# Ambiently

## *Enhance your reading experience with tailored music*

# Our story

Movies, video games, and even social media have soundtracks that amplify their storytelling.

Yet, books, one of the most immersive mediums remain silent.

**Why not give books the soundscapes they deserve?**

# Our solution

Using soundscapes while reading can lead to improved **focus**, reduced stress, and a deeper connection to the material. The right music can stimulate your **imagination**, making stories come alive and enhancing your overall **reading experience**.
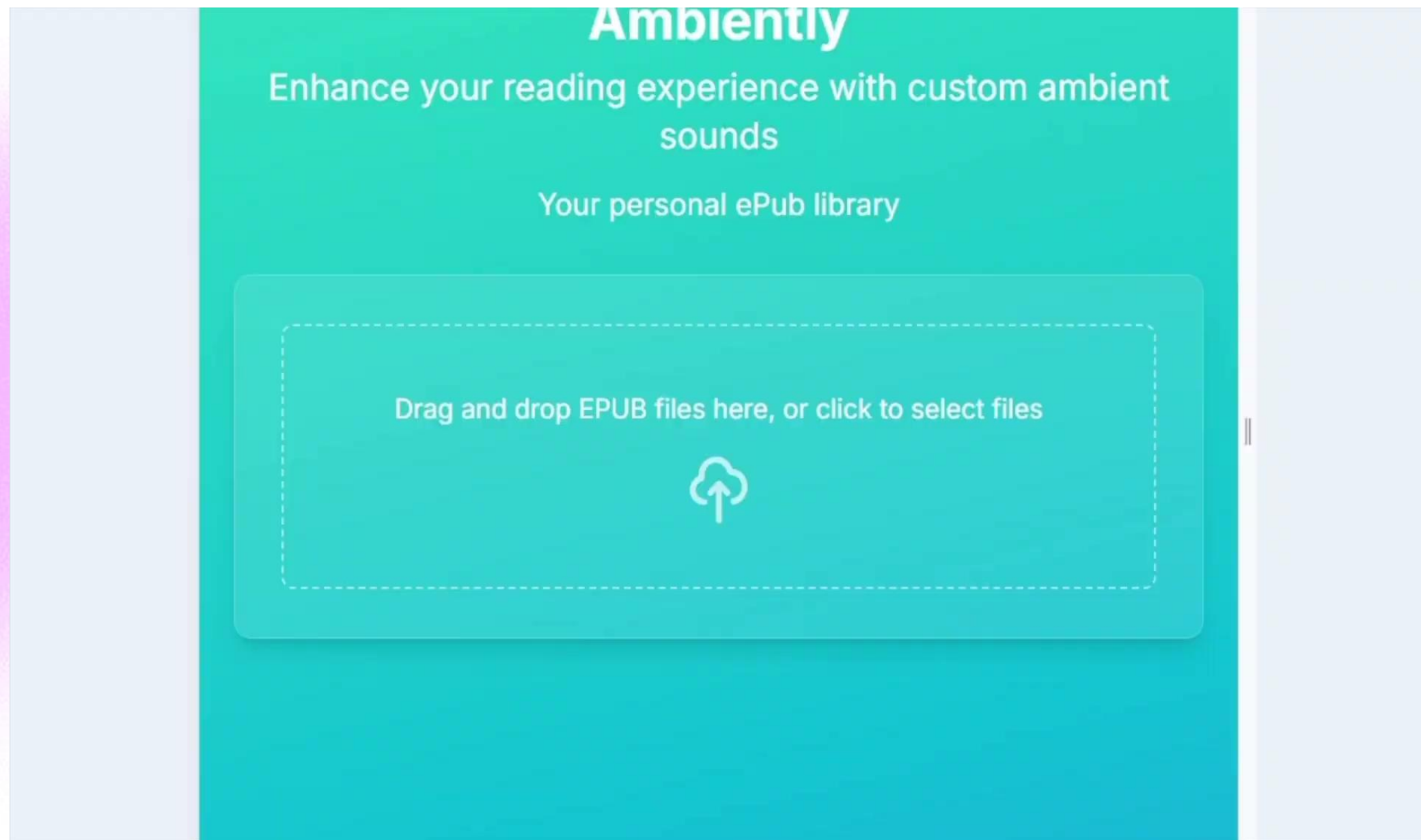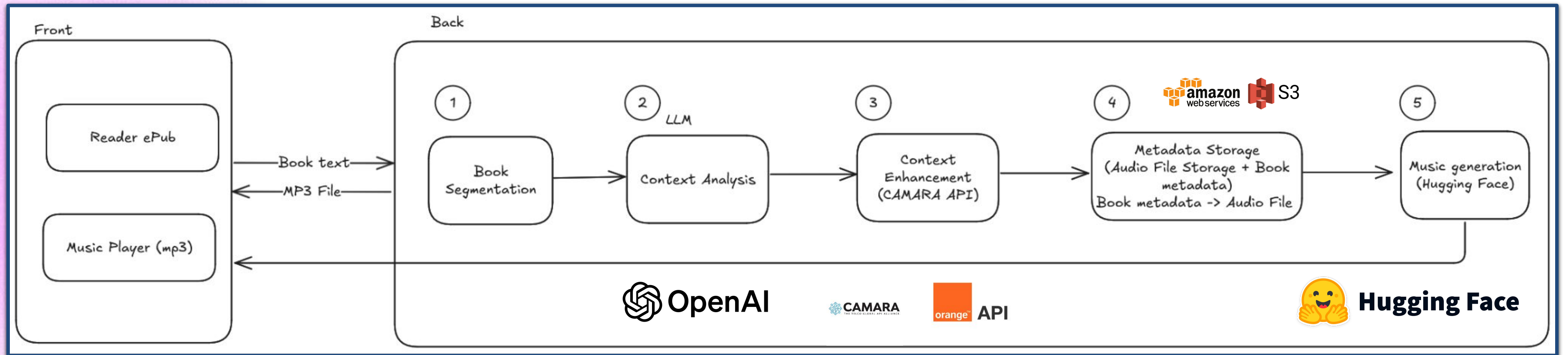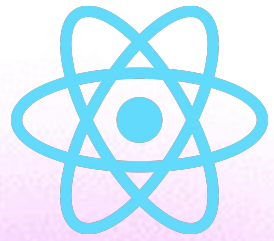
## Our market

With more than **90 million e-readers**, we have a huge potentiel market.

