

Innovation and Originality

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Novelty in Approach:

1. Lack of simple to use and easy to learn synthesizers which are cost effective and beginner friendly, my one being a unique one.
2. A less processor heavy approach with less features as producers don't need to have all the effects to just implement some basic sounds.

Describe the innovative aspects of your project.

- This project will be really helpful in bridging the educational gap and making music production accessible to a wider audience who are new to the field.
- It is also a less processor heavy approach with less features as producers don't need to have all the effects to just implement some basic sounds.
- The learning curve is easy and simple to use.

Supporting Evidence:

- The success of similar open-source projects like Vital and Surge XT demonstrates the demand for community-driven audio tools
- Also people are shifting towards using AI in production just to avoid the steep learning curve of using existing and feature heavy synthesizers.

Here is a link to support that claim :

[AI Music Statistics: How 1,500 Music Producers Use AI \(2023 Survey\)](#)

Contribution to Field:

- Enhancing accessibility of music production to a wider audience who are new to the field.
- It is a less processor heavy approach so people with computers having less processing capabilities can also use it.

Identify the potential impact on stakeholders (e.g., end-users, businesses, or researchers) and the broader ICT field (e.g., setting a precedent for future work or addressing an unsolved challenge).

- This will learning synthesizers and sound design more easy as it current solutions are way too complicated for beginners.
- They will be able to squeeze more out of their computers as they will be able to use other applications as well parallely as this will not hold up all the computational power.