



MACHINE LEARNING - CURATED MUSIC DESIGNED FOR PRODUCTIVITY

Tillie Ferguson (Swarthmore '23) and Seth Keim (Swarthmore '23)

Skill Level: Junior Computer Science Majors, new to mobile development

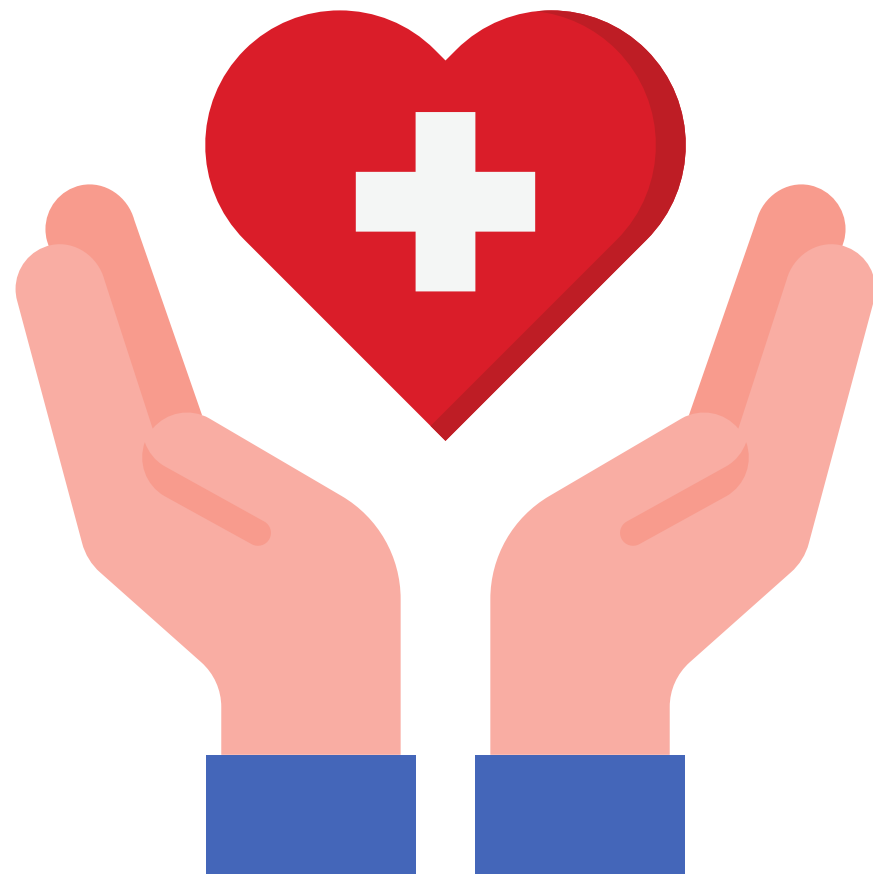
MUSIC + PRODUCTIVITY =

MUSIVITY

About MUSIVITY

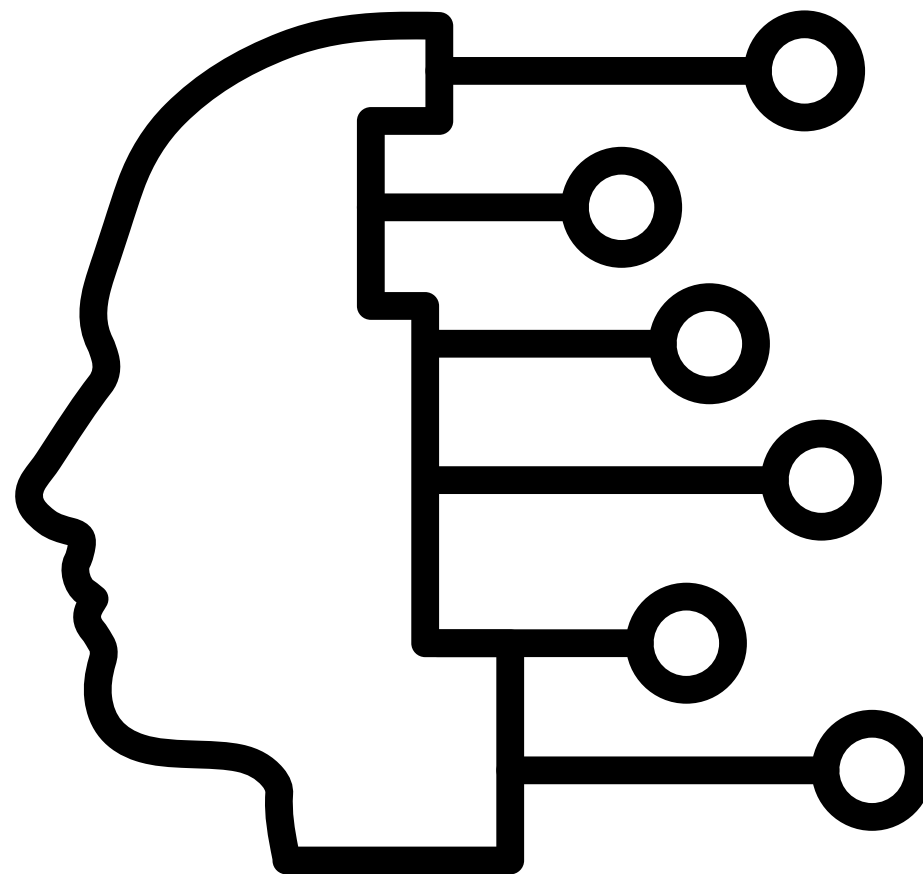
Motivated by healthcare workers' needs

Research has shown that the majority of healthcare professionals say music while working is a positive experience



Machine learning model interprets your preferences

Humans aren't good at interpreting their preferences, simply picking a playlist isn't suitable



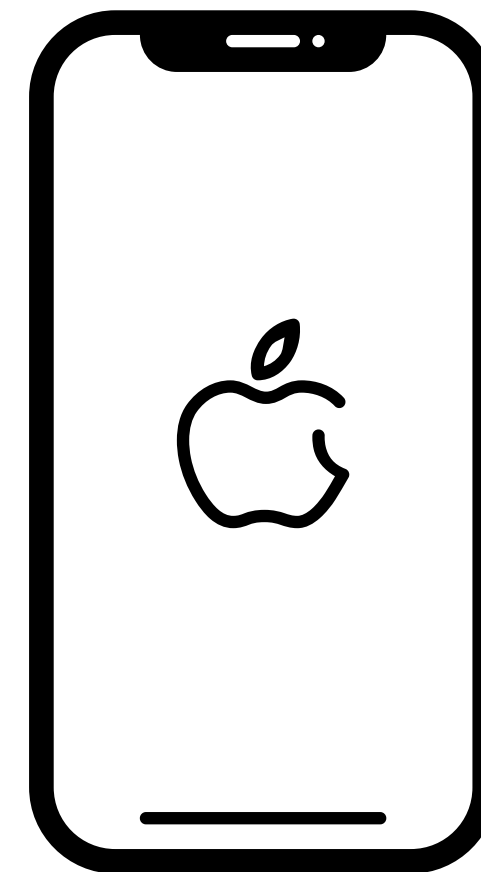
Widely generalizable to music needs

Design is generalizable to several different use cases and applications



Our Implementation

- Created an iOS app to give users a simple swipeable interface
- Developed using XCode and Swift (which we've never used before!)
- Proof of concept
- Used royalty-free music for demonstration



Demo!



Thank You!

Questions?

