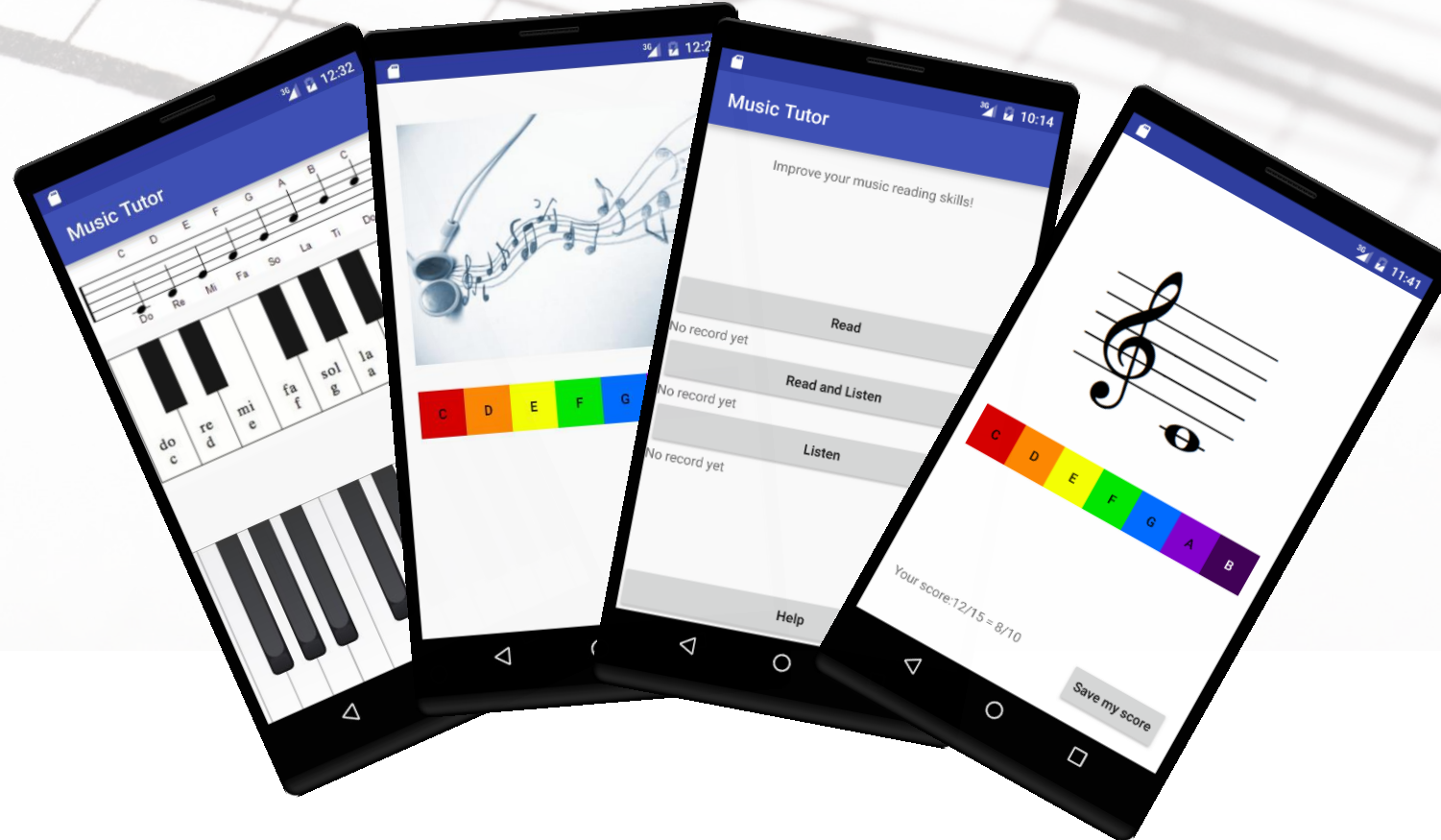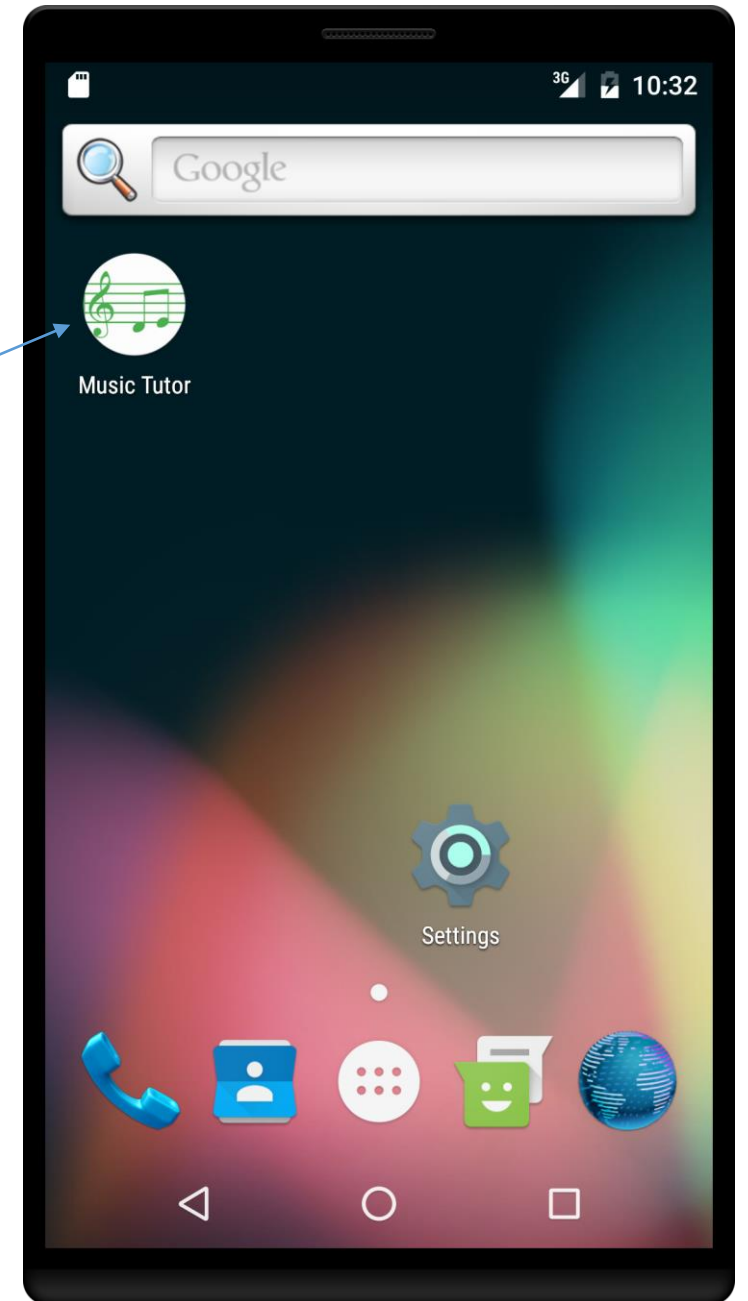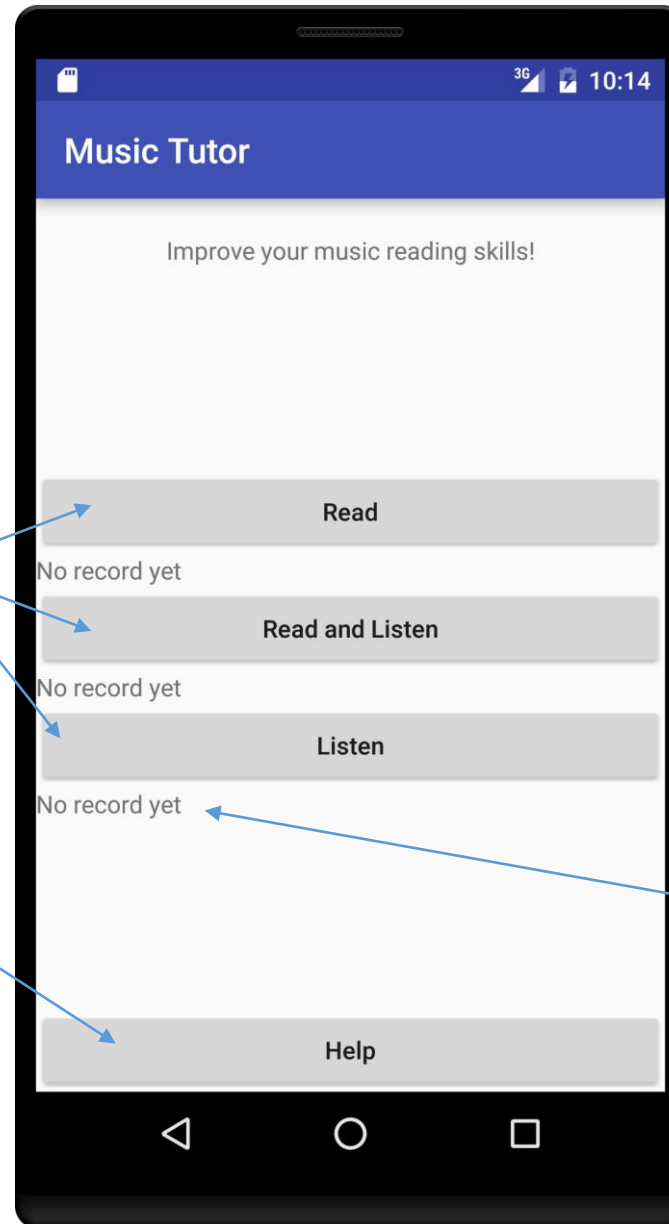# Music Tutor Application

