Sounz – Social Media Platform For Music Collaboration

Asish Chandra¹, Benet Paul Benny², Kevin Joshy³, Rejath A R⁴,Rekhil M Kumar⁵

1234 Student, ⁵ Assitant Professor

Department Of Information Technology

Viswajyothi College Of Engineering And Technology

Abstract — There are few options available to musicians for productive teamwork in traditional music composition systems because they frequently lack collaborative and communication tools. Because of this a lot of musicians use generic social media sites as a temporary workaround for teamwork. These platforms however may not have all the features required for effective collaboration and are not especially designed with musicians particular needs in mind. In order to tackle this problem this paper presents a social platform created especially for learning and collaboration in music. This platform aims to improve the collaborative music-making experience and strengthen the artist community by giving musicians a dedicated space to work together share ideas and learn from one another.

1. INTRODUCTION

The creation of a social platform specifically for musicians that enables them to share their musical compositions and peruse the creations of other artists is a means of fostering collaboration in the music industry. Through this artists would be able to locate and establish connections with other artists who could facilitate collaborative work. The purpose of our platform is to connect different musically gifted people and give them access to a dedicated area where they can post their original works and find suitable partners. This would make it possible for numerous independent musicians to collaborate and show off their skills to the music industry.

II. RELATED WORKS

[1] Facebook, Twitter, and other social networks handle an excessive amount of data. Users may find it challenging to locate the information that is most important to them as these platforms get bigger. A customized recommendation system that displays content to users based on their connections within the social network and their individual interests is the proposed solution. The system distributes popular posts across the network using a popularity diffusion model, and it employs tailored techniques to guarantee that users see the most pertinent content. To ensure that it keeps functioning properly as the social network expands and changes, the system also has effective algorithms to manage network changes. In terms of speed and user-friendliness, tests conducted on both real and simulated data demonstrate that this approach performs better than other methods.

[2] We can learn more about society and the beliefs, habits, and interests of its members by using social media. It presents a web application that allows users to categorize posts by creating custom categories and to follow particular Facebook accounts. With the help of these posts, the app creates reports and statistics that display the topics of discussion in real time. In addition to helping businesses monitor social media comments about their products, this tool is helpful for individuals looking to learn more about society.

[3] Using Facebook as an example, the technology underlying social networks. Although

a lot of people use Facebook, not everyone is familiar with how it operates. The frontend, or what users see and interact with, such as the design buttons and features, and the backend, or the system that runs in the background and stores data, maintains accounts, and processes posts, are the two main sections of the paper. It describes how the backend of Facebook is operated by tools like PHP and MySQL while the frontend is created using programming languages like HTML, CSS, and JavaScript.

[4] Scores are essential for writing and performing music compositions. Despite the abundance of tools available, collaborative and communication functionalities are frequently absent from music score creation tools. When sharing their work and interacting with others, musicians typically use social media sites like Facebook and Instagram. Therefore, Music is a brand-new social network created especially for musicians to interact and exchange knowledge. On Sounz, musicians can collaborate in real-time on compositions, discover people who share their style, and exchange ideas in contrast to traditional social networks. Teachers can also benefit from it by using it to create online classes, monitor student progress, and communicate with students. We put Sounz to the test on 20 participants and contrasted its application with conventional teaching techniques. The findings indicated that those who used Sounz composed music with fewer errors.

[5] Collaborative work is becoming increasingly important in technology-enhanced music training. By utilizing tools for synchronized playback and recording, it facilitates the process of establishing groups and classes. A flexible system that can handle various group roles and tools is required to support this. In order to facilitate the creation and administration of cooperative music lessons, this paper offers a flexible system. The instrument was created for

the European Commission-funded IMAESTRO STREP FP6 project, which aims to construct instruments for group music instruction. For music notation, the system adheres to a standard format to guarantee interoperability with other tools.

[6] In order to compare a social network of musicians to other intricate web networks, the paper analyzes this particular network. It examines the relationships between various musical data points and how network theory fits these relationships. The community structure of the artist network is then examined by the paper using hybrid graphs and distance measures. The results demonstrate that these various methods outcomes are largely independent of one another. The final section of the paper discusses how recommendation and discovery applications could benefit from the use of these hybrid measures.

[7] Through the use of a chat program individuals can have direct online conversations. Users are able to communicate with each other through messaging. WeChat, WhatsApp, QQ Mobile and Facebook Messenger are a few well-known examples. We want to develop a web-based chat application that is accessible from anywhere in the world. Both the frontend and backend will be built using Firebase and ReactJS. Both iOS and Android will support this application.

