

The project idea I have in mind is an app to help artists and venues book gigs for each other. Both an artist and a venue would have a profile and a calendar of available dates and then through the use of a booking system, would then be able to go on and book shows through the app. Because of this year's situation, there could be a way in which venues can sell their gig tickets through the website and manage how many people would be able to go to a venue based on seating and space available.

I'm hoping to revive a lot of grassroots venues, as of a lot of articles and surveys have shown, (<https://www.loudersound.com/features/what-s-happening-to-all-our-music-venues>), grassroots venues are dying out due to many reasons and especially now with many lockdown rules. With the music scene and venues slowing down or closing down, my goal is to make sure the users can provide a tool to book and play at venues with ease and safety. This idea did start because of the growing popularisation of booking through an online form instead of calling up or walking into places. This being proved by a quick research online 'how would you rather make a doctors appointment, online or via a phone call?' there's a growing ease of access by booking things online using a form.

Initially, my thought was to use Swift and an iOS emulator as I wanted to make it as accessible as I could, but checking with some of my friends and a few bits of research, in London, Android is more commonly used with businesses and with day to day users. With this knowledge. I decided to go for android studio and stick with what I learned from last year's software projects module.

Android studio and java will be the main languages I'll use, however, there will be more web design aspects in android studio too which might take from Javascript too. In terms of the database side of the app, I'd like to use MongoDB, last year's Data and the Web module still has some helpful tips I can look back on if I need to read up on how to improve my back-end design.

With Android studio there are a lot of setup libraries on there which I can draw from, otherwise it'll be mostly the Java utilities that I'll be implementing on my project. As my project is mostly app design, I won't have to use any physical equipment to build it, other than my computer or laptop, so everything will be mostly software. The university's server space will have to be used to host my app too.

Although the project itself won't require any specific equipment, I may have to advertise to certain venues to get publicity. A simple flyer or brand merchandise might be a good way to spread the word, but these are thoughts for the much later stages of production.

A lot of the skills and techniques I'll be using will be from what we learned last year in both Data and the Web and some parts of software projects. Database management systems will need to be very carefully done as a lot of the app will be running off of the items on the database for example, the artist and venue profiles will each have a part on the database. From software

projects I'll be using the planning side of that a bit more so I can track my progress in a way in which I can display on my blogger site.

A lot of articles and stories have motivated me into this project, like the grassroots venue article added previously, there are also articles stating how people prefer to book through an online booking system rather than in person. One of the most important thoughts I found for younger musicians, was that although they have their performance skills, they don't necessarily have the people skills to walk around to venues and hand out their music and ask for gigs. With the app it would remove that fear for them to go and book with venues, and just have a musicians profile where they can enquire about gigs and promote themselves.

Unfortunately there aren't any similar applications which I can compare this idea to, but at the same time that is a good thing as it shows my idea is unique enough to take off. I'm hoping to do a survey with musicians and venues to see whether or not they'd be likely to use an app which would help them book gigs but due to currently being in the winter lockdown it may be harder to get in contact with both of these parties.

I will be drawing from my prior knowledge of database creation and management systems in order to create the backend for my app. For the front end I'll use the techniques I taught myself from software projects last year to design the look and functionality on android studio.

As I did a lot of front end design in last year's software projects, I'll need to get a deeper understanding of how to link the backend with the front end software and also go into database creation a bit further as I'd like to add a calendar feature with bookable functions.

Timelines and Milestones:

Within the next two weeks (16th - 23rd November) I need to get in contact with some musicians and venues to confirm what features they'd appreciate and whether or not they would use software like the one I'm making. This had to be pushed back as I tried to get in contact with venues from the end of September but due to lockdown they weren't considering any new methods of booking.

Whilst I have surveys and emails going out to various venues and musicians I'd like to start a short draft version of the backend database. I need to re-teach myself some things from MongoDB in order to properly get it up and running to edit.

Because I'm more concerned about the database working, I'd like to spend the initial part of this term making sure everything from that end can be edited and added to as efficiently as possible, so creating a database table and forms that can be updated would be ideal. If I can finish the backend by the January deadline then it'd only leave me the front end design which can be done to a basic usable level in a week or two.

Once I've done the front end to a suitable level I can send it to the stakeholders to test out and see what features they'd like and want to use and then narrow it down from there.

My minimum viable product would be at a really basic app design, so that the users can navigate through the app but it might not necessarily look professional. This would mean that I can spend time after the final deadline polishing the looks and feel of the product to the best I want it. What I'd love to do, would be to showcase a live event from both an artist and a venue that has used the app to prove that it works and is a viable option for the music scene afterwards.

<https://github.com/cfran005/computingProject>