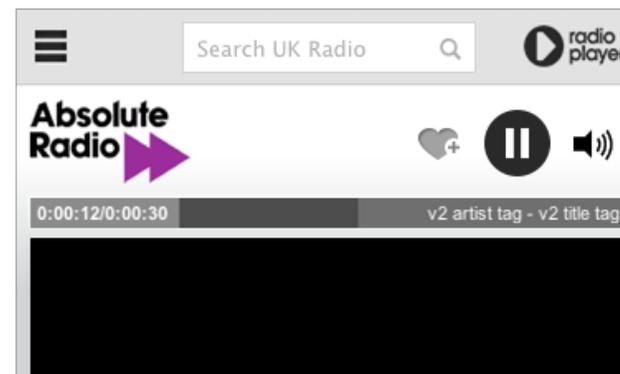
Live stream - Stopped  
Play button present.

## 03. Visual Feedback

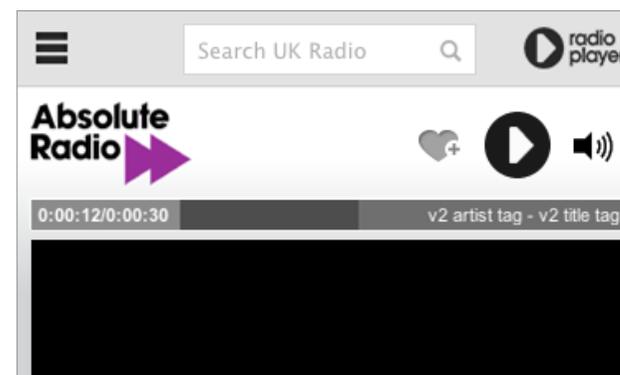
### Play, stop and pause control

The main control button **must** display the stop, pause and play icons as appropriate.

For recorded audio playout the play icon **must** be displayed when the audio stream is paused. The pause button must be displayed when the audio stream is playing. The stop icon **must not** be used for recorded audio playout.



For catchup content pause icon is shown until it is clicked by user



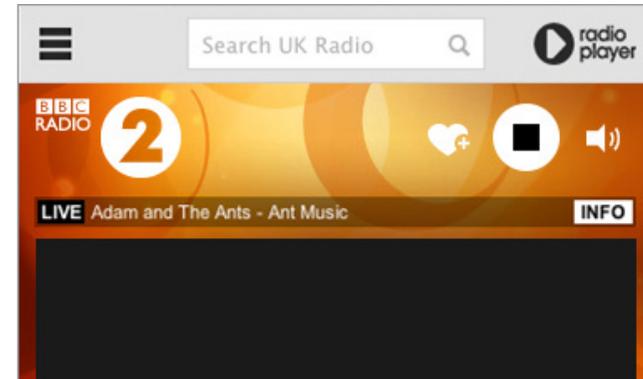
When you pause, the play icon is shown

## 03. Visual Feedback

### Volume

There are 5 volume levels displayed by a separate bar.  
When a user hovers over the volume icon, the bars highlight.  
The user can click on bar to set volume.

The user can mute audio by clicking the loudspeaker symbol.



## 03. Visual Feedback

### Hover states

The main controls have three main visual feedback states:

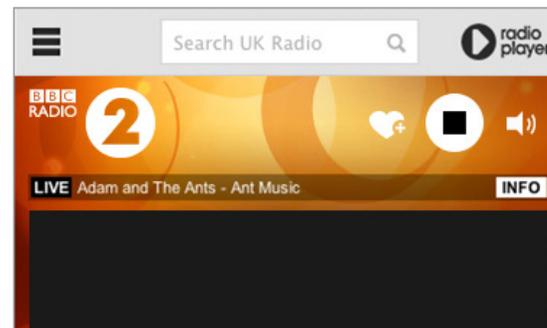
**Off state** (Top example)