1

This application was designed for kids or adults who learn how to read music scores.

Once installed on your phone, you can launch the application by touching this icon.

Music Tutor

Settings

The application opens on the "menu screen".

It provides 3 buttons for each of the training modes (Read, Read and Listen, and Listen) and a Help button.

Music Tutor

Improve your music reading skills!

Read

No record yet

Read and Listen

No record yet

Listen

No record yet

Help

For each training mode, the best score saved by the user is displayed below the button. At the first execution, or if the user saved nothing during previous executions, there are no records to display, hence the "No record yet" message as shown here.

When the user selects the "Read" mode, he is taken to the training screen.

The training screen displays a music note on the staff, randomly chosen between A and G.
Below the picture, 7 colored buttons are labeled with the name of the notes.
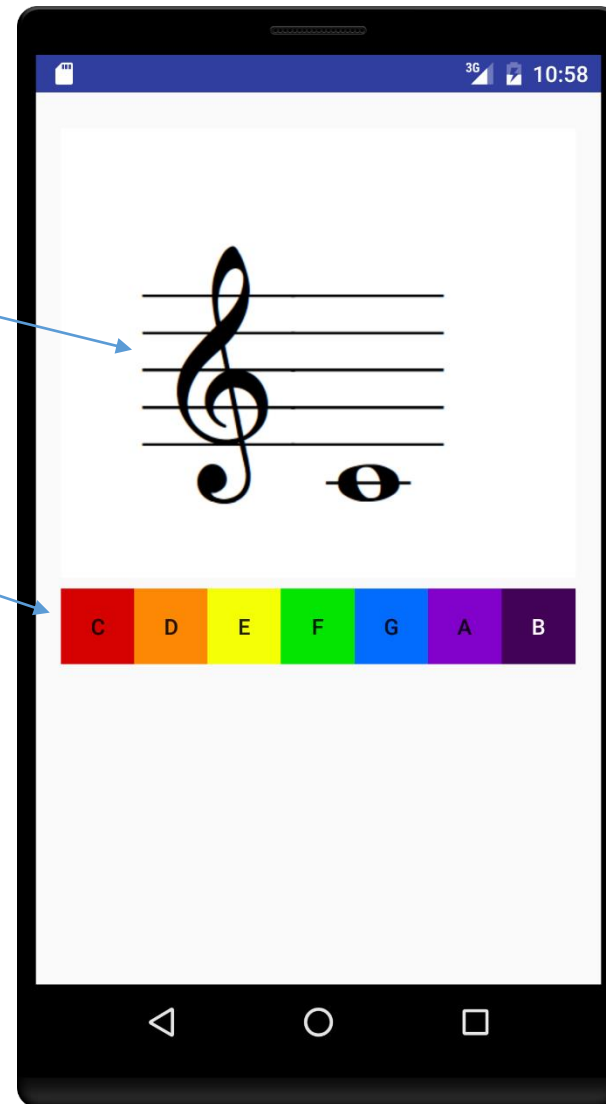
The user needs to press the button which matches the displayed note.
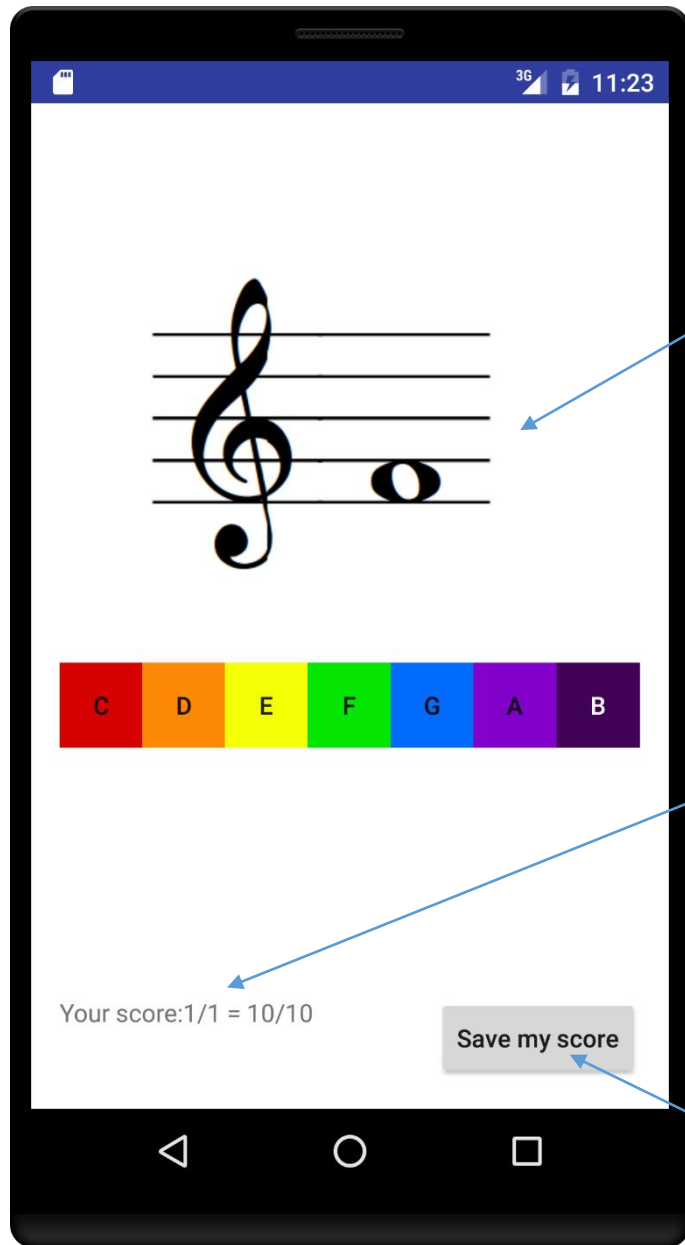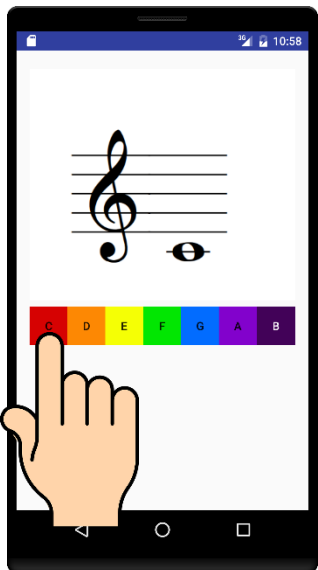
If the user selects the appropriate button, another note is displayed.

The "score" indicates the number of correct answers over the number of tries. This score is also translated to a 10-scale.

When the score is greater than the saved score for the "Read" training mode (which is the case here since there was no record yet), a "Save my score" button appears. The user can click this button to save the current (best) score and keep playing.
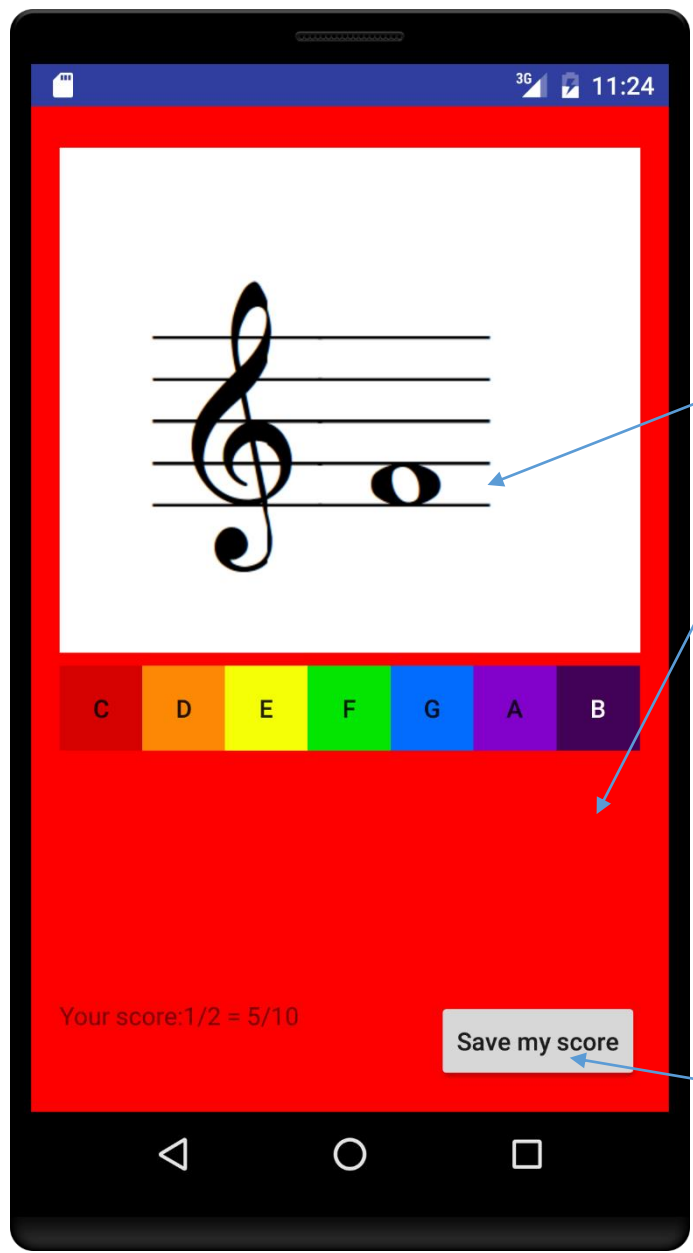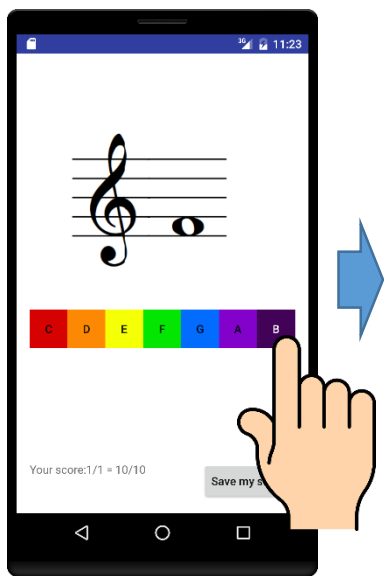
Buzz!

