Our project will end up being a way for kids to learn how to create beats and rhythms to create music. Essentially, a music helper for children and possibly young adults. We will need to include a friendly display that entices children and we will also need to have some hardware involved for the pressing of buttons to create the beats. That could be anywhere from tapping on a touch screen or trying to use a full-on electronic instrument hooked up to our application.

The knowledge that I have gained going through this curriculum at UC will help me tremendously on this project. A class I am taking now on User Interface (CS 5167) will help us develop the audience we want to create our application for and then go forward with creating a friendly application environment for that audience to work through. Also, I took courses like data structures (CS 2028) and software engineering to get a feel for how to go through the process of writing clean code and also how to handle different ways to develop a project in a group using things like agile programming and holding scrum meetings.

My coop experience will also help me through this process. I worked for Great American Insurance in the exec net department and I worked for Cincinnati Children’s Hospital. At Great American I did work in C# ASP NET MVC and using visual studio as the IDE. The experience at Great American helped me understand that having a good control system that is used to keep track of code leads to developing a successful project. I also learned C# from never having used it before and I found it was easy to learn and probably a good code base to use for the application we want to build.

My main motivation is to help kids get into music. I was never musically inclined as a child, but everyone likes music in their own way, so at one point every child wants to create it. I think this would be a great starting point for a young child who wants to learn what different notes are and what different beats are and how they become important in creating songs. I would have liked to have this growing up as a kid.

As a basic point, we discussed that we want our application to be friendly to children. I think this means that it cannot be overly complicated, and it has to incorporate some touchy-feely component. We want to include a controller of some kind that can be tapped to create beats on the application. We also want to include the software part where the sound of the beats will come out. It could be a website or mobile app. I think we will designate parts to certain people in our group and if one part doesn’t come through then it would be obvious that someone did not put the work in. We will still do it together and help each other out, but if one person needs to do two times the work for another person it will become obvious. Our embedded systems guy will work on the hardware controller and the three computer science guys will have a hand in the development of the software application. Maybe one will figure out the best UI and the other one will try to create the code for the notes to actually include the correct sounds.