

SE MINI-PROJECT REPORT ON

AUDIOBOOK

Submitted in partial fulfillment of the requirements

of the degree of bachelor's in engineering

by

MIHIR CHHEDA	SE-6 09
NIDHI DAULAT	SE-6 10
MISHKAT SHAIKH	SE-6 49

Under the guidance of

MRS. THERES BEMILA JENET



DEPARTMENT OF INFORMATION TECHNOLOGY
SHAH & ANCHOR KUTCHHI ENGINEERING COLLEGE

CHEMBUR, MUMBAI-400088.

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Certificate

This is to certify that the report of the mini project entitled

“AUDIOBOOK”

is a bonafide work of

MIHIR CHHEDA	SE-6 09
NIDHI DAULAT	SE-6 10
MISHKAT SHAIKH	SE-6 49

submitted to the

UNIVERSITY OF MUMBAI

during semester IV in partial fulfilment of the requirement for the award of the degree of

BACHELOR OF ENGINEERING

in

INFORMATION TECHNOLOGY

(Mrs. Theres Bemila Jenet)
Guide

(Dr/Mr/Ms. Co-guide Name)
Co-Guide

(Ms. Swati Nadkarni)
I/c Head of Department

(Dr. Bhavesh Patel)
Principal

Approval for Mini Project Report for S. E. semester IV

This project report entitled “**Audiobook**” by Mihir Chheda, *Nidhi Daulat*, and *Mishkat Shaikh* is approved for semester IV in partial fulfilment of the requirement for the award of the degree of Bachelor of Engineering.

Guide:

Mrs. Theres Bemila Jenet

Examiners:

1. _____

2. _____

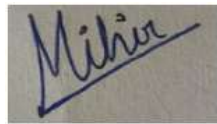
Date: 24th May 2021.

Place: Mumbai

DECLARATION

I declare that this written submission represents my ideas in my own words and where others' ideas or words have been included, I have adequately cited and referenced the original sources. I also declare that I have adhered to all principles of academic honesty and integrity and have not misrepresented or fabricated or falsified any idea/data/fact/source in my submission. I understand that any violation of the above will be cause for disciplinary action by the Institute and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been taken when needed.

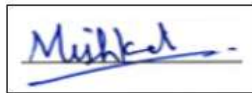
Mihir Mahesh Chheda



Nidhi Nevil Daulat



Mishkat Anis Ahmed Shaikh



(Name and Roll no)

(Signature)

Date: 24th May 2021.

Table of Contents

Description	Page No.
Abstract	i
List of Figures	ii
List of Tables	iii
Chapter 1 Introduction	1
Chapter 2 Review of Literature	2
Chapter 3 Comparative Analysis (Proposed System)	3
Chapter 4 Design Details (Database Design)	4
Chapter 5 Summary	15
Chapter 6 References	16
Acknowledgement	17

ABSTRACT

Several years of research have established that the time spent in reading has a positive impact on the cognitive development and academic success of school children and adolescents. Yet, reading among adolescents has become unpopular in recent years as their engagement with audiobooks has increased.

The “first literature was heard, not read” and that is a trait which audio books, the innovative format which digital narrative has recently adopted, which is in common with traditional oral literature: “We are back to what a voice can transmit to us”. Moreover, if reading is understanding the content of the story or the theme, then audio books certainly don’t lose. No one would contradict the importance of decoding in teaching children to read. But, understanding the message, thinking critically about the content, using imagination, and making connections is the sole of being a reader and why kids learn to love books.

The use of audio books is hereby described as favouring the development of the five skills described in the Common European Framework of Reference for languages (CEFR), namely, listening, reading, spoken interaction, spoken production, and writing and how they affect the teacher, the child and the process of learning, in different ways. This concludes that using audio books in primary education may have a positive impact on the learners, who will not only improve their language capability but also their literary skills.

One of the gifts of audio books is that they have jolted the habit of reading. In fact, the increasing number of easy-to-reach audio books has caused a rise in the number of people shifting their interest towards literary texts. With the rise of new technologies of information and communication, the audio books have been evolving rapidly. They have been transformed in a few years from analogue to digital, from tabletop to handheld, and from cassettes to Cds”.

Hence, the main point about audio books is that they are encouraging children’s reading habits and, what is more, they are always available either at school, at home or in the library. Furthermore, it is possible for individuals to manage other manual tasks while listening to an audio book and “this is just another innovation that has affected the use of audio books in instructional settings”

Naturally, for students with sight limitations, audiobooks assist in independent learning. Beyond one study focused on students with visual impairments, the researches investigating audio delivery of content mainly involve three general categories of student groups: students with learning disabilities, second language learners, and typically developing adolescents.

Chapter 1

INTRODUCTION

An audiobook allows an individual to listen to a recording of the text of the book, instead of reading the text of the book. While these have dramatically risen in popularity over the last few years, they're not really new. Audiobooks, or "talking books," as they were often referred to, emerged during the 1930s. Unlike the digital versions we enjoy today, they often came in the physical form of a cassette tape. Nowadays, audiobooks are simply downloaded as digital audio files in formats such as MP3, WMA (Windows Media Audio), or AAC (Advanced Audio Coding). One can listen to these using any electronic device that supports streaming audio, such as a phone, computer, or tablet.

The project is designed of an automated system of an Audiobook named "Audio-da-city" which enables the users to access slide-books and e-books along with pronunciation book and a talking dictionary. Users can create an account by entering the required credentials or if the already have an account they can directly login by entering their username and password. After the user has successfully logged in, they are taken to the homepage where they can choose among the options provided. Slide-book consists of audiobooks for kids and e-book has talking novels for adults, each with media control commands like play, pause, stop and resume. Users have an option of choosing the assistant's voice to be male or female along with the option of sticker-notes for each user to write down their reviews about the books. The pronunciation book helps users to check the right pronunciation of a word then and there. Lastly, the talking dictionary reads out the meaning of the word the user is looking for.

Chapter 2

REVIEW OF LITERATURE

A **literature survey** or **literature review** is a type of review article. A literature review is a scholarly paper that presents the current knowledge including substantive findings as well as theoretical and methodological contributions to a particular topic. Literature reviews are secondary sources and do not report new or original experimental work. Literature reviews are a basis for research in nearly every academic field. A narrow-scope literature review may be included as part of a peer-reviewed journal article presenting new research, serving to situate the current study within the body of the relevant literature and to provide context for the reader.