[8] The study examines the factors that contribute to social collaboration tools value for smart commerce. It concludes that features like price design security and ease of use are crucial to consumers. Additionally it lists efficient methods for promoting these tools online via email social media blogs official websites and search engines. The study also makes recommendations for the most beneficial features and marketing strategies based on the age gender and type of business of the target audience.

[9] Websites must be made to function properly across all platforms not just computers since more and more people are accessing the internet through smartphones and tablets. This is made possible by responsive web design which ensures that a website works well on all devices by adjusting to various screen sizes and resolutions. This study looks at how device usage trends are currently affecting web browsing and mobile commerce (m-commerce). It examines the benefits of responsive web design like enhanced accessibility and usability as well as possible drawbacks like more development time or technical difficulties

[10] Finding products is becoming more difficult as online shopping takes off because there are now a lot of websites selling a large variety of goods. This paper suggests a new method to monitor and comprehend product searches in order to facilitate the process. The method entails looking at the word combinations that people type into search engines. The technique determines the amount of information that each search word offers by examining historical search data. It then models how users look for products using this data. This technique is a helpful tool for enhancing search functions on shopping websites as the study discovered that it successfully monitors and anticipates user behavior when searching for products.

III. PREPOSED METHOD

A. Overview

In today's digitally connected world, musicians and artists are searching more and more for collaborative platforms to help them create, share, and market their music. Members of the innovative social network 'Sounz', which was developed exclusively for musicians, can quickly upload, collaborate on, and share their art. 'Sounz' offers both inexperienced and seasoned musicians an easy-to-use platform

communication and collaboration with a global music community. The platform features a responsive and user-friendly interface that makes it easy for users to interact with a variety of functions across devices. It was developed using modern web technologies such as HTML, CSS, JavaScript, Django, and SQLite.

B. Architecture and Technology Stack

Frontend:

With the use of HTML, CSS, and JavaScript, the front end of 'Sounz' has an eye-catching and adaptable design. Users can engage with the platform on desktop, tablet, or mobile devices without sacrificing functionality or style thanks to the interface's ability to adjust to different screen sizes. Because usability is emphasized, users can easily navigate through all of the features on each page, which makes the platform both aesthetically pleasing and accessible.

Backend:

Django is a powerful web framework for Python that powers the platforms backend. It handles server-side tasks, controls user authentication, and incorporates database interactions. Data integrity and privacy are preserved while supporting an increasing user base thanks to Django's scalability and security features, which also make 'Sounz' possible.

Database:

For its database requirements, 'Sounz' uses SQLite. It effectively and neatly organizes user data, posts, and media files (audio, video, and images). The relationship between users and their posts is handled by the database schema, which makes data management and retrieval easy.

Design:

Innovativeness and responsiveness are key components of Sounz design. For a user-friendly interface, the platform integrates contemporary UI/UX principles. Everything about the site is made to be both aesthetically pleasing and simple to use, from the registration process to the upload feature. Users are guaranteed a seamless experience on all devices thanks to the responsiveness.

C. Key Features of 'Sounz'

Register and Login:

By using their email address, new users can register for an account on 'Sounz'. Current users may access personalized features and content by safely logging in with their login credentials. As a result, every user can keep up with their posts, manage their profile, and connect with other users of the platform.

Home Page:

Users can browse a feed of posts by different artists from the home screen, which acts as a central hub. Recently uploaded content, well-known songs, and works by well-known artists are all included in this feed. Users can easily find new music and artists because the algorithm makes sure that content is shown to them based on their interactions and preferences.

Profile Page:

Every user has a profile page where their bio, number of followers, and posts are shown. Artists can exhibit their work and expand their community following by using the profile page as a personal portfolio.

Upload Page:

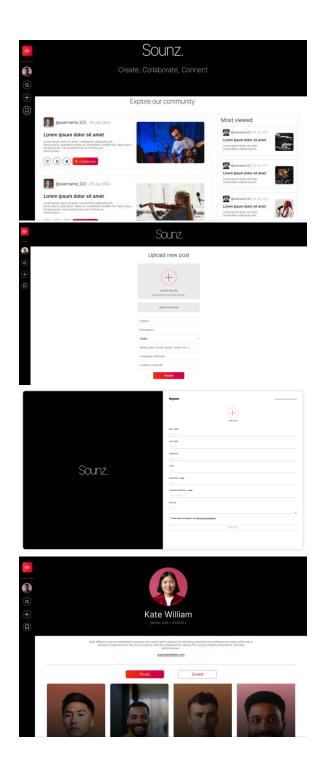
With 'Sounz,' users can upload a variety of media files, such as audio, video, and images, all of which are necessary for musicians to exhibit their skills. To help other users find their posts more easily, users can also include thorough descriptions, tags, and genre classifications. This feature makes it possible to create rich content, providing a forum for artists to showcase their creations and get community feedback.