If the user does not select the appropriate button, the same note stays displayed, the background turns red and a "buzz" sound is played.

Since the score was not saved yet by the user, the current score (5) is still the best one so the "Save my score button" is still displayed.
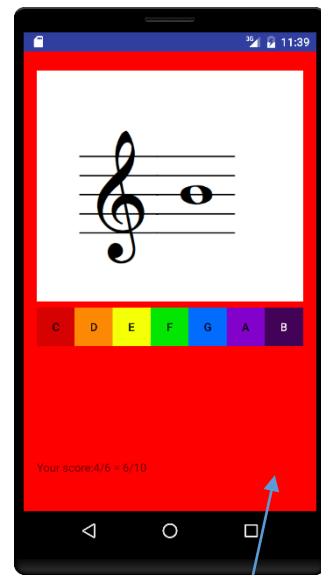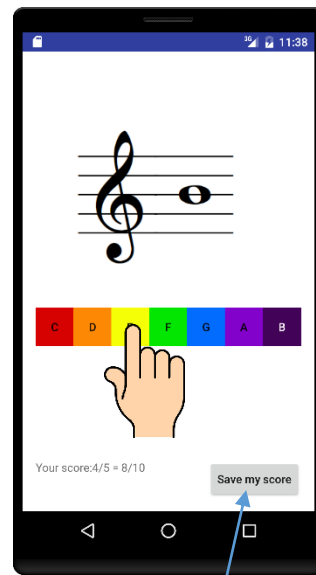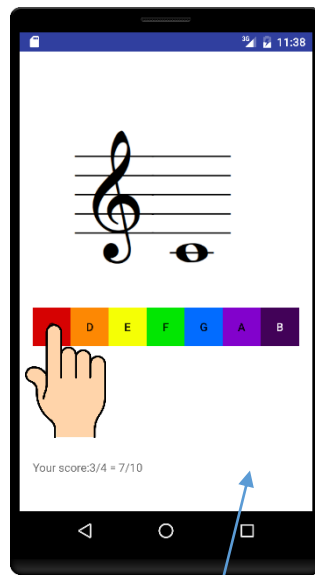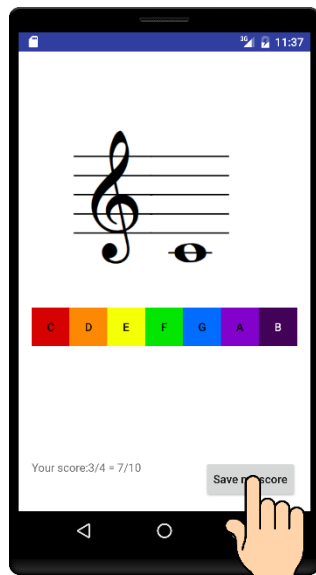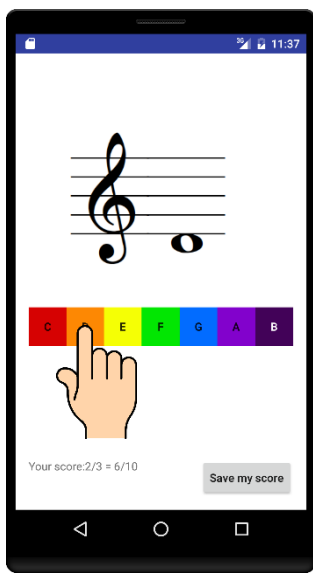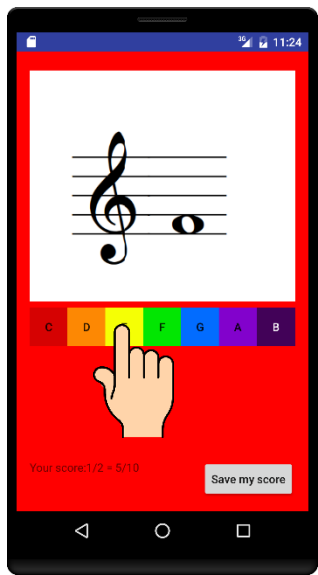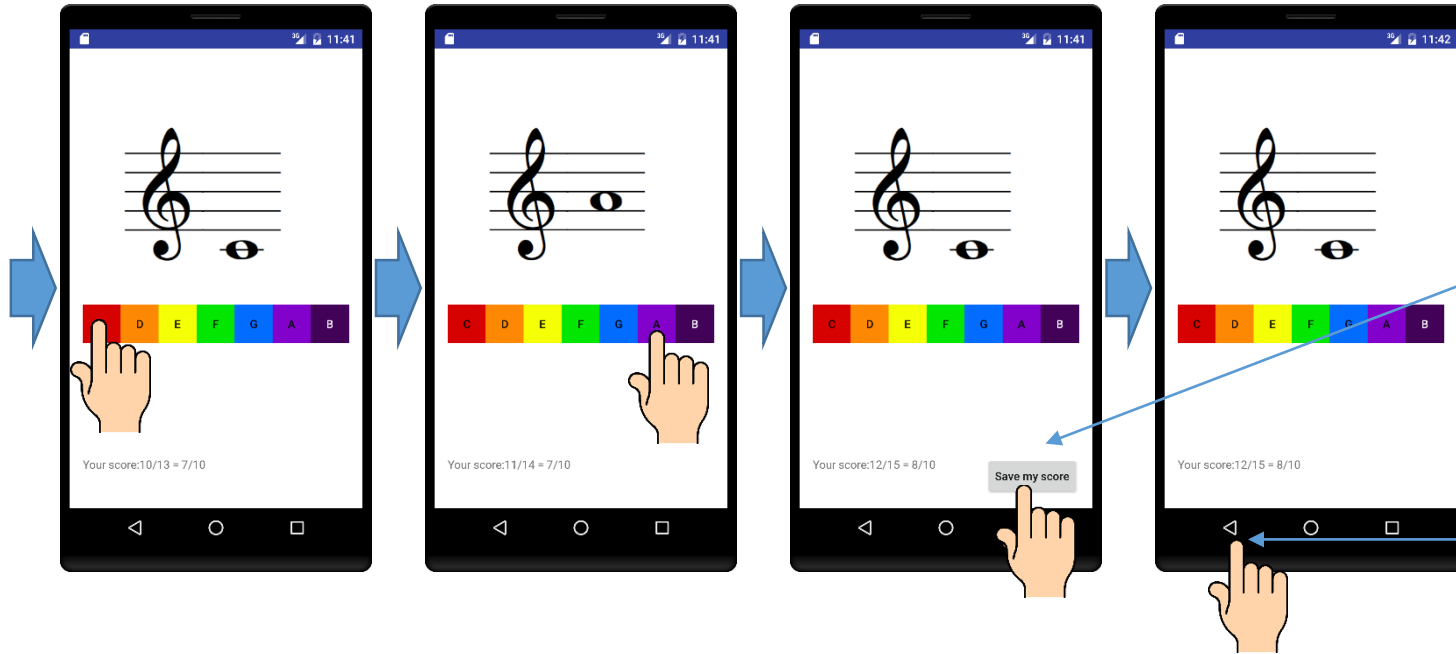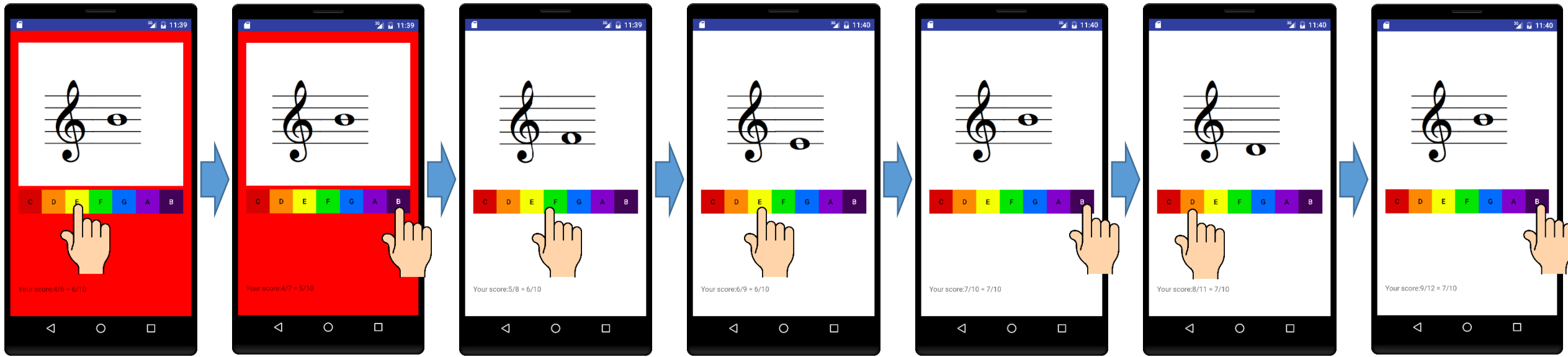
When current score is 7/10, the user decides to save it.