**Hover state** (Middle example)

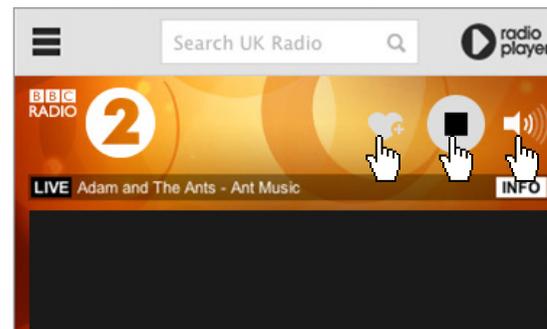
**On Click state** (Bottom example)

These states must be followed to give users the appropriate level of visual recognition and to clearly communicate that the player is in a reactive state

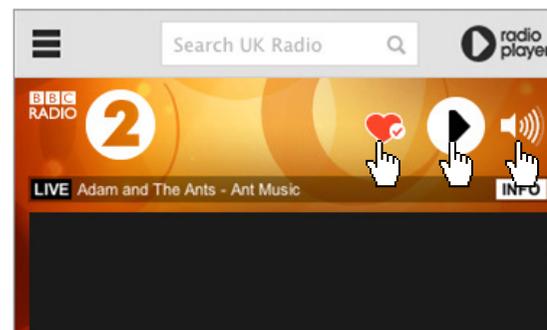
Off state



Hover



On click state



## 03. Visual Feedback

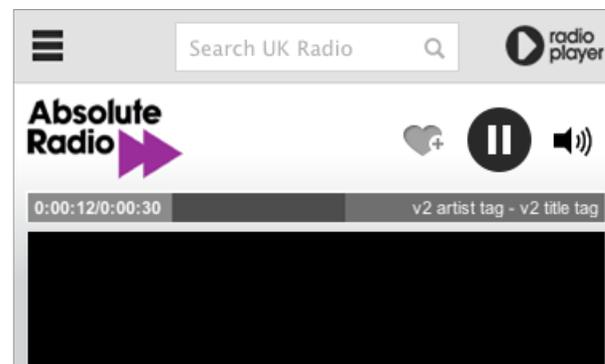
### Time counter

For recorded audio playout the time counter sits to the left of the progress bar.

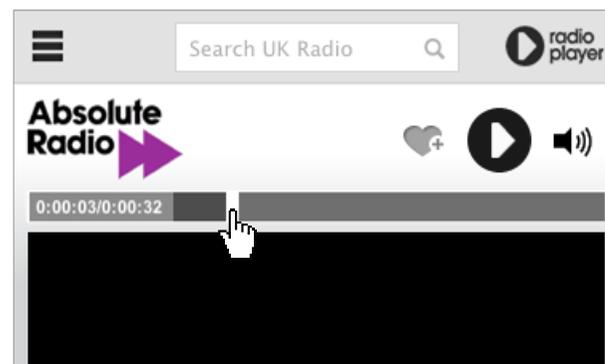
When the user hovers over the progress bar the scrubbing pointer will appear and the show title will fade out to provide a clear space for them to move to any point.

These **must** function as normal allowing the scrubbing pointer to be dragged left and right to any chosen point in the recording. The time bar itself must also be clickable allowing the user to select any given point in the recording.

Progress bar



Progress bar hover

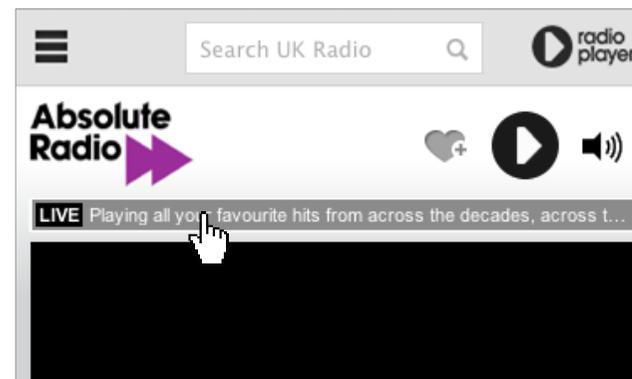


## 03. Visual Feedback

### Now playing

When the user is playing a live station, the live icon will be visible with the station/show or track information showing to the right.

If the 'more information' text is too long, the user can hover over the text to initiate a sliding display and reveal the rest of the wording.