We have provided the tabular literature survey of the following papers:

Sr. No.	Title	Author	Publisher And Year	Aim of the paper	Implemented features
1	Audiobooks: Legitimate “Reading” Material for Adolescents?.	Jennifer Moore, Maria Cafill	ISSN; May 5, 2016.	This paper promotes the objective of using an audiobook.	The idea of building an audiobook was examined by observing its needs in physically challenged or daily learners.
2	Automan: a simple, Python-based, automation framework for numerical computing	Prabhu Ramachandra n	IIT Bombay; Feb 6, 2018.	The paper is based on the use of python automation.	The assistant voice used and speech assistant for pronunciation and dictionary was implemented with this python framework.
3	Automation in python using speech recognition.	Mrs.P.Dhakshayeni, S. Rithika Irene, V. Thanga Ishwarya, M. Vaishnavi	ISSN, March 2020.	The paper aims at the database and speech recognition.	The database made for auto-increment scheme and some parts of vocal implementation was adapted.

4	Converting E-book into audiobook to enhance English receptive skill.	J. Ari Wibowo	ISSN, Oct 2016.	The paper aims at need of personal audiobook with user-friendly features.	Features of play, pause, resume, stop and voice gender were decided to make use of keeping in mind the convenience.
5	The Impact of Audiobooks on Reading Comprehension and Enjoyment	Christopher Ryan Wagar	Research Gate, June 2016.	The paper enhances how audio technology is impactful for low comprehension skills.	The design and features of web page are kept simple to be user friendly and helpful for any kind of readers and listners.

Chapter 3

PROPOSED SYSTEM

An automated system is to be developed of an audiobook named, 'Audio-da-city'. The web page will provide the users a space to exercise for all kinds of audio-listening tools. The customers can create an account with details like name, phone number and email address. The user can then log in using their username and password. The home page contains access to options like slide book, e-book, pronunciation book and a talking dictionary.

Slide book and e-book facilitate listening to a book with user-friendly commands of play, pause, resume and stop. The assistant's voice can also be selected to be male or female.

A full narrative experience of e-book can be accomplished by writing reviews using sticker notes for self-collection.

TECHNOLOGY USED:

Front End:

- Python

Backend:

