



Modern JukeBox

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LP CISIIE Gr. 2



Summary

Introduction

I) Global description of the project and use case

II) Audit the existing systems and processes

III) Technical principle and global explication

- admin
- jukebox
- Remote control

Conclusion

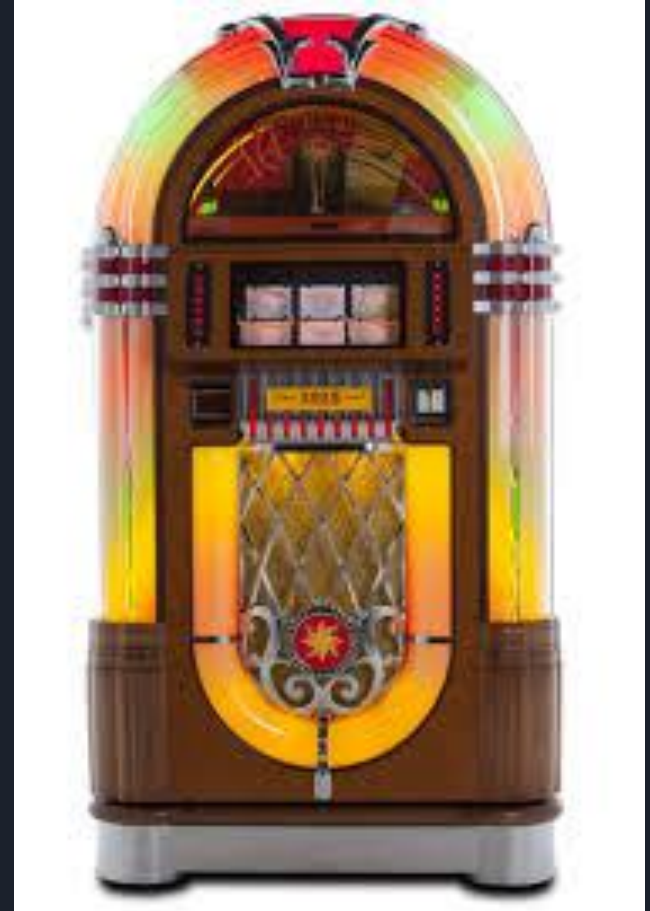
Introduction

Original Jukebox :

- Play music
- Local stored music

Modern jukebox :

- Play music
- Control music
- Mobile Jukebox
- Large music catalog





I) Global description and use of this project

2 actor:

- User of the application : Connect to the jukebox / choose a track
- Administrator : Manage the jukebox

Context of use :

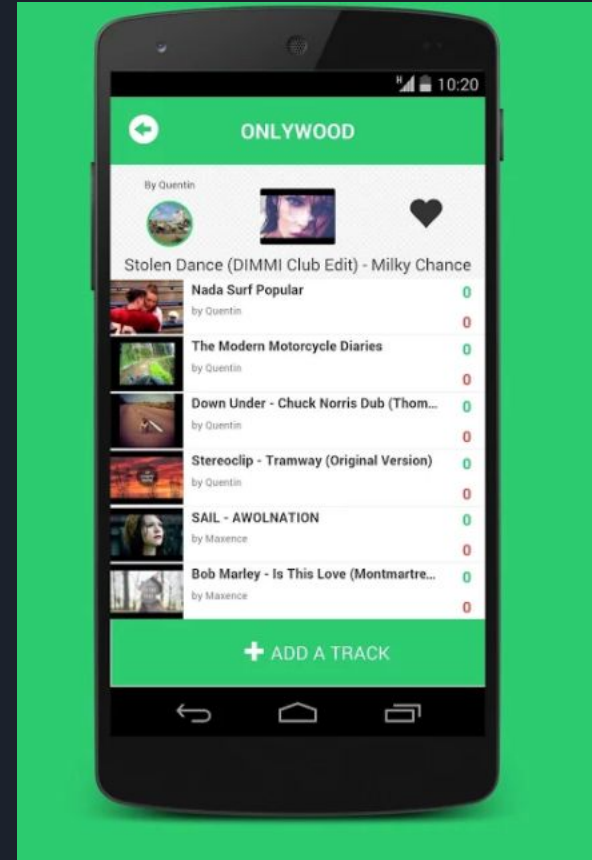
- Private place / public place : bars, party, coffee shop, living room
- Easy to use during event and fast to implement