## 04. Radioplayer Menu

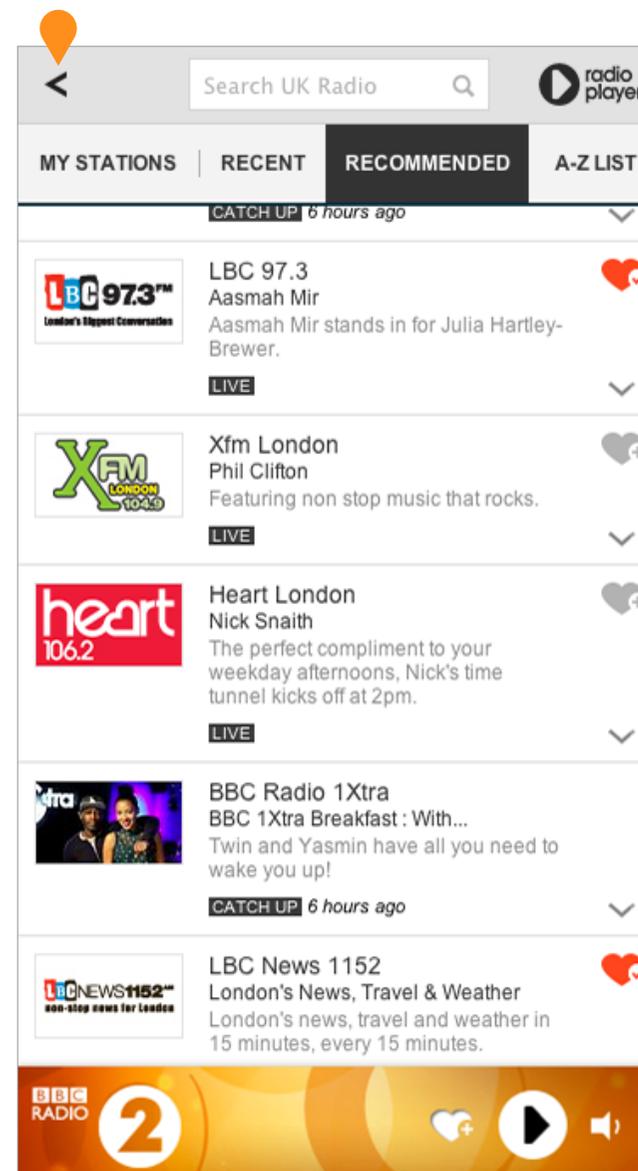
### The Menu

The menu has been designed to allow the user to browse and discover new stations whilst always having access to transport controls for the station/show now playing.

The colours have been kept muted and simple to avoid any conflict with the station backgrounds and logos.

The menu sits below the Radioplayer search bar at all times to make it clear to the user that station suggestions are coming from Radioplayer not a particular station.

The user can return to the station now playing view by using the back arrow icon in the top left hand corner. If the user has not interacted with the menu layer for 45 seconds, the menu layer will disappear and the console will return to the station view.



## 04. Radioplayer Menu

### The Menu

There are 4 tabs within the Radioplayer menu; My stations (favourites), Recent, Recommended and A-Z list.

#### My stations

Any station that the user has favourited by clicking the heart icon will be shown within 'My Stations'. To remove stations from the list the user must click on the activated heart icon.

#### Recent

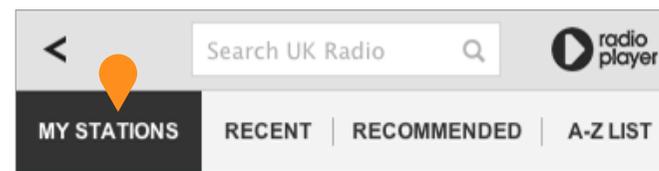
Recently listened to stations will appear in this list.

#### Recommended

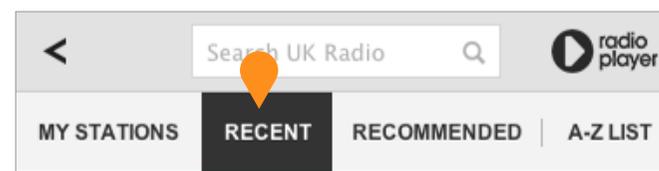
This column will show stations recommended to the user based on three main factors; what is currently trending, listener location and previous listening history. Recommended tags must be used in the arrow dropdown to show why the station has been recommended.

