# Navigating tricky waters: Programming a Sea Shanty in R

**Activity:**

You have been given the important task of coding a sea shanty in R. However, strangely enough, you are not an expert in sea shanties, and your experience in data analysis in R to date has never covered programming your computer to play music!

Nevertheless, you figure that this task is no different than any other analysis plan, and you set to work planning out the steps your team will need to take to accomplish this. Below, you will find a template including considerations your group can use to help guide your discussions.

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| Q1. What is a sea shanty? What resources will you require to find one and replicate it? How will you transcribe the music? Do you require additional resources to figure out how to do this? |
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| Q2. Can R play music? Are there packages that support this? |
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| Q3. Can you find examples of others’ code to help with these tasks? Explain how you would go about this? |
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| Q4. Briefly, using the answers to the prompts above, list or sketch out what your analysis plan will look like for completing this task. *Note: we will do this as a large group.* |
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