1. Accuracy of a smartphone pedometer application
2. Pedometers to promote physical activity
3. Effect of walking speed in determining pedometer accuracy
4. Music auto-tagging using deep Recurrent Neural Networks
5. Tag-Aware Dynamic Music Recommendation
6. Humans are able to self-paced constant running accelerations
7. Comparison of Several Algorithms to Estimate Activity Counts
8. Pedometer-Measured Physical Activity
9. Effects of synchronous music on treadmill running among elite triathletes
10. The effect of music type on running perseverance and coping with effort sensations

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The ‘Run’ android application would be to help runners to look forward to start running whether it is their first time or trying to develop/maintain it as a habit. It also focuses to keep them engaged and focus on improving their pace time. The application will benefit runners and lazy runners in improving their pace. The application will adjust the music according to the BPM value of the runner. The application will enhance everyday running activity and also give an enhanced running experience. This will in turn motivate reluctant runners to run and have a better performance

The purpose of this Synopsis document is to provide a detailed overview of our android application – “Run!”, its objectives, goals and methodology with the aid of research paper analysis. The research papers are studied for understanding their mode of approach, aspects that can be advantageous and/or disadvantageous to the project and their respective accuracies. Many researches are done in the past decades related to smartphone pedometer accuracy, music prediction algorithms, tags research, psychological effects of music on running, etc in the journals published in the field of statistics, smartphones, devices, sensors, physical fitness, sports and exercise, music, psychology, etc. The document is written with an intention to understand the existing backbone research made in the interest of the application.