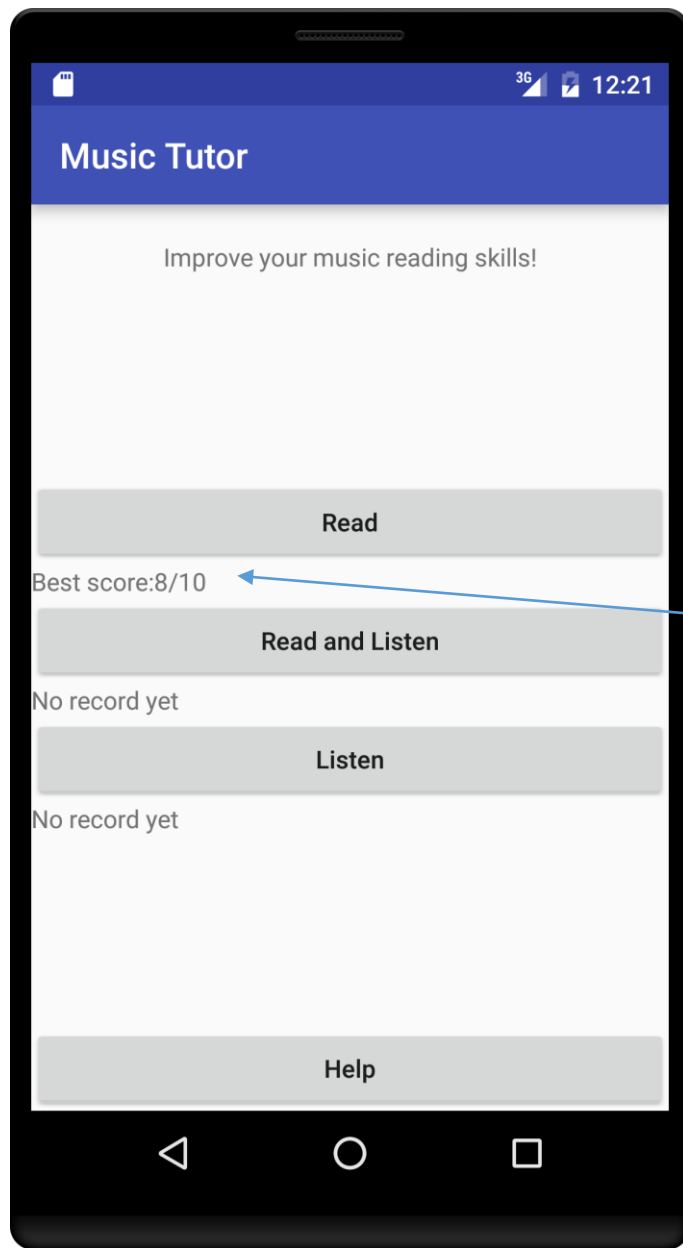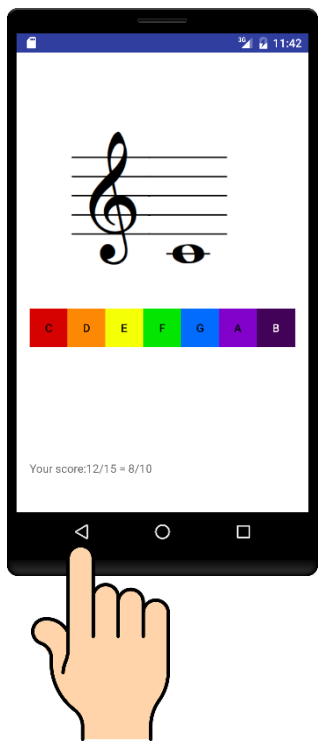The "Save my score" button is hidden.

