**Auxiliary Information:**

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1. **Abstract**
2. **Introduction and Background**

Can the machine be a force of creativity? Can it take the very heat of music and learn from it, to create something new? These were the questions asked in the conception of this project. Our network is a generative model. It has been trained using examples, which it then attempts to make something akin to, but not identical to. The more complex and interesting original ideas can be generated by neural networks, the wider of an application they will have. If neural nets can write music, then what can’t they do? Such is our goal. We aim to train a Neural Network that writes original music.

1. **Methods**

Our examples used to train the model are music from Nintendo video games. They were then scraped and reformatted into MIDI files.

1. **Results**
2. **Discussion and Conclusion**