II) Audit the existing systems and processes

JuckUp :

Android application

Creation of the JukeBox thanks to the application



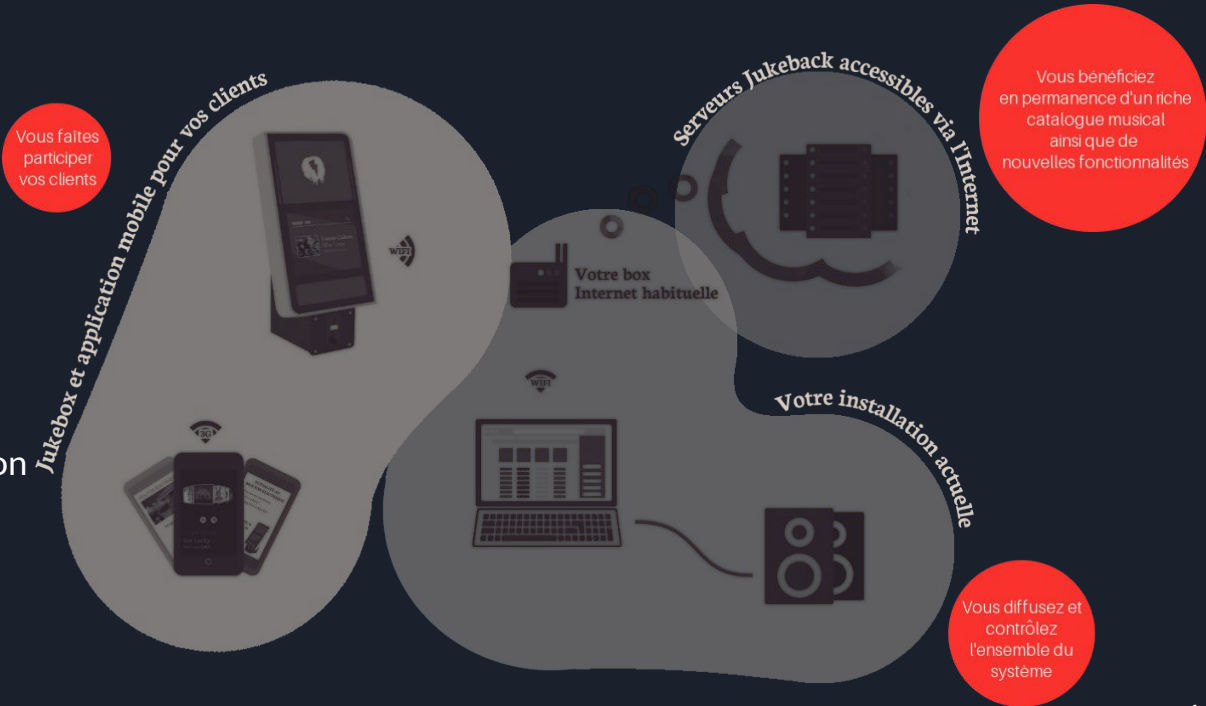
II) Audit the existing systems and processes

SmartFizz :

Recipient: Companies (bars, restaurants, etc.)