The new score is 8/10, the "Save my score" button reappears.

The new score is 6/10, the "Save my score" button disappears.

It takes a few good answers before the score reaches a value greater than the saved score (7). The "Save my score" button reappears. The user decides to press it and next to go back to the "menu screen".
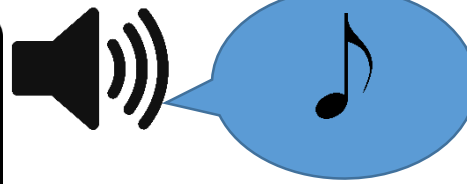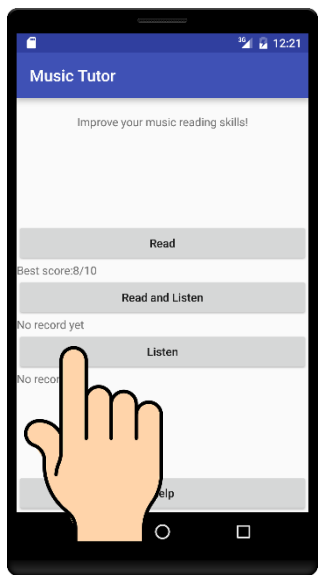
When the user presses the back button of the phone, he is returned to the "menu screen".
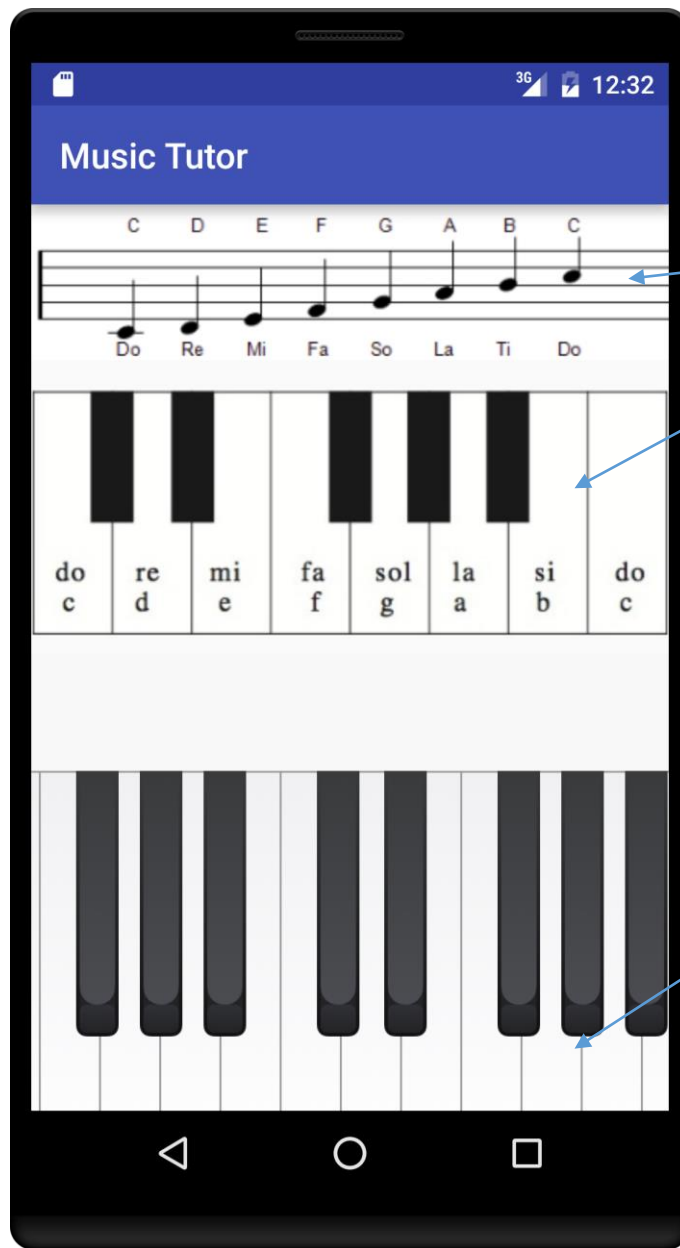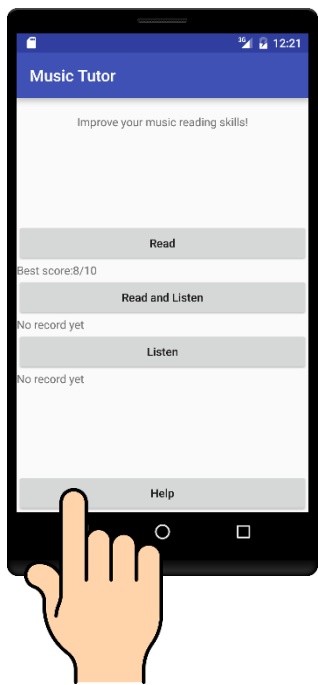