#### A-Z List

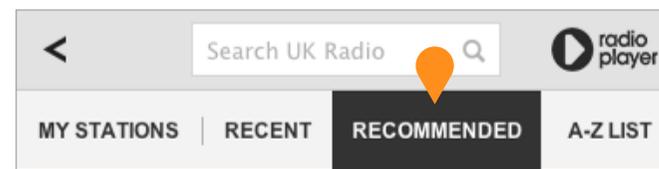
This column shows the full list of stations, displayed in alphabetical order. Each time a user views this column, the list must land at a random spot within the alphabet to prevent any bias towards stations. The A-Z list must always be present underneath the tabs to allow the user to jump between letters easily.



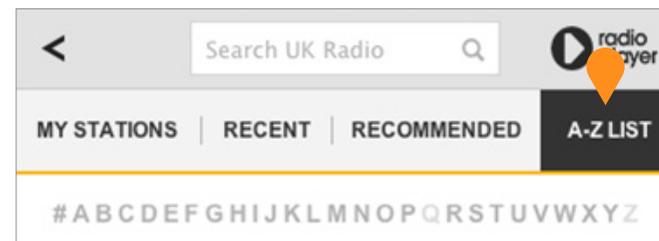
My Stations



Recent



Recommended



A-Z List

## 04. Radioplayer Menu

### Sizes

The menu **must** have the dimensions as shown on the right.

The menu **must** open over the top of the station plugin space and take up the full height and width of the console.

You must be able to scroll through the station listings for each tab within the menu.

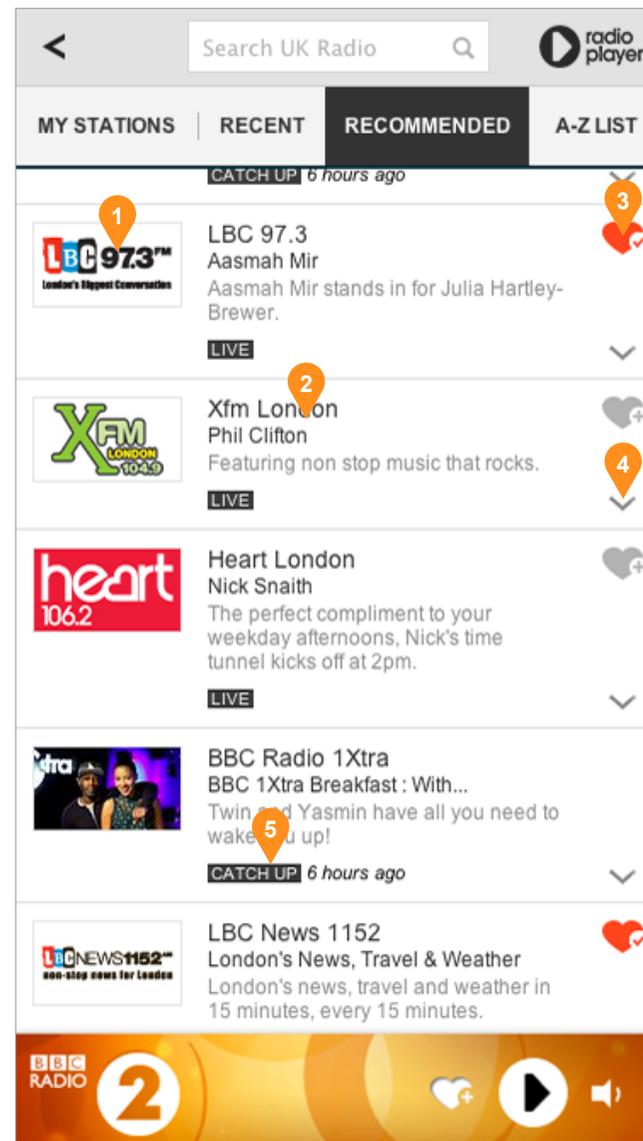


## 04. Radioplayer Menu

### Station listing

For each station entry there is

- 1 Logo or image Thumbnail
- 2 Station or show description
- 3 Favouriting heart icon
- 4 More information arrow
- 5 Live / Catchup tags  
(Only in the recommended tab)