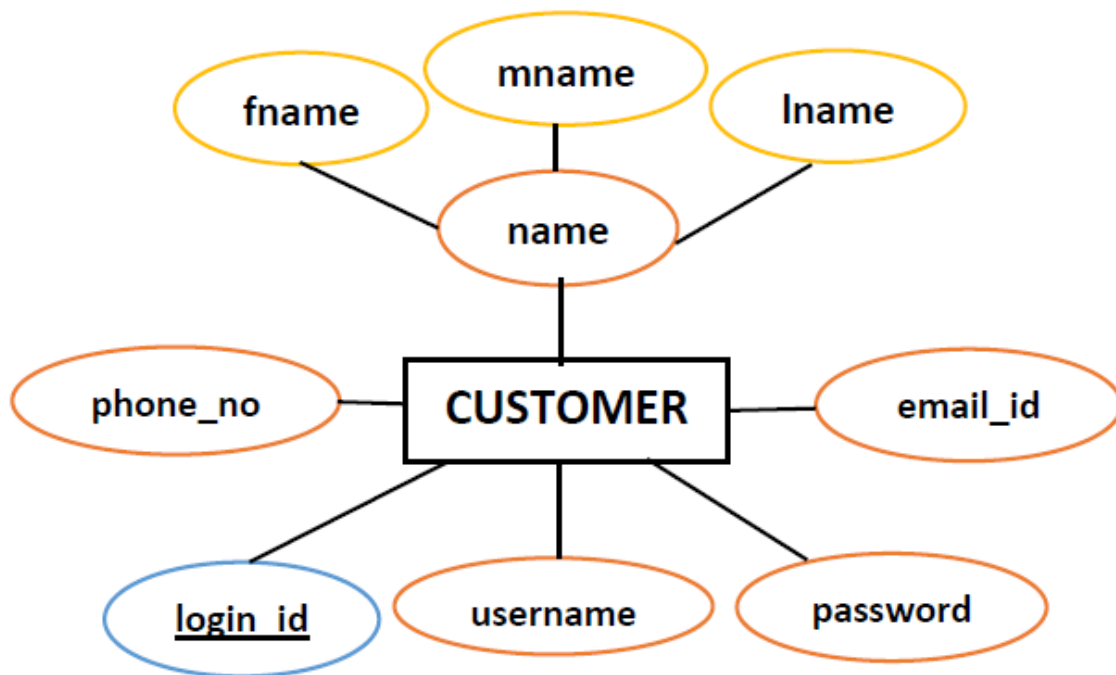
- WORKBENCH
- MY SQL 8.0

Chapter 4

DESIGN DETAILS

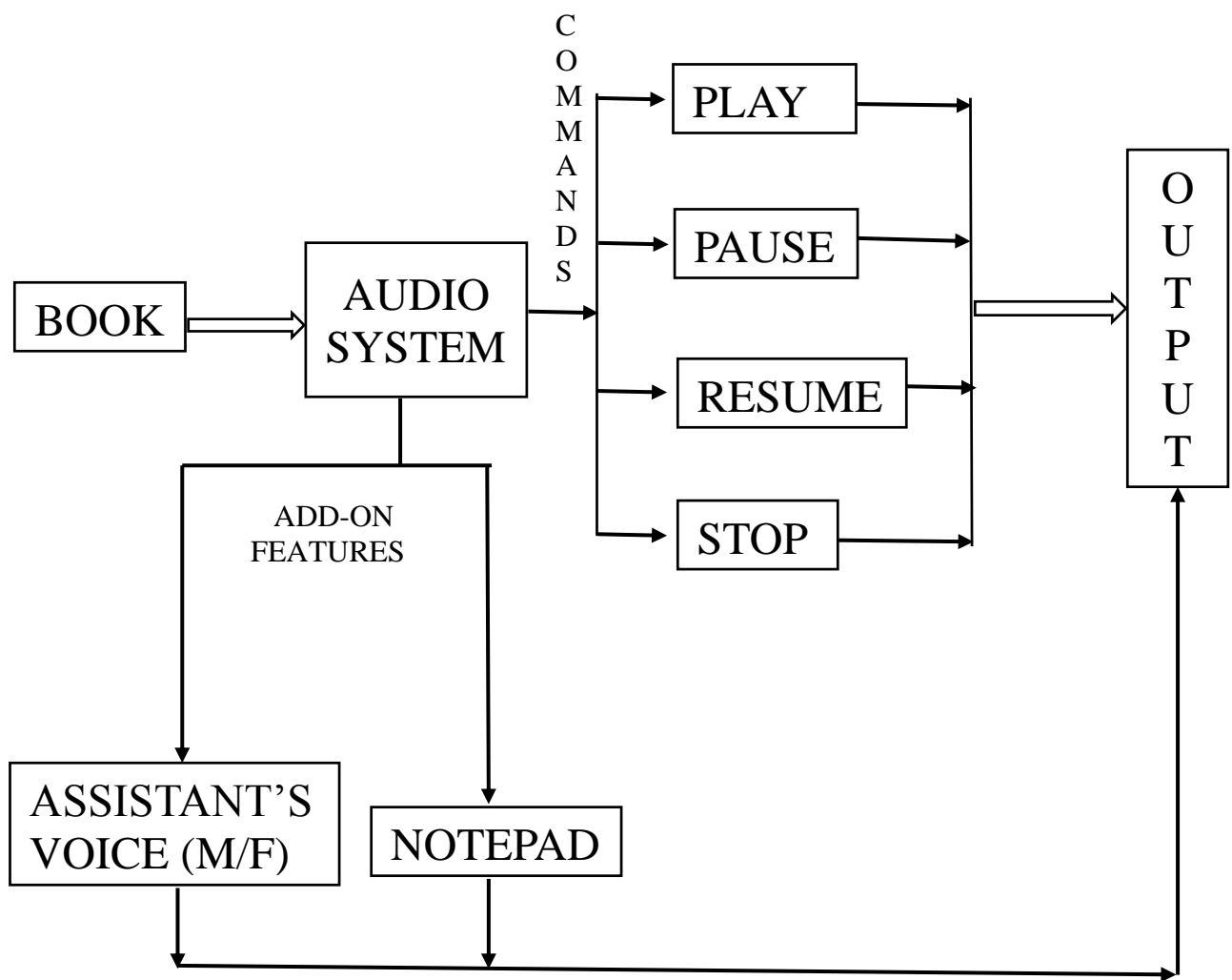
Part-1) DATABASE DESIGN

ER/EER DIAGRAM:



- **Entity:** Customer
- **Attributes:** Customer (login_id, username, password, fname, mname, lname, phoneno, email_id)
- **Primary key** – login_id
- **Composite attribute:** name - fname, mname, lname

Part-2) WORKING OF AUDIO SYSTEM



Part-3) IMPLEMENTATION

This section describes the implementation of our project, and gives an overview of the user interface and the functionality of the project. The user is first greeted with the login form before other functionalities which are explained as follows:

1. Login Page:

The 'AUDIO-DA-CITY' login page is the first thing that the user sees. The page provides the registered members to directly log into their accounts by entering their username and password. In case of not being a registered user, they can create an account of their own by clicking on 'REGISTER' button.

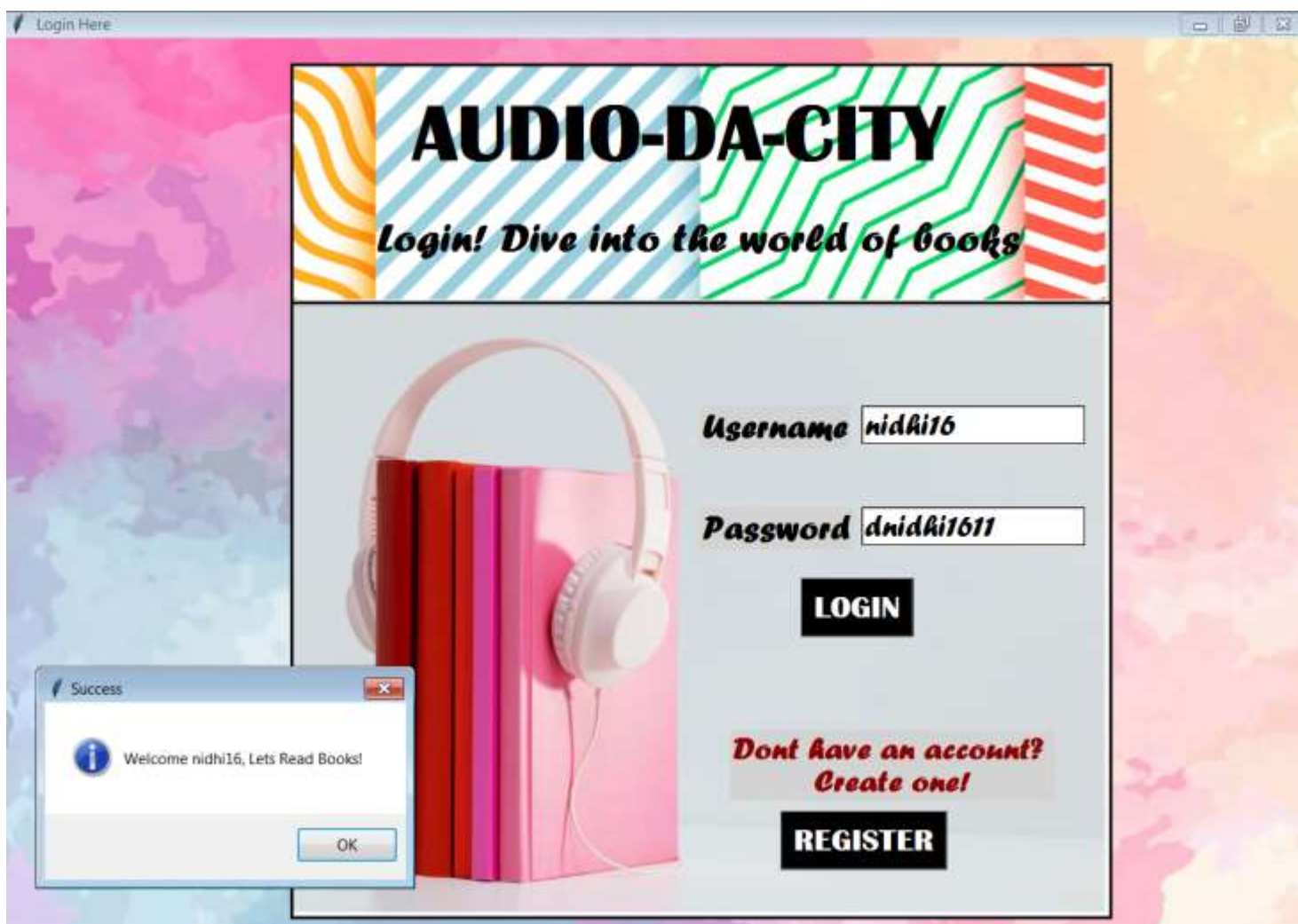


Fig (1)

2. Create New Account Page:

The new user can create an account by entering their personal details and completing their registration part. First name, middle name, last name, phone number and email-Id are mandatory to enter. A unique username and password has to be created. These details will then be stored in the database after clicking on the 'Register' button. However the user needs to login again through 'Sign In' button after creating the account.