39 equipped sites in France

Equipment supplied: Terminal + Application



II) Audit the existing systems and processes

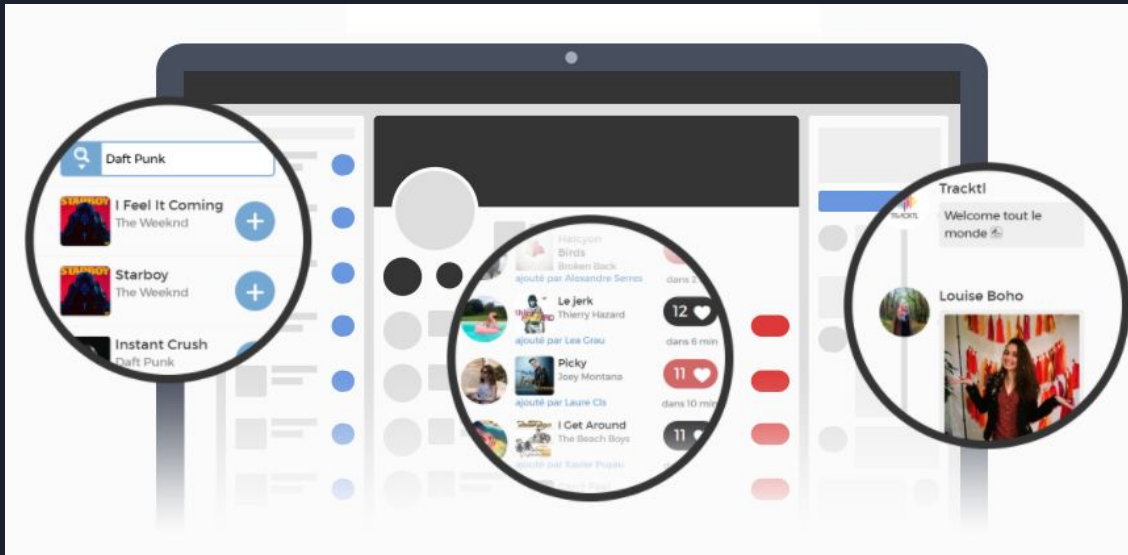
TrackTI :

Recipient: private and public

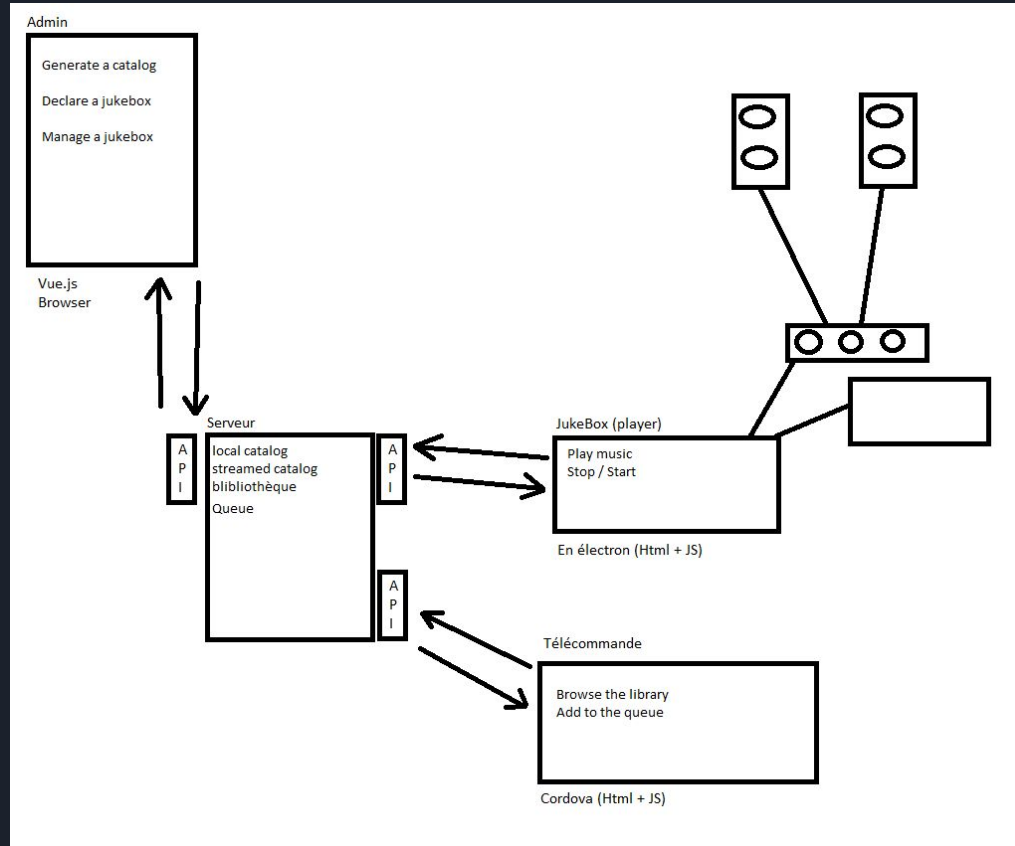
All you need is a computer and a connection