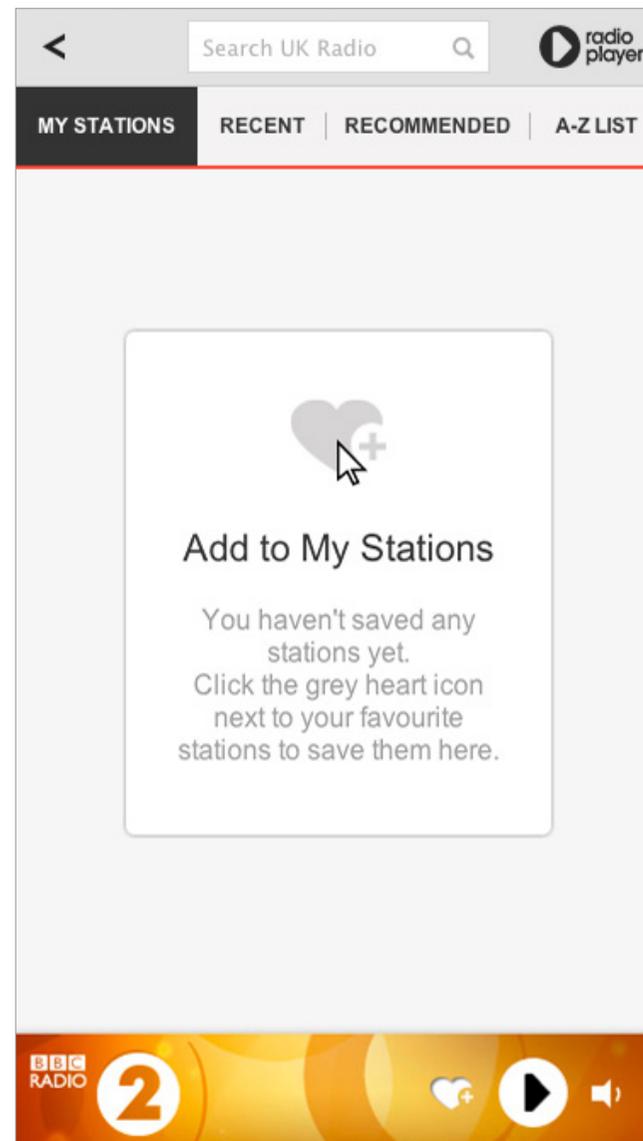
## 04. Radioplayer Menu

### Favouriting

To favourite a station a user must click the heart icon. This initiates a short pulsing animation before the heart icon turns red and the favourite is successfully added to 'My Stations'. There must be a filled in heart icon next to each station entry within the 'My Stations' column.

To remove a station from 'My Stations' the user can click the red heart to deactivate it. The station will then disappear from the list.

The heart icon is permanently visible in the transport controls so that a user can favourite the live station or the catchup show they are listening to at any point.



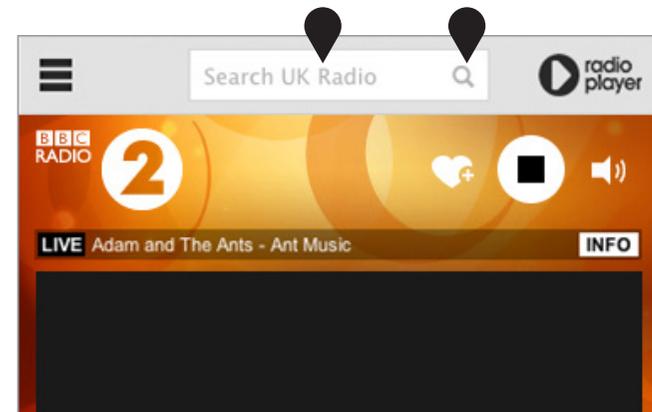
## 05. Search

### Search box

The search box **must** as a default display the text 'Search UK Radio'.

There **must** be a button that initiates the search to the right of the search box, labelled with the icon as shown in the diagram to the right.

The search box **must** allow free text entry up to a maximum of 27 characters.