The best score he saved during his reading training is displayed here.
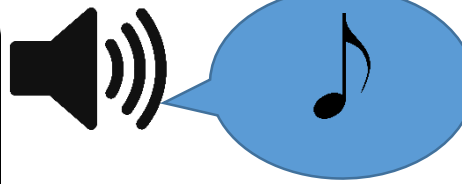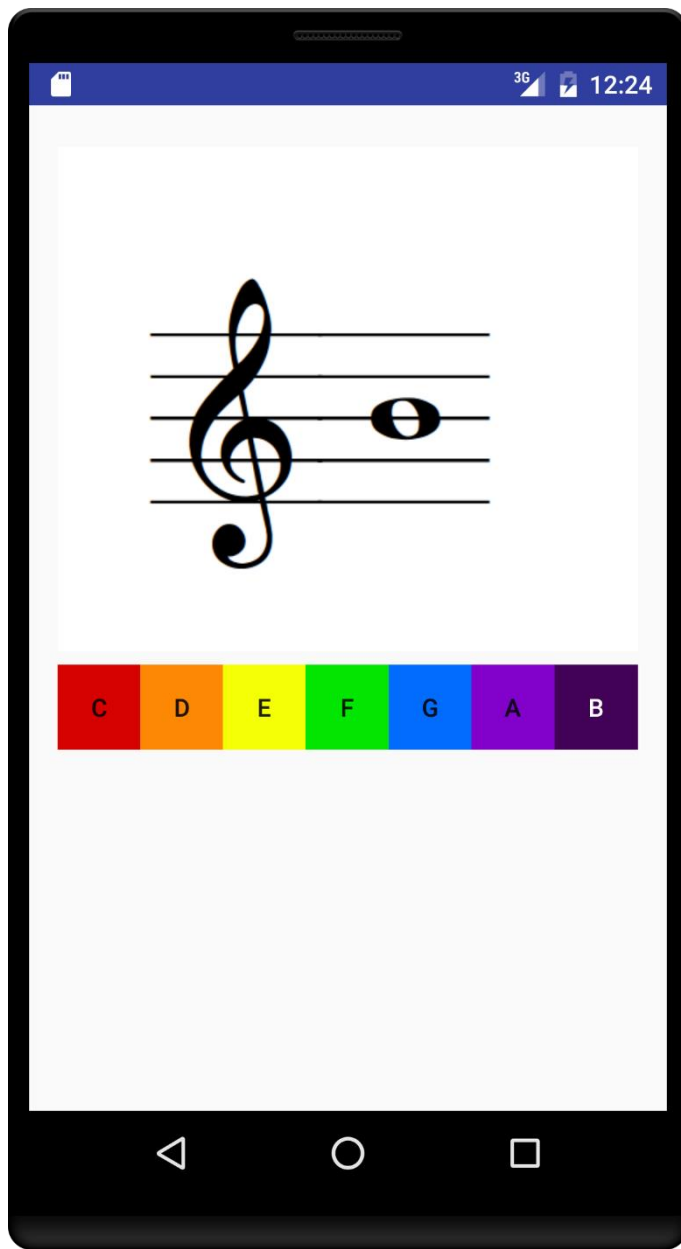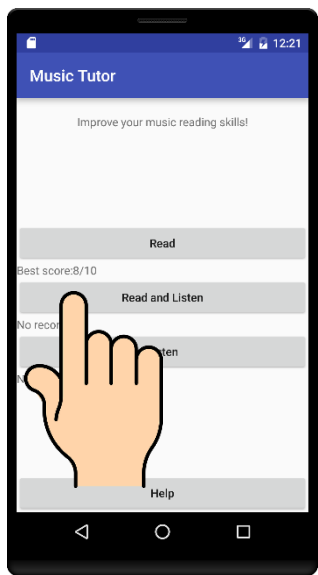
The "Read and Listen" mode is similar to the "Read" mode, except that the tone of the note is played in addition to the display.
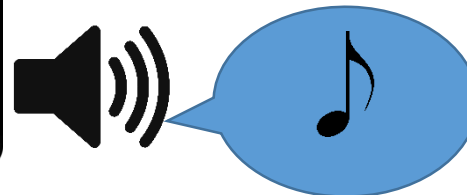
In the "Listen" mode the user must recognize the note just by ear, the note is not displayed.
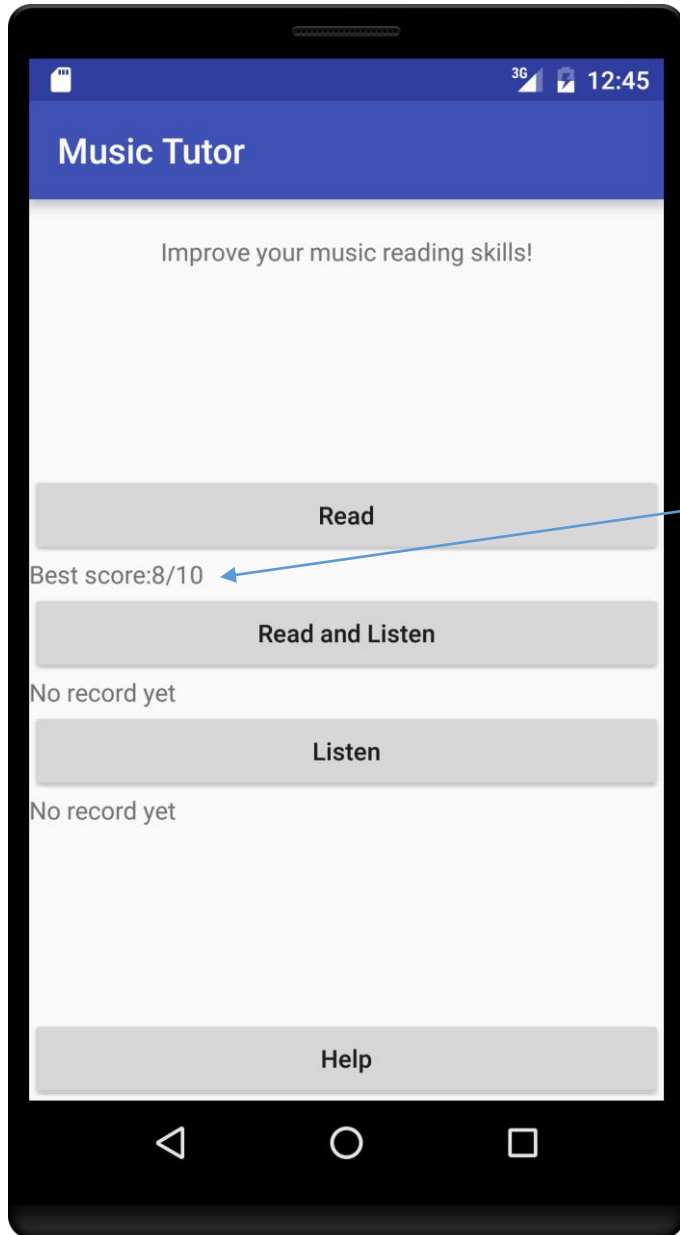
The "Help screen" displays 2 images:
- the notes on a staff
- a piano keyboard

