# PROJECT PROPOSAL



Figure 1: Cover Page

#### **Project Proposal**

# Name of the Project:

Pianissimo

**Definition:** 

# Pianissimo (noun)

/ˈpɪəˈnɪsɪməʊ/

:a passage marked to be performed very softly.

# The URL of the project WEB Page:

https://pianissimo-tedu.netlify.app/

#### **Team Members:**

Tamer Alkım Tokuç

Nazem Yıldırım

Melisa Kamacı

Begüm Hatipoğlu

### **Supervisor and Jury Members:**

Yücel Çimtay (Supervisor)

Emin Kuğu (Jury Member)

Venera Adanova (Jury Member)

# **Description of the Project:**

The development of Pianissimo will resolve the challenge of finding sheet music for the chosen piano piece. Anyone who has a passion for playing piano will be able to introduce plain piano music in an audio file format to the app to retrieve its full piano notes in either PDF or MIDI format according to their preferences. Since extracting notes from a music piece manually takes hours, Pianissimo aims to save time and efforts of people in this industry by reducing this rate to minutes.

Thanks to Pianissimo, conservatory students, piano players, people related to the piano and piano students will find the notes easily, regardless of age. Since our project covers the field of music and education/learning, we decided to work with Bilişim School. Bilişim School; It is a project designed to introduce children and young people to information systems and take their place in the digital age. Today, we believe that we can provide convenience to people in the field of music and education with

Pianissimo by making use of signals and artificial intelligence in line with developing technology and opportunities. As Bilişim School points out, finding your niche and taking advantage of better learning options can yield faster results than traditional methods.

# Brief information about the company:



Figure 2: Company Logo

Bilişim School aims to raise the young generation in the most important fields of information technologies such as Cyber Security, Web Application Development, Mobile Application Development, Game Programming, Artificial Intelligence and Machine Learning, without being too late to meet the needs of scientific studies. It currently has many workshops and projects.

#### **Company Address:**

Teknopark Ankara B Blok 100-36 Yenimahalle / ANKARA

# **Coordinators in the Pianissimo (Project):**

In the Pianissimo (Project), Bilişim School CEO Dr. Mehmet Ada and Enes Yılmaz an instructor at Bilişim School, will act as coordinators to assist us.

# Company's WEB Page:

https://bilisimschool.com