## 05. Search

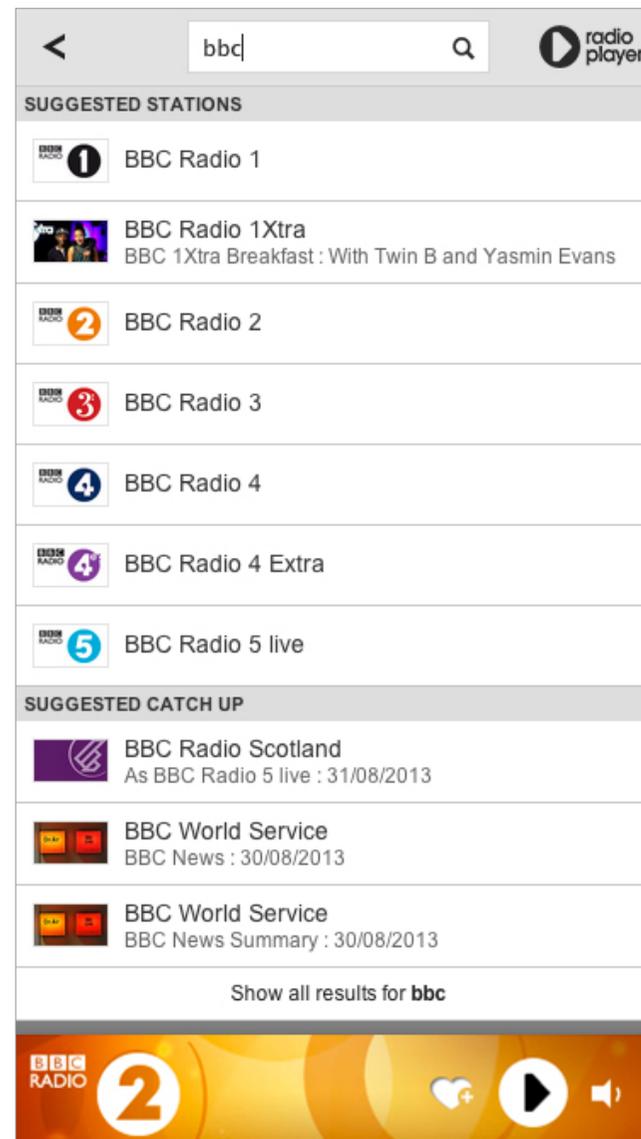
### Suggested Results

Upon entering a search term, suggested stations and catch up content appear over the top of the console and the station transport controls move to the bottom.

A maximum of 10 results are shown and the weighting between stations and catchup change depending on the how specific a search term the user has entered.

Underneath the suggested results an entry **must** be shown with the copy

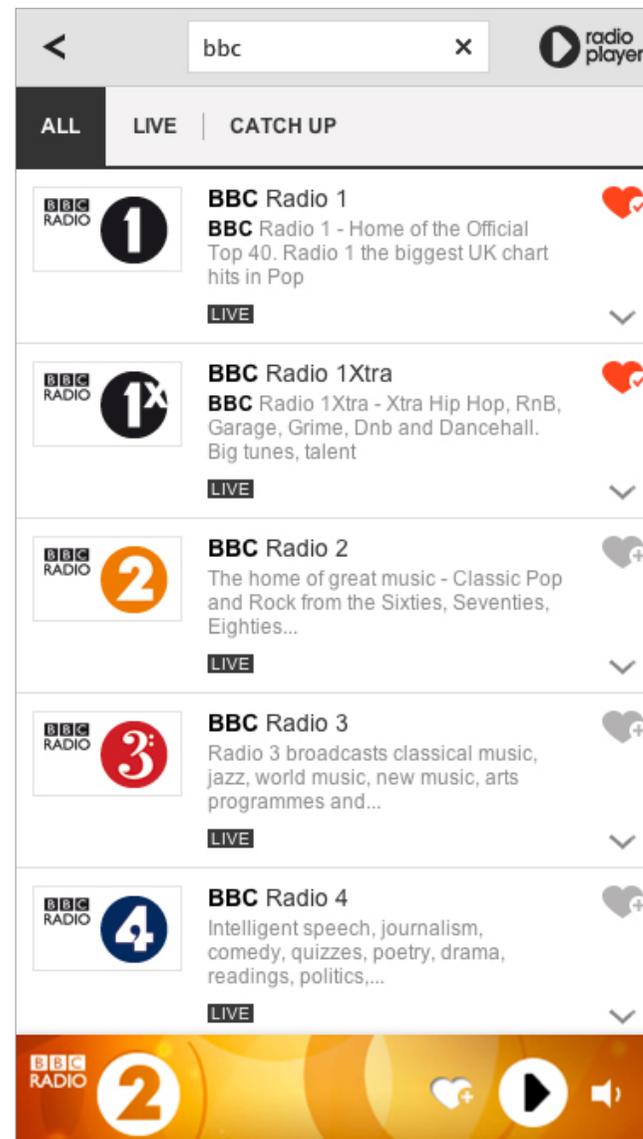
“Show all results for ‘Search term’”



