**Chapter 1**

**Introduction**

The tradition of oral storytelling is a thousand years old and still endures today through digital recordings like audiobooks. An audiobook essentially is a recording of a novel, story, book or other work being read out loud. They have been used extensively to teach critical listening, model good interpretive reading as well as aid students to understand books above their reading level and so on.

* 1. **Description**

Audiobooks are being used on a regular basis by hundreds of users. This speech recording that exists in audiobooks is relevant but not as impactful. More often than not, audiobooks consist of a monotonous speaker that reads the script to a book. Even though the content is being spoken out, the sentiments portrayed are not as understood by the user. For example, a sarcastic line, if spoken without voice modulation may be perceived as offensive rather than humorous. Therefore, adding a musical score to the audiobooks will enhance its effectiveness and make a difference in the user’s experience.

Crafting a musical score generator involves smoothly resequencing, looping, and timing the music to match the emotions in the story as they change over the course of the narrative. This is a challenging task even for experts and due to this most audiobooks today only consist of speech. Existing audio editing tools force story producers to manipulate speech and music tracks using low level waveform editing which are expensive at times.

* 1. **Problem Formulation**
  2. **Objective**
  3. **Proposed Solution**
  4. **Scope**

**Chapter 2**

**Review of Literature**

Present a critical appraisal of the previous work published in the literature pertaining to the topic of the investigation.

**Chapter 3**

**System Analysis**

**Chapter 4**

**Analysis Modeling**

**Chapter 5**

**Design**

**Chapter 6**

**Implementation (if any)**

**Chapter 7**

**Conclusion**

This will be the final chapter of the report. A brief report of the work carried out shall form the first part of the Chapter. Scope for future work should be stated lucidly in the last part of the chapter.

**Appendix**

Detailed information, lengthy derivations, raw experimental observations etc. are to be presented in the separate appendices, which shall be numbered in Roman Capitals (e.g. “Appendix I”). You can include the standard algorithms that are part of the project‘s concept and which are not already explained in the report.

**References**

**IEEE standard**

**Book,**

[1] J. F. Curtis, (Ed.), *Processes and Disorders of Human Comm-unication.* New York: Harper and Row, 1978.

**Journal Paper,**

[2] J. Schroeterand M. M. Sondhi, “Techniques for estimating vocal-tract shapes from the speech signal,”*IEEE Trans. Speech Audio Process.*, vol. 2, no. 1, pp. 133–150, 1994.

**Proceeding paper,**

**[3]** J. M. Pardo, “Vocal tract shape analysis for children,” in *Proc. IEEE Int. Conf. Acoust., Speech, Signal Process.*, 1982, pp. 763–766.

**Publications**

Articles, technical notes etc. on the topic of the report published by the candidate may be separately listed after the literature cited. This may also be included in the contents. The candidates may also include reprints of his/her publications after the literature citation.

**Acknowledgements**