Radiolab App

We're gearing up to build our first mobile app. We have some ideas of our own, but also wanted to reach out to you -- our core fans -- for ideas. What would you like to see in a Radiolab app? Interactive audio? Randomized content? A talking goat that speaks Urdu? If you have thoughts, we want to hear them. If you're a designer or developer, please send us a proposal!

See ideas submitted by users so far here: http://www.radiolab.org/crowdsourcing/radiolab-iphone-application-ideas/report/

So...what are we envisioning?
We see our first release as a unique, playful application that serves as an extension of our brand and sensibility. While the app should include some baseline, utilitarian features like audio archive browsing, event listings and a blog roll, it is not to be merely a companion to the existing website or a standard marketing vehicle. Instead, its main feature set, its design and user experience should capture and extend the Radiolab experience and its spirit of fun, play, chance and curiosity.

The app should target our existing community and appeal to their participatory nature; it should serve as a community platform where Radiolab fans hang out, participate, share, explore and play.

We would like to consider two models for the app: a native version that functions completely within the local mobile OS; and a hybrid for which the wrapper and core functionality of the app are self-contained while the main experience exists within a mobile-web browser.

Our ideas
Here are some of our ideas. We're not looking to feature all of these ideas in a single app, but would want to choose one or two. Let us know which ideas you like or submit your own!

Idea #1:Audio and Image uploader with GPS-enabled/location-based functionality:
An audience participation tool where users can upload and share audio pieces based on specific assignments by Radiolab. Use cases for this feature: credit reading participation by listeners, contributed listener visual art, etc.

Idea #2: "Ambivalator": A Radiolab version of the Magic 8 Ball, featuring fun graphics and commands/instructions from the Radiolab staff. An example is the Mighty Boosh's Mighty Decider app **http://laughingsquid.com/the-mighty-decider-iphone-app/**

Idea #3: Music Stream: A unique online music stream. Includes real-time playlist mechanism with built-in e-commerce/buy buttons for users to purchase the music through iTunes.

Idea #4: Serendipity Button: A mechanism that randomizes the Radiolab audio content. The button would trigger a random piece of audio to play. (slot-machine-like?)

Idea #5: Audio annotation: Ability for users to annotate audio, add comments, tag and share with others. User generated content would be visible to other users who listen to the audio.

Other stuff we think should be available in the app:
 1. Events: Tab will list upcoming events for Radiolab, possible tie-in with music events via the music stream

2. Latest Podcast: Tab that will pull in and stream the latest podcast. For all podcasts, users should be able to play, save and share via social media links.

3. Browse all audio: Tab that will allow users to search and find all Radiolab on-demand audio by category as defined on the Radiolab site explorer functionality.

4. Blog: Tab would pull in latest stories feed from Radiolab's blog.

5. Support: (launch in browser) Simplified version of Radiolab pledge form, optimized for mobile viewing. Launch the pledge form outside app in browser, lives on the mobile site. The mobile browser can appear as foreground layer (seamless to user). When a user closes the browser, they will still be in app.

6. Push notifications: Provide a means to send one-off or scheduled messages to app users.