## 05. Search

### Full search

By hitting enter or clicking on the magnifying icon the user can activate the full search. By default the user **must** be given all the stations or catchup content that match the search term. The user then has the choice in the tabbed menu to filter the results between purely live or catchup content.



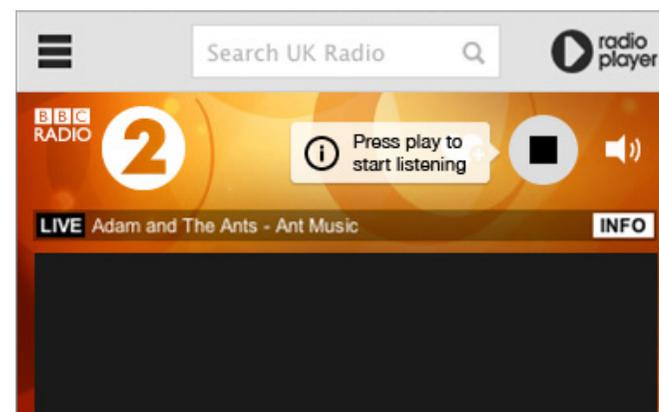
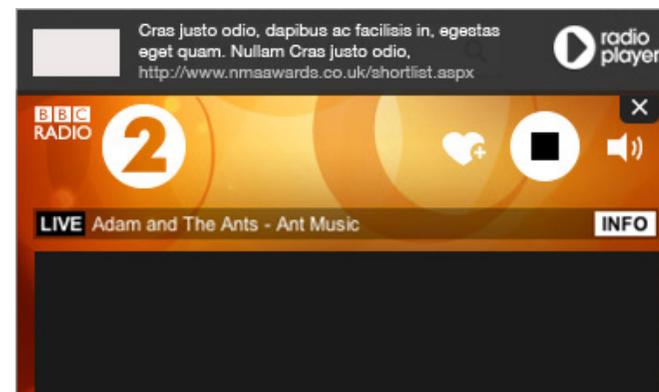
## 06. Announcements

### Radioplayer Announcements

Any Announcement from Radioplayer **must** appear in an overlay that comes down from the top of the console. The announcement overlay should not extend below the height of the Radioplayer bar. The user can close the overlay by using the cross icon.