Interactive Screen

JukeBox access via Url



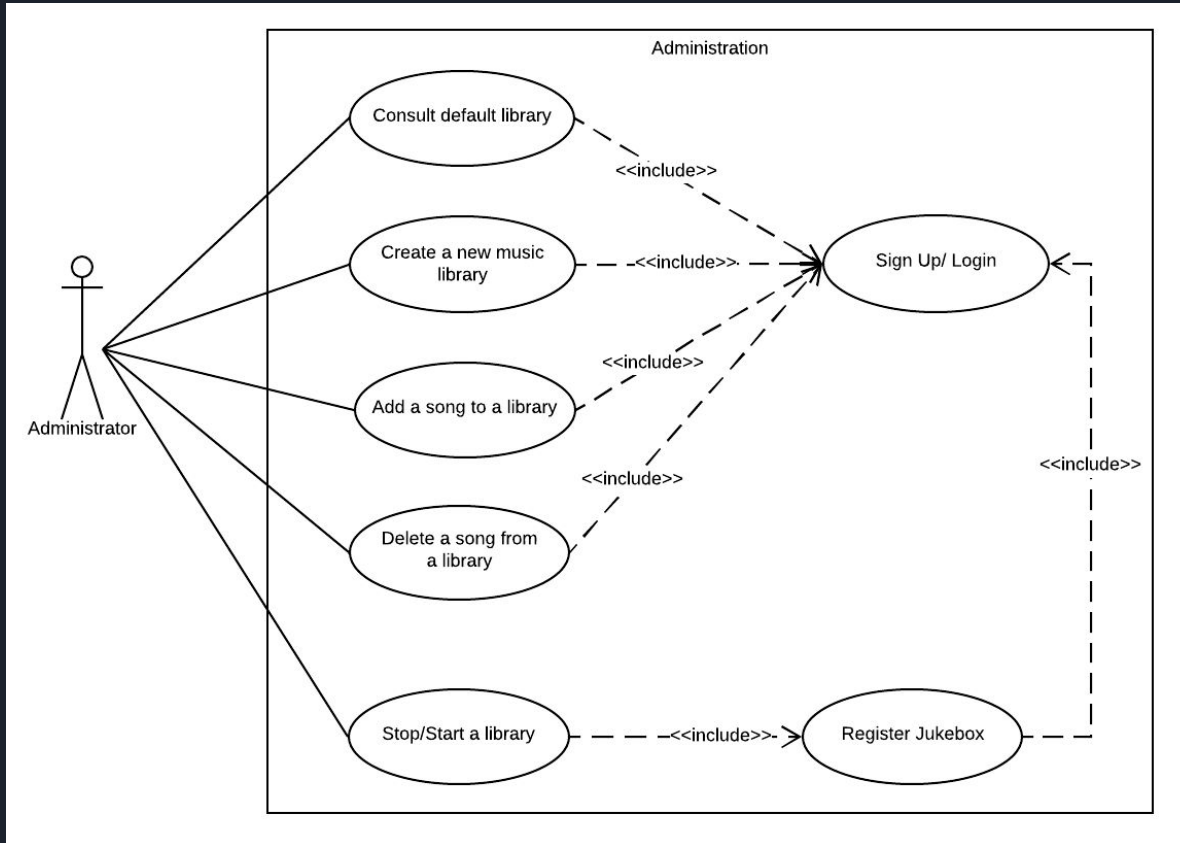
III) Technical principe



Jukebox side



Administrator side

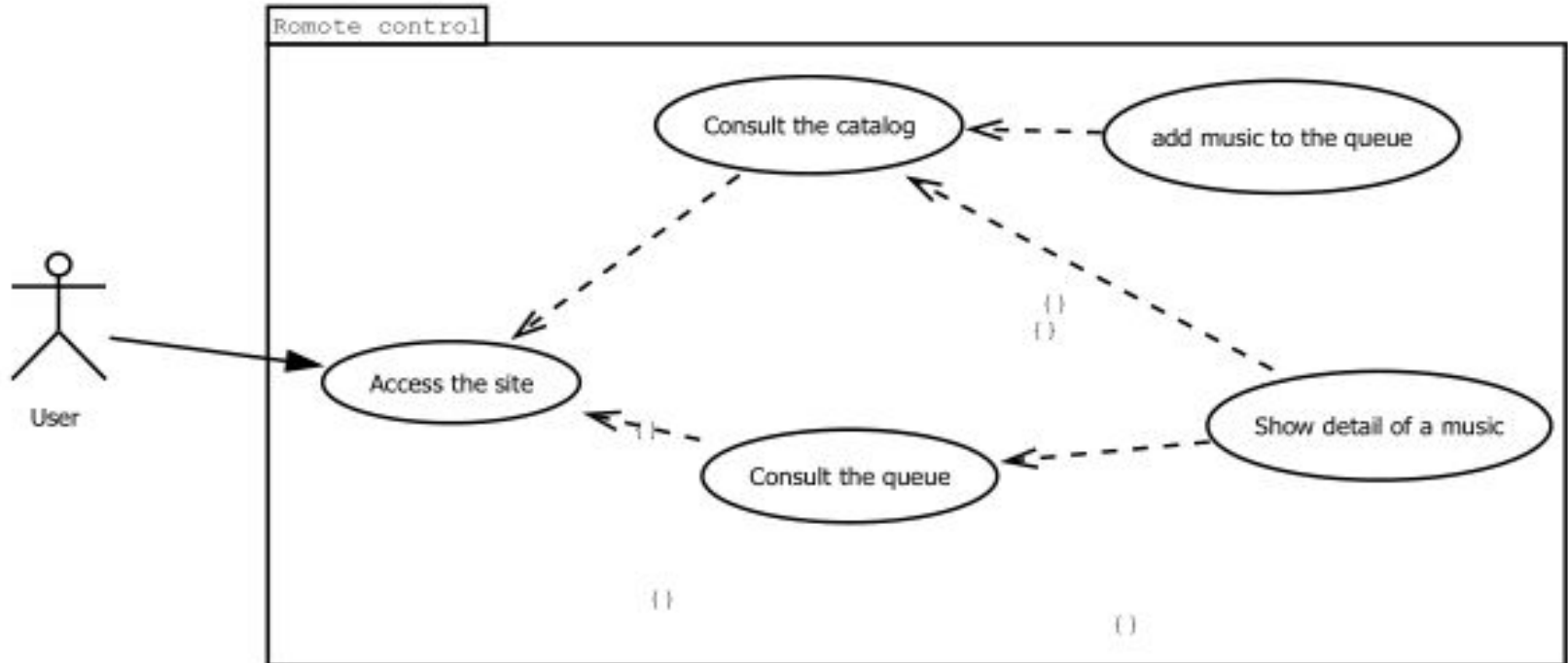




Remote control

- Application
 - Web
- Access with
 - ordinateur, phone, tablet
- It is destined to
 - End customer (User)
- Associer
 - Jukebox
- URL
 - QR-Code , Token

Remote control





Conclusion

- Conception
- Difficulty