The screenshot shows a registration window titled "Registration Window" with a background image of a bookshelf. The main heading is "AUDIO-DA-CITY" with the tagline "Books That Speak To You". A "SIGN IN" button is located on the left. The registration form is titled "Create Your Account Here!" and contains the following fields:

First Name	Middle Name	Last Name
Nidhi	Nevil	Daulat

Phone Number	Email Address
9876543201	nidhi01@gmail.com

Create Username
nidhi16

Create Password	Confirm Password
dnidhi1611	dnidhi1611

A "REGISTER" button is located at the bottom of the form. A small "Yay" dialog box is open in the foreground, displaying "Registered Successfully" and an "OK" button.

Fig (2)

3. Home Page:

The user has now logged into the 'AUDIO-DA-CITY' page. Now the user has the privilege to exercise audio-listening tools like slide book, e-book, pronunciation book and talking dictionary. The user can logout once listening is done.

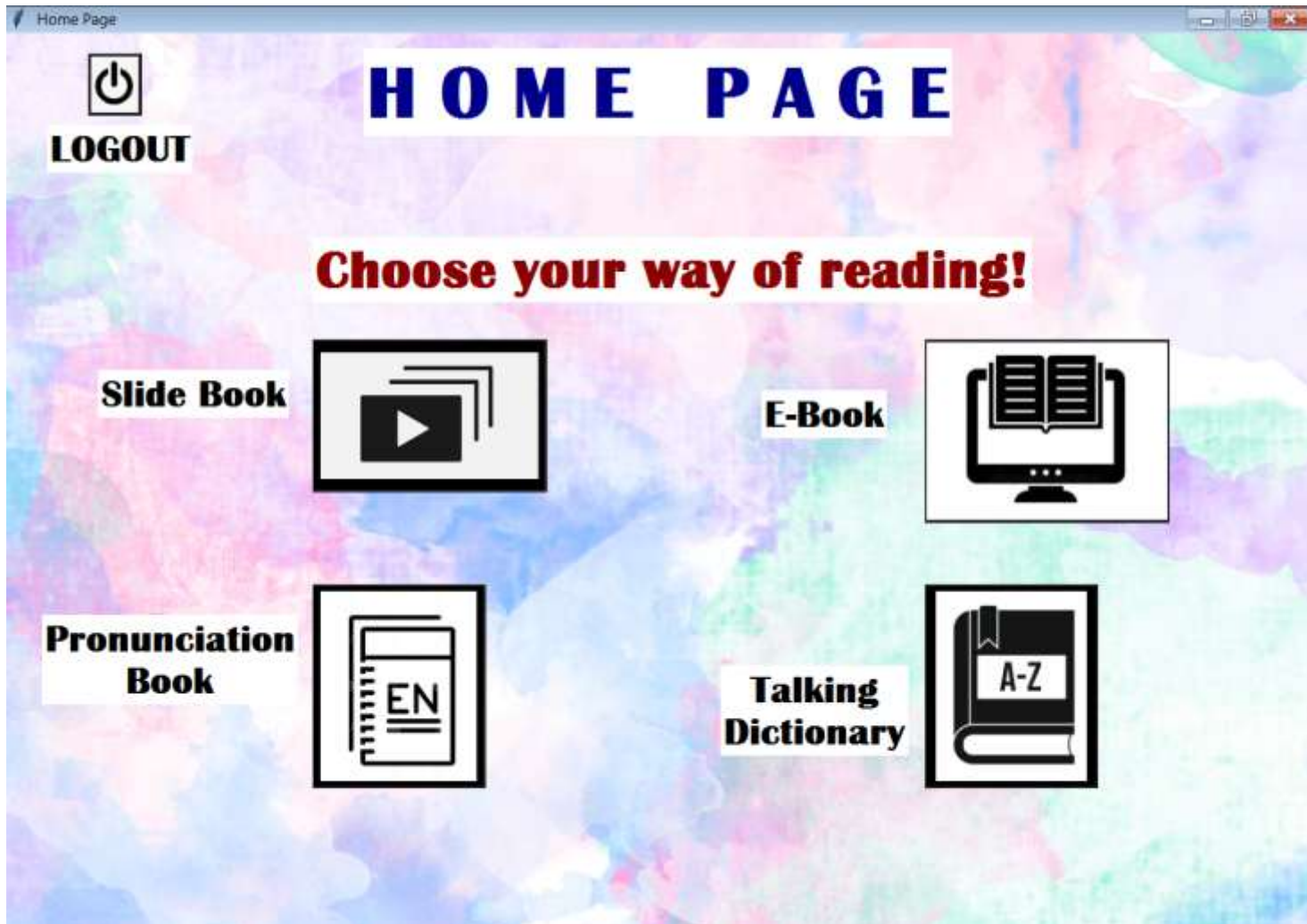


Fig (3)

4. Slide book home page:

The users are provided with slide-book buttons exclusively designed to provide library-like atmosphere. Selecting any book of choice will make them land on that page.

