**The Abstract**

This project entails the creation of a mobile application that allows users to democratically elect tracks to be pushed to a queue on a host device. Alongside this, a hybrid recommender system consisting of genre and artist inference models is developed to recommend tracks to groups of users, which can then be voted for and consequently elected. People in a social setting must typically rely on a single device to control music playback, that is to say it is unifocal, leading to potential conflicts of preference. The application developed [Insert findings from evaluation]