SILLY SINGS SONGS

\*Note: Sub-titles are not captured in Xplore and should not be used

line 1: 1st Given Name Surname   
line 2: *dept. name of organization   
(of Affiliation)*  
line 3: *name of organization   
(of Affiliation)*line 4: City, Country  
line 5: email address or ORCID

line 1: 4th Given Name Surname  
line 2: *dept. name of organization*  
*(of Affiliation)*  
line 3: *name of organization   
(of Affiliation)*line 4: City, Country  
line 5: email address or ORCIDline 1: 2nd Given Name Surname  
line 2: *dept. name of organization   
(of Affiliation)*  
line 3: *name of organization   
(of Affiliation)*line 4: City, Country  
line 5: email address or ORCID

line 1: 5th Given Name Surname  
line 2: *dept. name of organization   
(of Affiliation)*  
line 3: *name of organization   
(of Affiliation)*line 4: City, Country  
line 5: email address or ORCIDline 1: 3rd Given Name Surname  
line 2: *dept. name of organization   
(of Affiliation)*  
line 3: *name of organization   
(of Affiliation)*line 4: City, Country  
line 5: email address or ORCID

line 1: 6th Given Name Surname  
line 2: *dept. name of organization   
(of Affiliation)*  
line 3: *name of organization   
(of Affiliation)*line 4: City, Country  
line 5: email address or ORCID

*Abstract*—This game purpose is to have fun , there are several Hindi songs whose lyrics are given in English and there are several English songs whose lyrics are written in hindi.so you are given 10seconds to guess the song name , all the songs would be most popular songs ,so it would not be tough to guess.

Keywords—Introduction, music guessing games, The proposed approach, literature review, reference ,methodology, results, conclusion.

# Introduction

 Music is the art of sound. Sound is invisible waves moving through the air around us. When something vibrates, it disturbs the air molecules around it. Music is sound that is organized by people on purpose, to dance to, to tell a story, to make other people feel a certain way, just to sound pretty or be entertaining. Music gives you wings, it relax your mind.

1. Music guessing games

Currently, the most used mobile platforms are Android and iOS. Given that the majority of games have version for both of them, and in order to facilitate the MGG analysis, we compared only iOS available games.

*Response type*: you would be given 30 seconds and lyrics of songs to guess the name of the song .

*Clues*: The volunteer would be given lyrics thirty seconds to guess.

*Full song playback*: no the player wouldn’t be given audio they have to just guess by lyrics

*Score calculation*: when ever the player guess the right the guess right answer. They would be appreciated (Hurrah!).

1. The proposed approach:

The *Karaoke Version* site is specialized in producing and selling music tracks for karaoke games. Once a song is bought, its owner can customize it and download each track separately or perform any track combination and then download the resulting mp3 file. Fortunately, the site provides random samples of 30 to 45 s for each music stored in its database.

The base to our hypothesis is that there is available a music database composed by different song samples, each one having its tracks independently separated. Initially, the idea was to allow players to choose which tracks would play at a certain time.

Here we will use random function so everytime the different song would be displayed in the front of player they would be given 30 seconds to guess the song. The song would be very popular so it will be very easy to guess and it would be fun to play.

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| Reference number | Year | author | algorithm |
| [1] | 2018 | Bosch-Rosa, C., Meissner, T | How to guess games |
| [2] | 2017 | Yuliani.shree | How to develop speaking skills through guessing games |
| [3] | 2016 | Wright, A. T | Teaching skills to master the problem solving ability |
| [4] | 2022 | [Jennie C. Ross](https://onlinelibrary.wiley.com/action/doSearch?ContribAuthorRaw=Ross%2C+Jennie+C) | Playing games and how to score points |
| [5] | 2017 | Elsevier B.V. | Positive expectations feedback experiments and number guessing games |
| [6] | 2019 | *J Econ Sci Assoc* | **Understanding decision processes in guessing games: a protocol analysis approach** |
| [7] | 2017 | Marina Agranov | Naive Play and the Process of Choice in Guessing Games |
| [8] | 2019 | Deguang Zhu | Using Games to Improve Students' Communicative Ability |
| [9] | 2018 | Juin kaun chong | **A psychological approach to strategic thinking in games** |
| [10] | 2019 | Agus Niarti, Ikhsanudin, Wardah | IMPROVING STUDENT’S VOCABULARY THROUGH GUESSING GAMES |