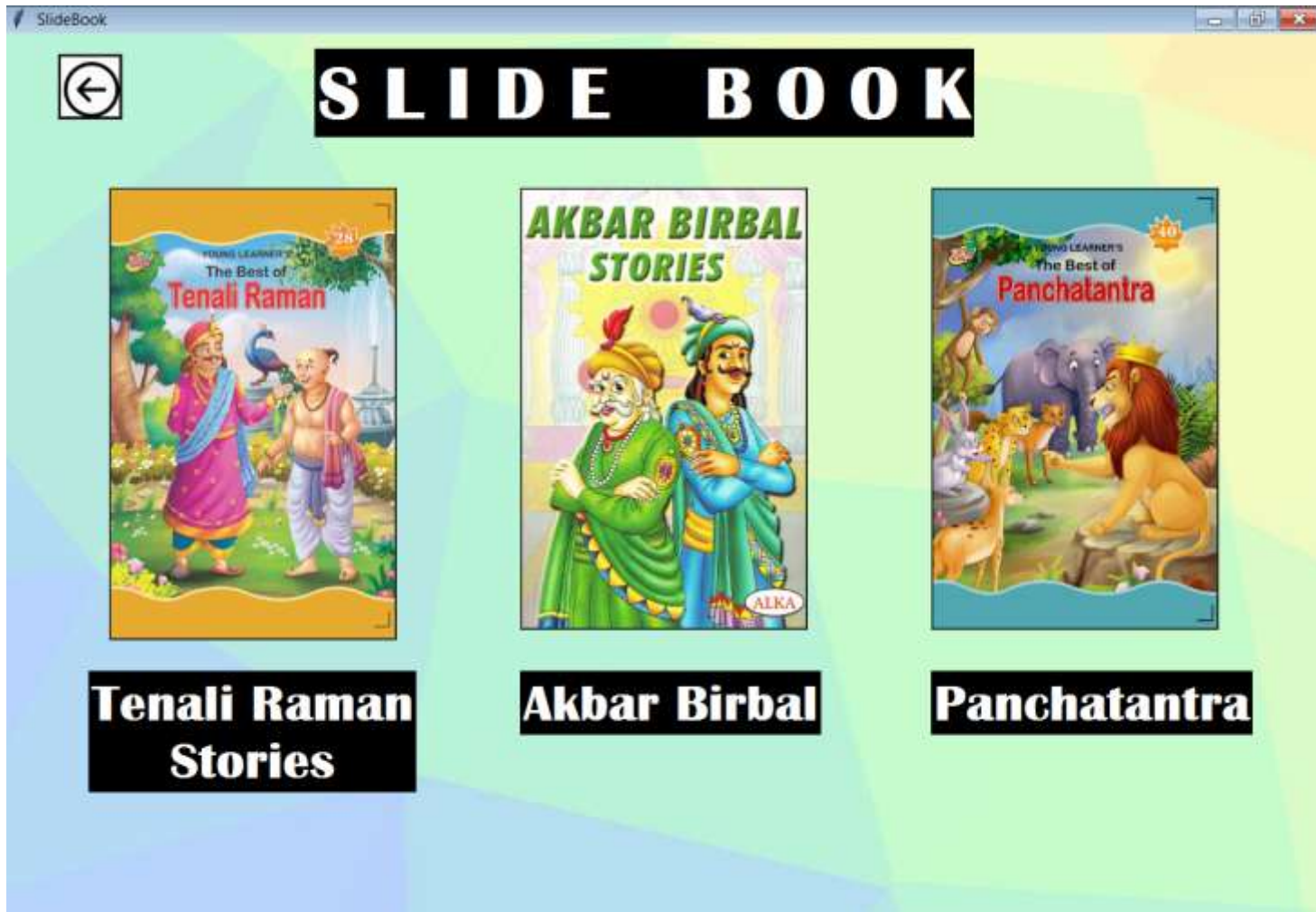


Fig (4)

5. Slide book:

For example we choose the book 'Tenali Raman Stories', this is the view provided for reading. A panel on the left facilitates options like play, pause, resume, stop icons which can be utilized according to the need. The 'home' and 'back' icon will take us back to the home or previous page. The frames being the highlight and distinguishing factor to choose a slide-book, can be changed for more reading through 'next' and 'previous' options.

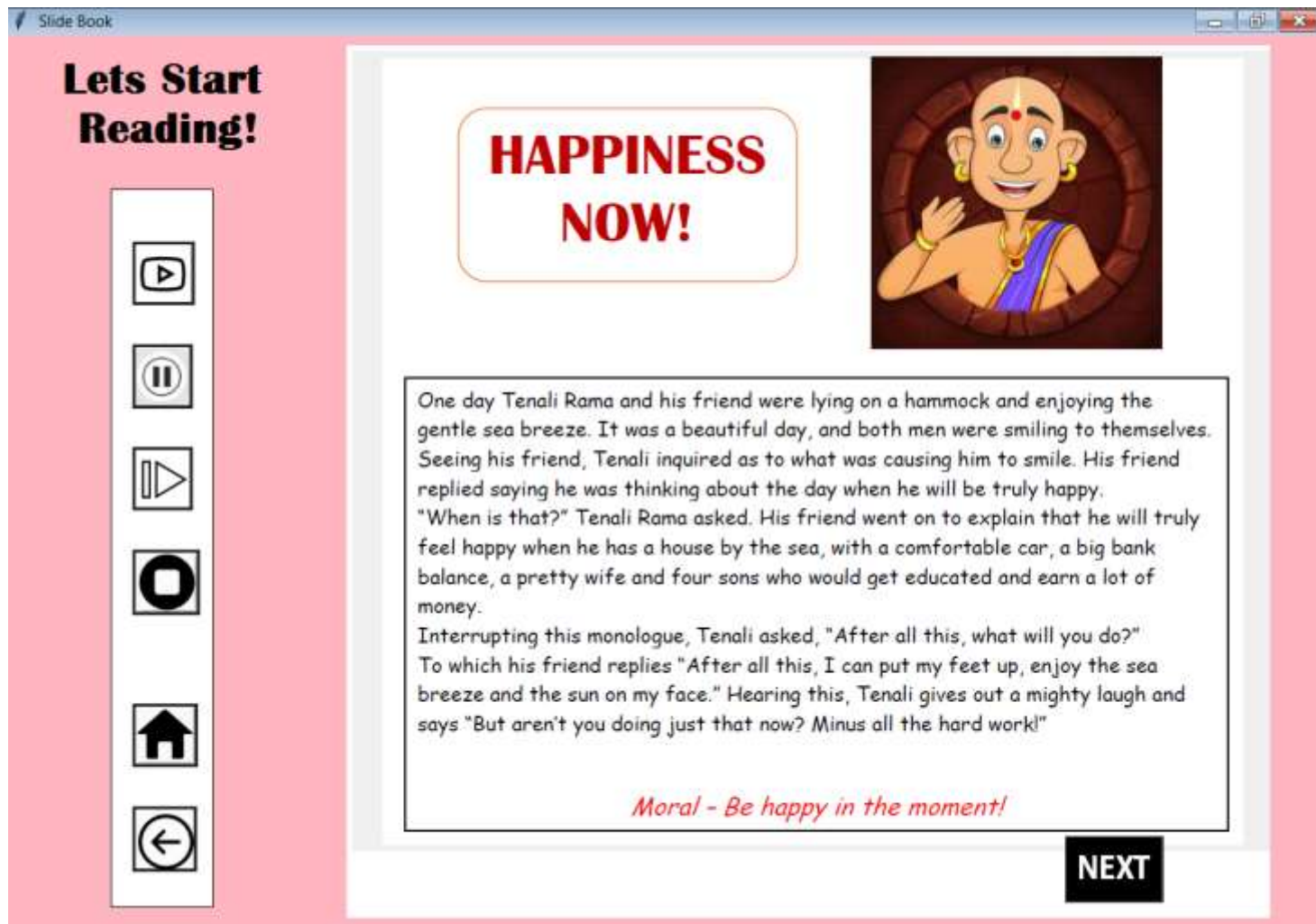


Fig (5)

6. E-book home page:

The users are provided with e-book buttons exclusively designed to provide library-like atmosphere. Selecting any book of choice will make them land on that page.