with the name of the notes (using letters and syllables conventions).

The keyboard at the bottom of the screen is the musictheory.net/piano web page. Each key is clickable and plays the appropriate note.

When the user returns to the application at a latter time, even after turning his phone off and on again, the best saved score has not been discarded.
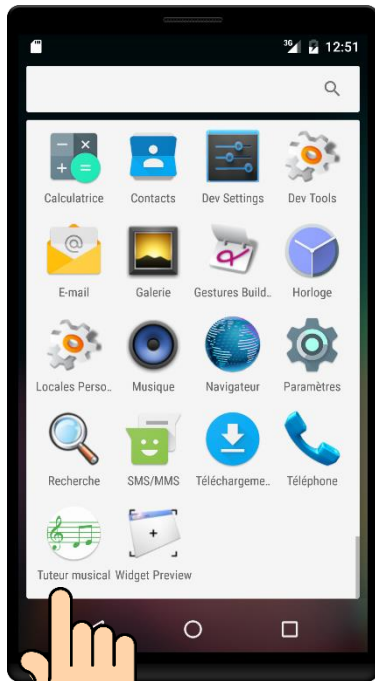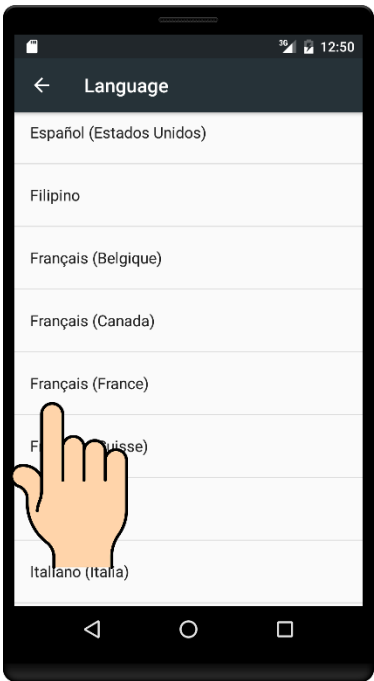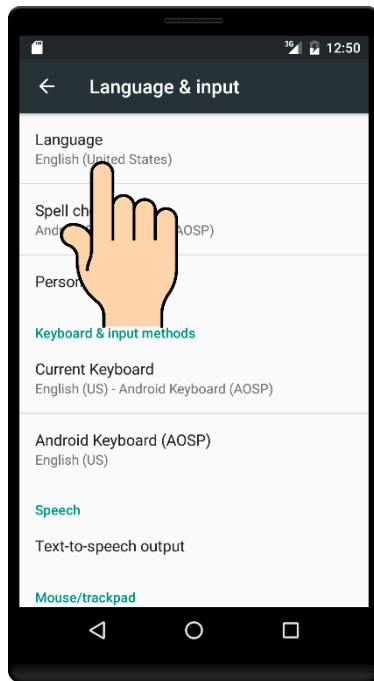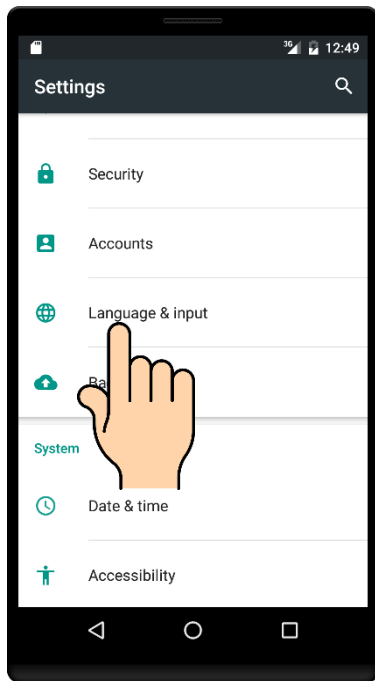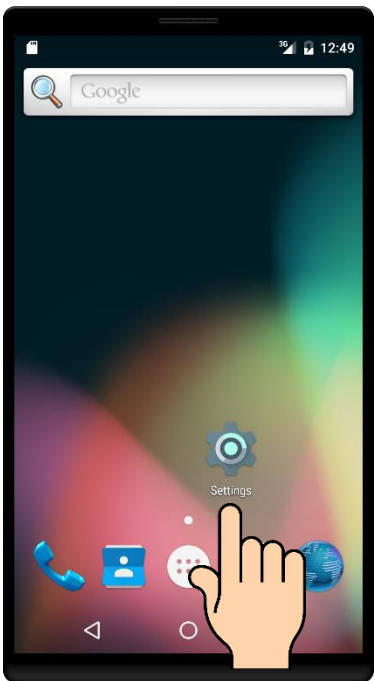
If the language settings of the phone are changed to "French", the interface of the application uses French.