Problem: A majority of young kids do not have access to music education at an early age.

Solution: Create an interactive music application to get kids musically-involved at an early age.

About:

Our goal is to create a device and application that can teach kids about music. This will include the production of an electronic piano-like device using a Microchip board and a 3-D printed body to go along with software that allows the student to create their own music.

Members

Adam Tait
(Computer Science)

Eric Gatto
(Computer Science)

Jason Judis
(Computer Science)

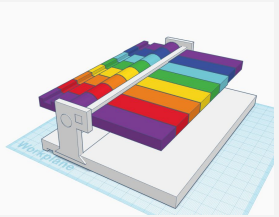
John Rose
(Computer Science)

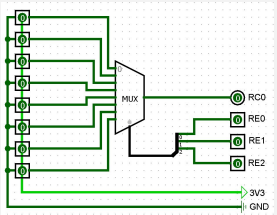
Advisor - Carla Purdy

Challenges and Design Decisions:

- Material needs to be kid friendly and very sturdy
- Designing a friendly and intuitive UI that is for kids took some thought
- 3D printed keyboard to make something fun and interactive for the kids

Hardware:

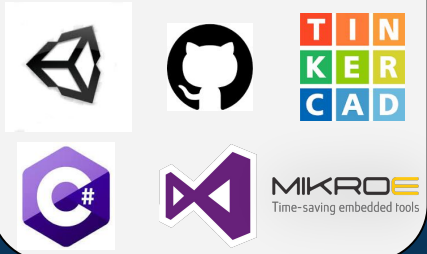




Obstacles:

- Limited Budget
- Printing Time / Model Design Changes
- Part Lead Time

Technologies Used



Software:

Future Features:

- Bluetooth® Connectivity
- Battery Pack
- Music Lessons Built into the Software