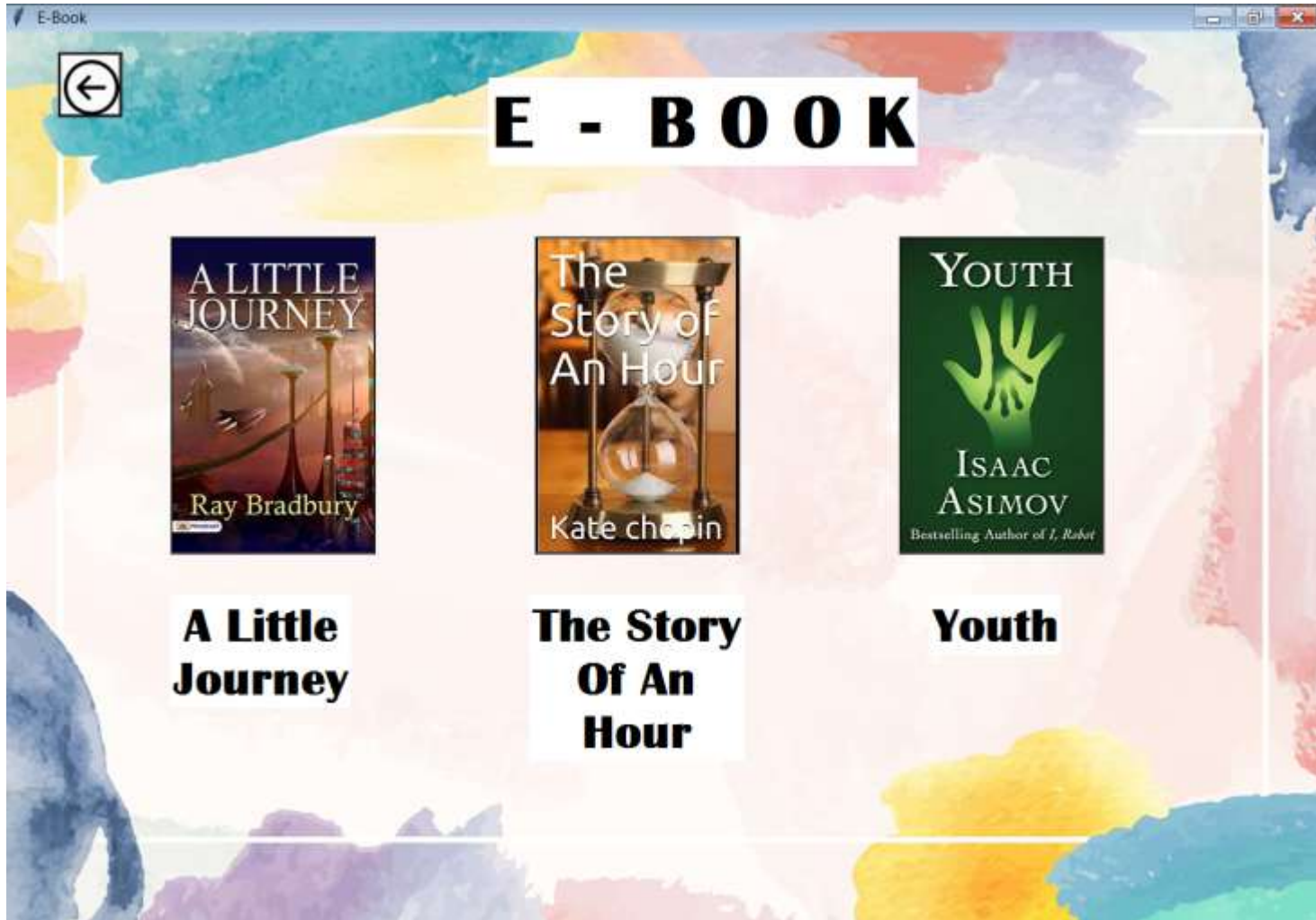


Fig (6)

7. E-book:

For example we choose the book 'The Story of An Hour', this is the view provided for reading. A panel at the bottom facilitates options like play, pause, resume, stop icons which can be utilized according to the need. The choice of the assistant voice (M/F) is provided. A review button helps the user open a notepad directly, pen down thoughts and save in the system. The 'home' and 'back' icon will take us back to the home or previous page. The highlight about e-book way of reading is to provide a novel-like experience by scrolling through pages and engrossing into mystery stories.