Literature Review

[1] An extensive literature has attempted to analyze both belief formation and understanding the structure of the game. Costa-Gomes and Crawford (2006) present subjects with a series of two-player dominance-solvable games and conclude that most subjects understand the games, but play non-equilibrium strategies due to their “simplified models of others’ decisions.” In Costa-Gomes and Weizsäcker (2008) the authors look at subject’s actions and their stated beliefs, and find that subjects rarely best respond to their stated beliefs. However, Rey-Biel (2009) observes that in simplified versions of the games studied in Costa-Gomes and Weizsäcker (2008), Nash Equilibrium is a better predictor of subject behavior than any other model based on level-K reasoning.

[2] This study aims at describing how the students can improve their speaking skill and that also part of the teachers’ job. A teacher is expected to have right teaching techniques to provide students with appropriate teaching materials and to create a positive

classroom environment. The data of this study were collected through observations, planning, action, and reflection, some of the researchers were conducted in two cycles. The data were obtained by interviewing the English teachers and students. The result of this study showed that the speaking skill can improved through guessing games. These were confirmed by the data on the finding and discussion in the researchers’ article

[3] . This study aimed to find out whether the use of Jeopardy Game affected the students’ vocabulary mastery or not. This study conducted a quasi-experimental design. The population of this study was comprised of 186 students of the second grade of SMAN 1 Bukit Sundi that divided into 6 classes. The instrument of this study was a vocabulary test. The experiment class was taught by using Jeopardy Game, while the control class by using Guessing Game. In conclusion, there were significant differences

[4] Crafting a review that is clear, thoughtful and constructive requires skill, time and effort, and there is no guarantee that experience in research leads to proficiency or active participation in peer review. Yet, few resources have been allocated to the training of novice reviewers or recognition of their contributions to the peer review process.

[5] In repeated number guessing games choices typically converge quickly to the Nash equilibrium. In positive expectations feedback experiments, however, convergence to the equilibrium price tends to be very slow, if it occurs at all. Both types of experimental designs have been suggested as modeling essential aspects of financial markets. In order to isolate the source of the differences in outcomes we present several new experiments in this paper. We conclude that the feedback strength (i.e. the ‘p-value’ in standard number guessing games) is essential for the results.

[6] This approach can help economists in evaluating competing theories of behavior and in categorizing heterogeneity of thinking patterns. As a proof of concept, I tested this method in the context of a guessing game. I found that concurrent think aloud protocols can inform us about individual’s thought processes without affecting decisions. The method allowed me to identify game theoretic thinking and heterogeneous approaches to unravelling the guessing game. The think aloud protocol is inexpensive and scalable, and it is a useful tool for identifying empirical regularities regarding decision processes.

[7] Given their foundational role in the theory and recent controversies concerning their prevalence, it is important not only to accurately identify naive players but also to understand their pattern of choices. It is hard to do this using standard choice data, since identification rests on group average play, not individual play.3 This has provoked interest in using non-standard data on choice procedures to gain additional insight into naive play

[8] There are many good ideas about English teaching. Among these, using games in the English class is the one which is most easily accepted by students and which is also a very useful and helpful aspect of communicative method. As is known to everyone, game is an activity providing entertainment or amusement; it‟s a competitive activity or sport in which players contend with each other according to a set of rules. “A game is an activity carried out by co-operating or competing decision-makers, seeking to achieve, within a set of rules, their objectives” (Rixon 1981). A game is an activity that both the teacher and students enjoy doing. It is student-centered and as appealing as playing in the playground.

[9] Psychologists have avoided using game theory because of its unrealistic assumptions on human cognitive ability, such as perfectly accurate forecasting, and its large reliance on equilibrium analysis to predict behavior in social interactions. Recent developments in behavioral game theory address these limitations by allowing for bounded and heterogeneous thinking, recognizing limitations on people's forecasting abilities

[10] Based on the explanation above, the researcher identified the problems in this research. The problem should relate to the class problem that researcher observe in class room activity. The researcher states the research problem as How does guessing games improve students’ vocabulary in descriptive text in speaking class. Speaking is a process of uttering words, and sentences, meaningfully using oral language in order to give information and ideas.