### Press Play

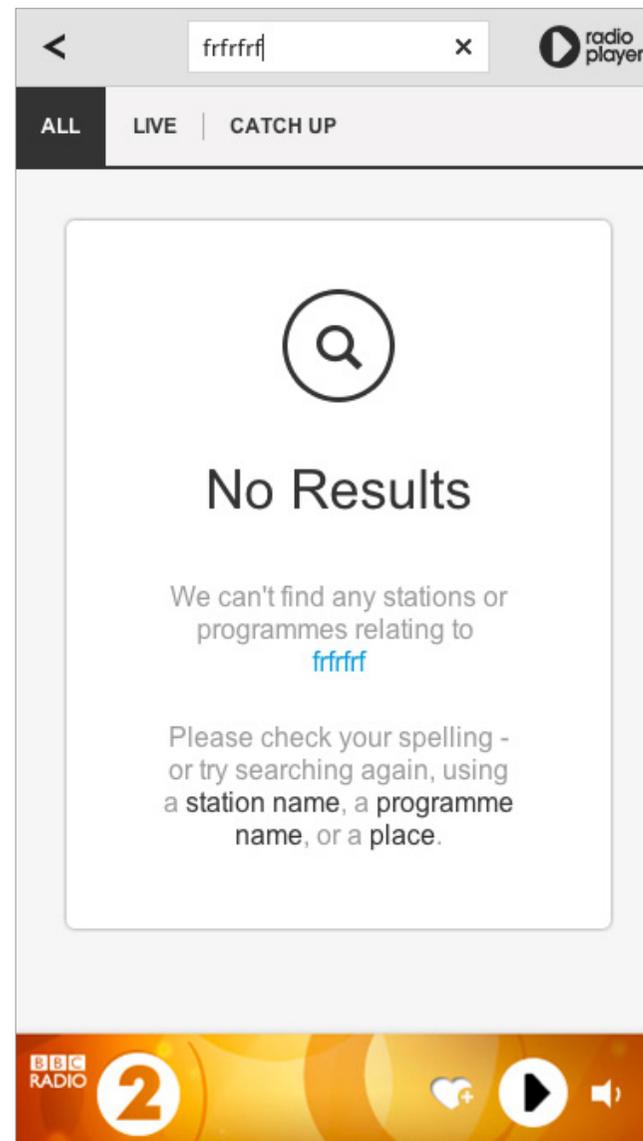
When the console is opened on devices which do not support Adobe Flash, such as Apple iOS devices, automatic playback is not possible. Instead a small tip must appear which explains this to the user.



## 07. Error Messages

### No results

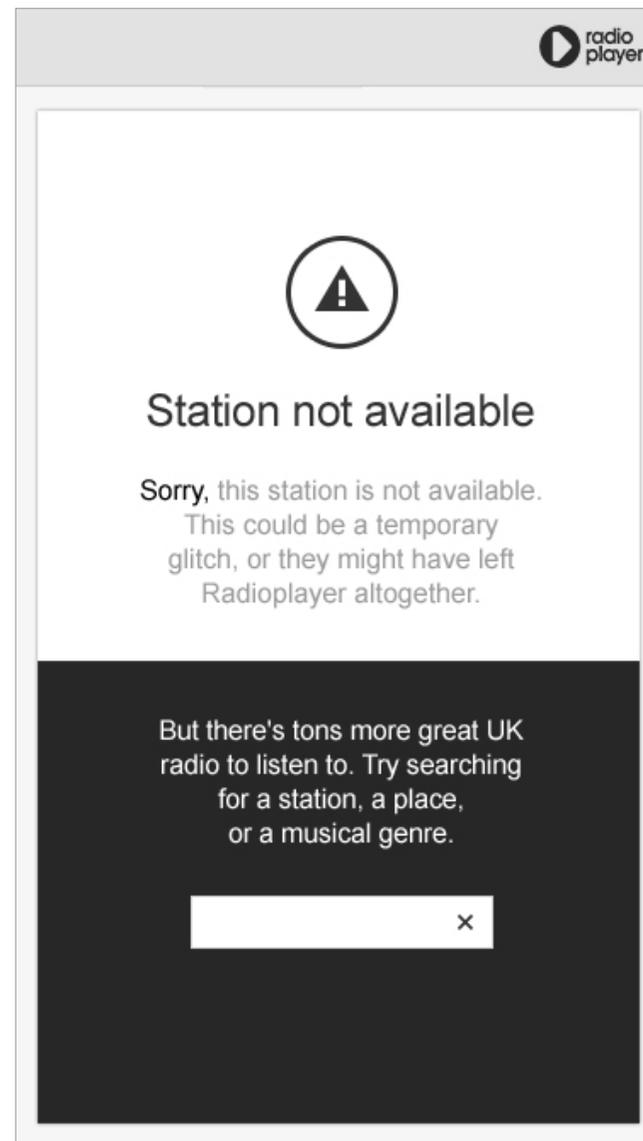
If a search term results in no matches being found, a 'No results' message **must** be displayed as shown.



## 06. Error messages

### Station Not available

If the station is not available or there is a temporary glitch a 'station not available' overlay **must** appear prompting you to search again.



## 06. Error messages

### System Errors

The standard error screen, indicated to the right, **must** be used for all errors.