We also want to **bring non-readers to our new experience**.

# The demo



Ambiently

Enhance your reading experience with custom ambient sounds

Your personal ePub library

Drag and drop EPUB files here, or click to select files

# Our technical pipeline

# How do we make the best use of the CAMARA API?

We use **location data** to personalize the user experience, tailoring it to the specific needs and preferences of each user based on their local context. This approach allows us to provide a more relevant, engaging, and seamless experience that feels truly connected to their surroundings.
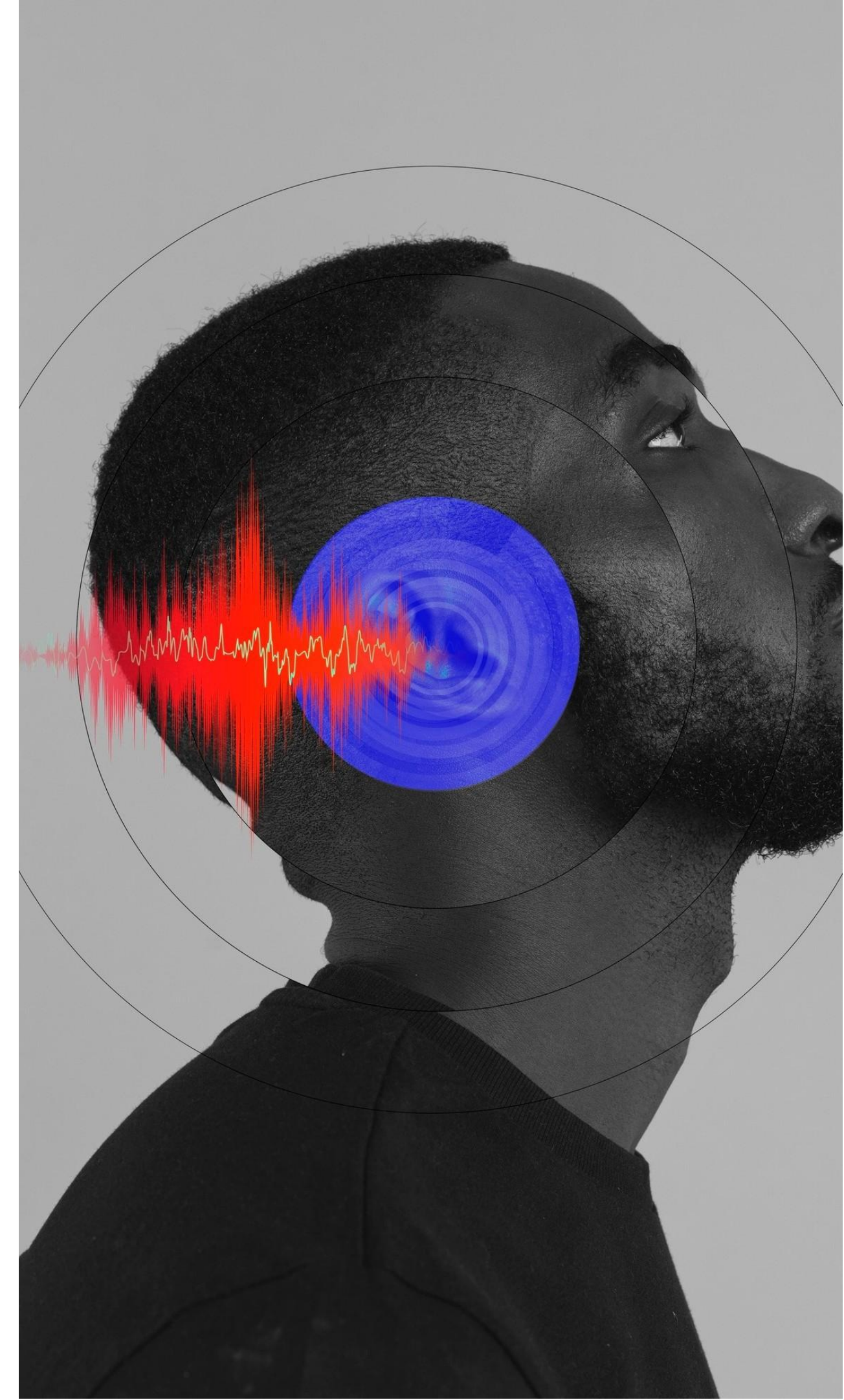
Beta

**Device Location Retrieval - CAMARA Sandbox - Orange lab**

Access reliable geographical position data to enhance location-based features in applications

# Next steps: how can we go further?

- Improve the **user experience** by reducing latency for phone users with CAMARA API **Quality-on-Demand** service

- Add support of **e-Readers**, **Android**, **iOS**

- Improve music generation customization with a **community rating** system

# Thanks

This project is brought to you by:
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- M'hamed Noé Ababou
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- Oren Freoua
- Raphaël Khelif
- Arnaud Durand

*https://github.com/Orfreoua/Ambiently*