**Topic**

Topic name: “*Intensifying Artistic Visualizations of Sound Frequencies*”

Mentor: Ismail Hadimlioglu, M.S.

Goal: An investigation on the relationship between music and computation to uncover a better understanding of a musical experience as a listener.

**Process/Progress**

*Progress before Fall 2016*

At the begging of this project, I have investigated related projects and research papers that others have done. I then proceeded to learn graphics programming with C++ (programming language). This has shown to be very cumbersome and would exhaust too much of my efforts for my limited timeline. Thus, after conversing with my mentor, it seems changing Java (an Object Oriented programming language) will be more suitable for my tasks at hand.

*Progress during Fall 2016*

This semester I have done some reading and progressing through the online text book/course called “Digital Sound & Music” (can be found @ <http://digitalsoundandmusic.com>). This website introduced the topics of sound and it’s applications through software. Other than that I have been heavily programming in java this semester and have been introduced to many of the graphical tools that Java supports.

**Future Timeline**

The following Timeline begins from the cessation of Fall 2016 to the time of my project defense.

* December 2016
  + Program utilizing graphics and music
* January 2017
  + Design effective testing protocols
  + Being paper
* February-April 2017
  + Testing
  + Further refinement with testing protocols and/or program implementation
* May 2017
  + Finalize paper
  + Project Defense