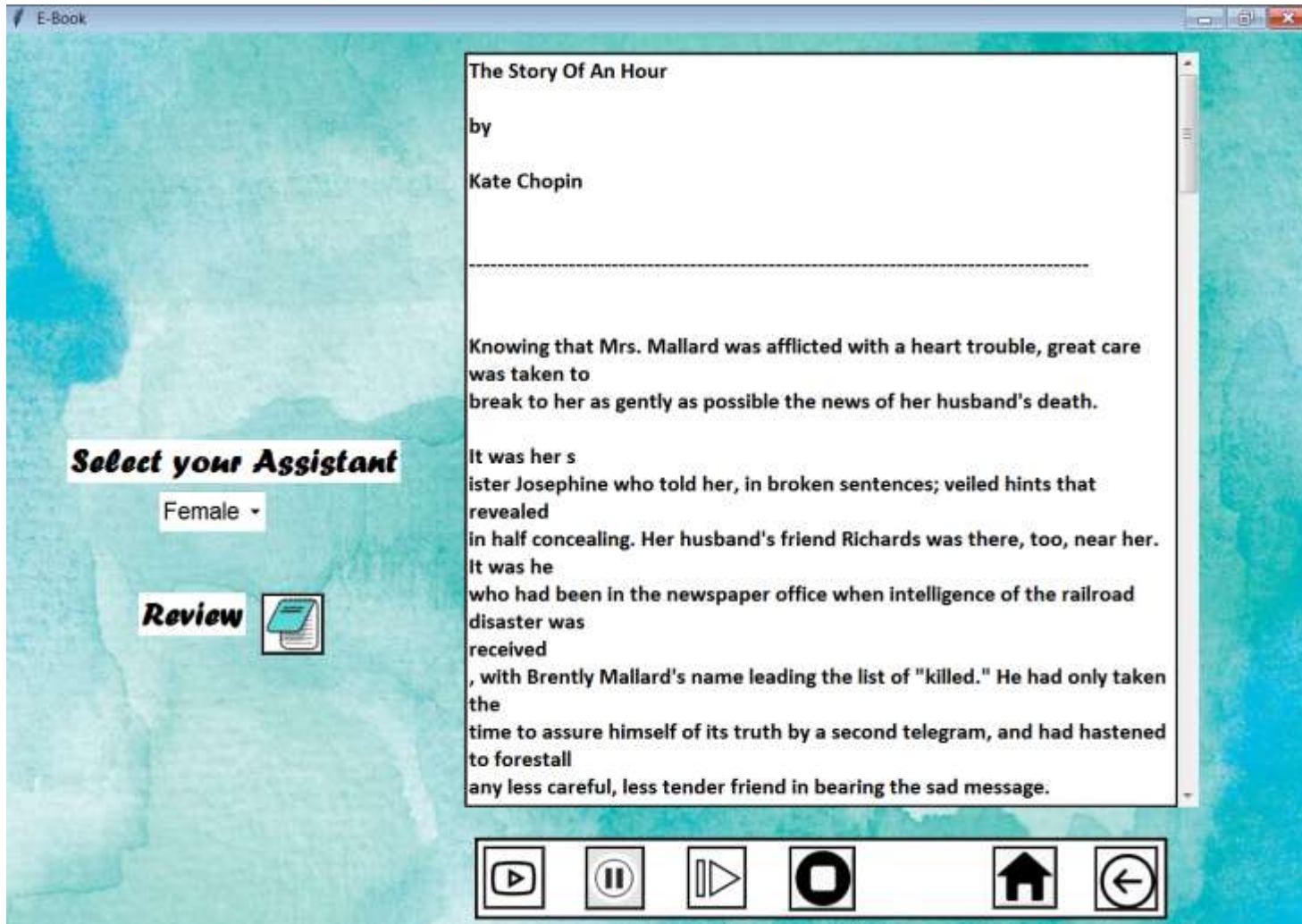


Fig (7)

8. Pronunciation book:

This feature enables user to increase their pronunciation skills by listening to the word sound. 'Play' button can be used to hear the sound and 'Reset' button will clear the text area for re-typing a different word.

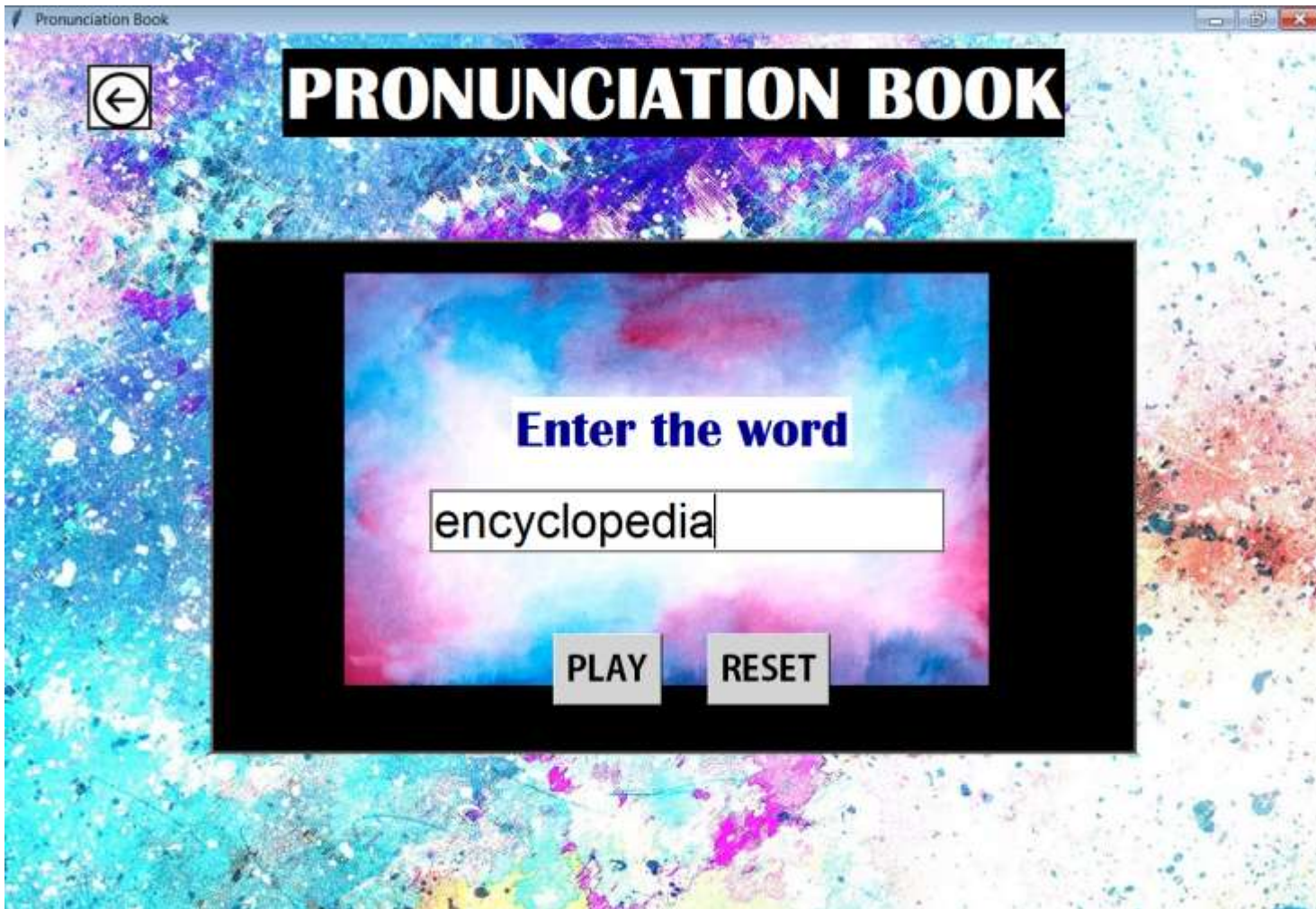


Fig (8)

9. Talking Dictionary:

A handy, easy to use and fast dictionary is quite user-friendly. It enables user to hear the word, search its meaning and even hear the meaning. This can help increase vocabulary skills and make user a better writer and speaker for wise use of words.

