**CM2210 Coursework 1**

**Harry Batchelor C1816377**

**Strategic Alignment**

My idea for a start-up is a web app music streaming platform. This app will allow users to upload their own music, while also letting others around the world listen. The aim of this company is to allow creatives from around the world to share what they love to make with everyone, all genres of music and spoken word.

One of the very first objectives of the business would be to have a certain amount of people on the app by the time that it launches. This could be done by negotiating a deal with popular artists from all genres. This is a big must of the company because no one wants to use an app without any other users. Having a starting base of users will give the platform a head start in gaining a market share.

Another objective of the company would be to turn a profit because, after all, that is the main purpose of any business. Turning a profit doesn’t have to be done quickly, most start don’t make any profit normally for two or three years. So, for this business the aim would be to make a profit anytime between two and four years to give some flexibility.

The information needs and requirements of the company are very similar. They also depend on the user. For example, if you’re an artist who is posting music, an information need would be some background on you and your music to make it a little more personal for listeners. Whereas an information requirement from all users would be basic personal details such as name, email, phone number so they can make an account. The information needs would be things such as payment details for premium users of the platform, and also the users listening habits. Allowing the company to have the listening habits of the user it will allow us to improve the listening experience and be able to customise the app for each user.

**Architecture (720)**

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| --- | --- | --- | --- | --- | --- | --- | --- |
|  | WHAT  (Content) | HOW  (Function) | WHERE  (Network) | WHO  (People) | WHEN  (Time) | WHY  (Motivation) |  |
| Scope  (Contextual) |  |  |  |  |  |  | Scope  (Contextual) |
| Enterprise and environment  (Conceptual) |  |  |  |  |  |  | Enterprise and environment  (Conceptual) |
| Health Information System  (Logical design) |  |  |  |  |  |  | Health Information System  (Logical design) |
| Health Information System  (Physical design) |  |  |  |  |  |  | Health Information System  (Physical design) |
| Health Information components  (Modules and subsystems) |  |  |  |  |  |  | Health Information components  (Modules and subsystems) |
| Functioning information systems  (Functioning) |  |  |  |  |  |  | Functioning information systems  (Functioning) |
|  | WHAT  (Content) | HOW  (Function) | WHERE  (Network) | WHO  (People) | WHEN  (Time) | WHY  (Motivation) |  |

**Cloud Computing (480)**

Security is a large aspect of cloud computing; this is because the company is buying into a third-party product and so does not have control over all aspects of the cloud servers. Where previously a company like this one would have done everything with inhouse servers where they have full control and don’t have to rely on another company to control their data, a more modern version of this start-up will invest into cloud computing to store their data, but it does also mean loosing control of their data and rely on another company. Generally speaking, these large, high-end cloud computing services often have security more advanced than an inhouse server, there is still a potential for a large-scale data breaches or server downtime, which can cost the company a lot of money. One of the major problems of cloud computing is these downtimes and data breaches are in the hand of the owner of the cloud servers to quickly and safely bring the servers back online, as such my start-up has little to no control over how long the servers will be down or how the data breach is managed.

Elastic Computing is going to be very useful for my start-up. This is because the workload for a music streaming platform varies widely. One keyway that this company can use elastic computing is by increasing the resources available on key dates, such as a new album by a big artist being released. For example, on Spotify, Drakes 2018 album Scorpion had 132 Million streams in the first day alone1. This is a lot more than a normal album would get in streams on an average day, therefore for everyone to still be able to use the platform there will need to be lots of more resources available to handle with the traffic. There many times this can be useful, mainly for scaling up, whenever more people are going to be listening to music is when they will need to scale up, this can be times such as rush hour for commuters, when there is a big event happening and people would be hosting a party. There is less examples for scaling down, but one main one would be at the start of the company when there aren’t many users, but the company would have already invested in a high number of resources ready for when they gain more users.

**Information Technology (480)**

The first and most obvious IT requirement for this start-up would be the actual computers used. These PCs would be used for everything from coding the actual platform to play the songs, to writing emails to artists to join the platform. Seeing as this company is a start-up and will be small, all of the team will be helping with everything in the company, therefore the PCs will need to be powerful enough to run large amounts of code for building the platform or coding the algorithm for users listening pattern. Along with the actual computer unit the company will also need keyboards, mice, and screens to make them useable. Investing in two screens for the employees of the company is something that I would recommend as it improves productivity being able to quickly glance between screens with each one having different information on it.

A piece of software that the company will also need is that to write the actual code. The software needed depends a lot on the language that the platform will be written in, but this is a key piece of the IT requirements for the company. For this I would recommend either Atom or Sublime, they are both powerful source code editors and can be used to develop the platform, the algorithms for users listening patterns and also the website, it is mainly down to personal preference to which one to use. Other main software will consist of the basic programmes on almost every PC, such as an internet browser, a word processor and a way to communicate between the company, such as Microsoft Teams. Another piece of software which could be quite useful is the adobe package or something similar and open source. The programmes such as Photoshop, illustrator and premier pro can be used to make marketing material to build brand awareness.

Another piece of hardware that the company will use is local servers, on top of the cloud servers discussed in part 3. These local servers are a cheaper and quicker way to store base files within the company. Having these local servers is a simpler way of having companywide storage, this storage can encourage collaborative work as everyone will be able to access the servers. It is also cheaper than having these files based in the cloud as there is no need to pay someone else to host the files. Although the cloud may be safer as there is minimal risk of something like theft or a fire destroying the files, the chance of this happening is to a company is very small and is also mitigated if backups are done regularly. Of course, the main platform and storage of the songs will be done in the cloud, smaller and less important files are fine to be stored on a local server to save costs. This local server could also host the website, while the company is still relatively small, but by doing this there is always the possibility of someone exploiting this and doing malicious attack on the company.

**References**

1. Di Iorio, M. 2020. “Here are the 10 biggest first-day album debuts on Spotify”. Available at <https://tonedeaf.thebrag.com/10-biggest-first-day-album-debuts-spotify/> [Accessed: 24/04/2020]