# Chapter 1

## Introduction

The project goal was to create an application/game that would benefit individuals when learning the complicated and intricate theory behind bagpipe music, how to pronounce the lettering in the form of a communication form known as Canntaireachd. While also being able to view it on sheet music as both individual notes and as a sequence of notes, as well as identifying how to play that note on the practice chanter. This style of application would provide users with a universal guide on how to learn musical theory using techniques that have been passed down through the generations. Adapting it into the modern-day reality since mobile applications are the road forward for any theme or learning style. With the Covid Pandemic causing a significant influx of mobile and internet users at an increase of “50% and 70%”(Beech, M. 2020) where around “184563 apps released in the time window of July 2019-May 2020” (Samhi, J. Allix, K. Bissyande, T.F. & Klein, J. 2021) from the Google play store alone, from Figure 1.1.