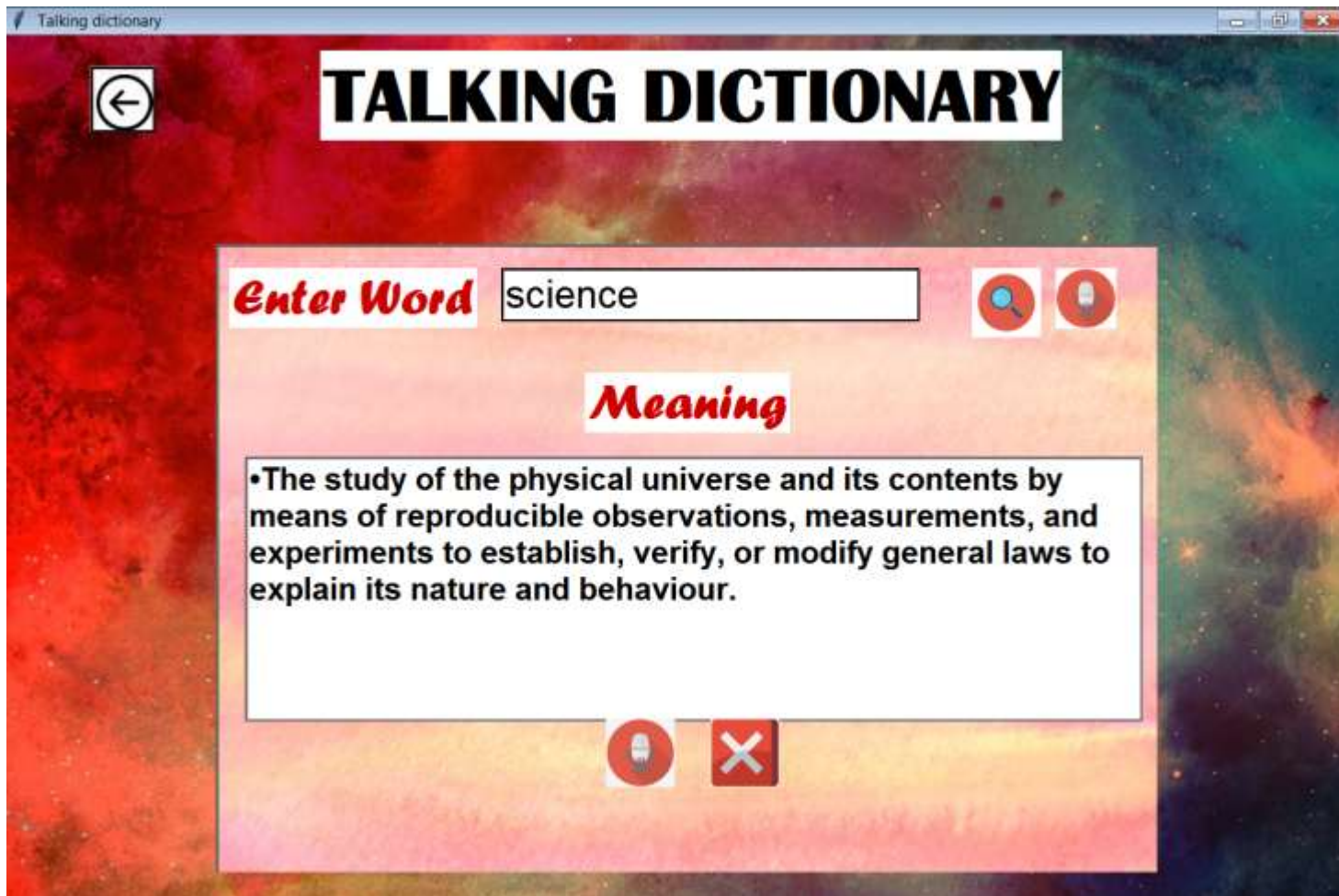


Fig (9)

10. Database:

All the user details entered for creating the account are stored in the database for our programmers knowledge about the users engaged in our reading facilities and to make them aware about any new books or features added later-on through message or mail.

Result Grid								
Filter Rows:		Edit:		Export/Import:		Wrap Cell Content:		
login_id	username	password	phone_no	fname	mname	lname	email_id	
1	nidhi16	dnidhi1611	9876543201	Nidhi	Nevil	Daulat	nidhi01@gmail.com	
NULL	NULL	NULL	NULL	NULL	NULL	NULL	NULL	

Fig (10)

Chapter 5

SUMMARY

Part-1) CONCLUSION

We have successfully created an Audiobook named Audio-da-city. The application of the project basically consists of a platform for users to exercise audio-listening tools like slide-book, e-book, pronunciation book and a talking dictionary. The details entered by the user are stored in the 'My SQL' database of the system. The customers have the advantage to learn proper speaking, comprehension and vocabulary skills all at one place at any time with no cost required.

The Audiobook is more interesting than an e-book. The conversion of them will be useful for learners to develop their competence.

There are some applications like:

- 1) Reading and listening skills can be trained continuously in a fun way. One can read an e-book easily by his smartphone in one's spare time or just listen to the book while he is doing dishes, exercising, walking around, sitting down in the waiting room or even laying on the bed.
- 2) One will know how to pronounce a difficult word he read.
- 3) One will understand the story faster.
- 4) One can find the meaning of a difficult word to increase vocabulary as our web page is completed by dictionary feature.
- 5) One can choose a book based on one's taste.
- 6) It is completely free. One can also find an e-book anytime, anywhere.

Those applications collaboration is a suitable medium for receptive skill development. In other words, learners do not depend on a teacher to get the material but they can be a provider.

Part-2) FUTURE PROSPECTS

The project is successfully developed for an Audiobook on Python using Tkinter module for GUI. As is the case with all applications, this application still has a lot of aspects that need to be improved. This application is a standalone application and does not support internet connectivity. If this application is made web based, it would add many advantages to it such as synchronizing of the application with all your connected devices. There can be more security of data in making websites as client side scripting are more secure. The database also can be improved by using normalisation to avoid duplication and storing multiple data. The project although gives a wide range of audio-listening tools but adding options like marking for favourite books, bookmarks or buying books online could have made this much appealing. Hence for a large amount of data can be implemented in real time use.

With the increasing number of internet users, and next generation connectivity, web based applications are quickly gaining popularity. If this system is used at a large scale, it may be web based to enhance the usability of this application. The social media marketing strategies can also be used to grab the attention of the youth making it inclined towards online listening and reading services rather than the traditional methods.

Chapter 6

REFERENCES

- [1] Audiobooks: Legitimate “Reading” Material for Adolescents written by Jennifer Moore, Maria Cafill of ISSN dated May 5, 2016.
- [2] Automan: a simple, Python-based, automation framework for numerical computing written by Prabhu Ramachandran of IIT Bombay dated Feb 6, 2018.
- [3] Automation in python using speech recognition written by Mrs.P.Dhakshayani, S. Rithika Irene, V. Thanga Ishwarya, M. Vaishnavi of ISSN dated March 2020.
- [4] Converting E-book into audiobook to enhance English receptive skill written by J. Ari Wibowo of ISSN on Oct 2016.
- [5] The Impact of Audiobooks on Reading Comprehension and Enjoyment written Christopher Ryan Wagar of Research Gate on June 2016.

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I would like to express my very great appreciation to my group members for their valuable and constructive execution and suggestions during the planning and development of this research work and in making of the project. The team building, managing and co-operative skills were also been imparted in us. Hence making us more professional and patient in work.