Edit Profile Page:

Users can completely control what personal information appears on their profile page using the Edit Profile page. Updates to their bio, profile picture, username, and social media profile links are all possible. This adaptability enables musicians to connect their 'Sounz' profile with their personal brand by presenting themselves consistently and professionally across a variety of platforms.

Collaboration:

The collaboration functionality of 'Sounz' is one of its best features. Through a straightforward and user-friendly process, users can express interest in working with other artists. The collaborate button allows users to send an email request to the post owner when they come across a post on which they would like to work together. The collaboration request is described in this email, which uses a premade 'Sounz' template. It also includes the user's username. This feature strengthens the platform's collaborative nature by encouraging networking and group creative endeavors.



IV. CONCLUSION

In summary, creating a social platform for music collaboration is a big step in the right direction

toward solving the problems that arise when artists and musicians try to work together. This project intends to expedite the collaborative improve communication process, collaborators, and ultimately improve the caliber and timeliness of music production by offering a specialized platform designed to meet the specific requirements of music collaboration. The platform aims to facilitate seamless and effective music creation sharing and connection among musicians by offering features like integrated audio file sharing, real-time synchronization, and editing. collaborative Furthermore, encouraging communication and coordination amongst collaborators, the integration of an email-based collaboration request feature augments the collaborative experience even more. The platform will need to be continuously improved upon as the project progresses in order to maintain its efficacy and relevance in addressing the changing requirements musicians and artists in the digital era. All things considered, the Social Platform for Music Collaboration has enormous potential to change how musicians work together and produce music, encouraging originality, inventiveness, artistic expression in the digital music space.

V. ACKNOWLEDGMENT

We would like to express our sincere appreciation and gratitude to all those who have contributed to the successful completion of this journal article, Securing Liveness Detection for Authentication via Pop Noises We are immensely grateful to our mentor and guide, Ms. Rekhil M Kumar for their invaluable guidance, encouragement, and expertise throughout the entire research process. Their constructive feedback and mentor ship played a pivotal role in shaping the direction of our work and ensuring its academic rigor. Finally, we want to acknowledge the understanding and encouragement of our family and friends. Their unwavering support has been a constant source of motivation. This work would not have been possible without the collective contributions of everyone mentioned.

VI. REFERENCES

- [1] H. Li, Y. Tian, W.-C. Lee, C. L. Giles, and M.-C. Chen, "Personalized Feed Recommendation Service for Social Networks," 2010 IEEE Second International Conference on Social Computing, Minneapolis, MN, USA, 2010, pp. 96-103, doi: 10.1109/SocialCom.2010.23
- [2] B. Isakovic, D. Keco, and N. Dogru, "Social Media Analysis Web Application," 2017 6th Mediterranean Conference on Embedded Computing (MECO), Bar, Montenegro, 2017, pp. 1-4, doi: 10.1109/MECO.2017.7977212.
- [3] H. M. Abdullah and A. M. Zeki, "Frontend and Backend Web Technologies in Social Networking Sites: Facebook as an Example," 2014 3rd International Conference on Advanced Computer Science Applications and Technologies, Amman, Jordan, 2014, pp. 85-89, doi: 10.1109/ACSAT.2014.22.
- [4] A. Guarino, D. Malandrino, L. Peppe, M. Spina, R. Zaccagnino, and N. Lettieri, "A Social Platform designed for Music: Learning and Making Compositions Through Collaboration," in 2019 6th International Conference on Systems and Informatics (ICSAI), pp. 1004-1010, 2019
- [5] F. Frosini, N. Mitolo, P. Nesi, and M. Paolucci, "Collaborative Solution for Music Education," 2008 International Conference on Automated solutions for Cross Media Content and Multi-channel Distribution (AXMEDIS), Florence, Italy, 2008, pp. 71-78, doi: 10.1109/AXMEDIS.2008.22.

- [6] B. Fields, K. Jacobson, C. Rhodes, M. d'Inverno, M. Sandler, and M. Casey, "Analysis and Exploitation of Musician Social Networks for Recommendation and Discovery," *IEEE Transactions on Multimedia*, vol. 13, no. 4, pp. 674-686, Aug. 2011, doi: 10.1109/TMM.2011.2111365.
- [7] S. N. Reddy Lakkireddy, A. A. Thomas, T. S. Shree and T. Mamatha, "Web-based Application for Real-Time Chatting using Firebase," 2022 International Conference on Knowledge Engineering and Communication Systems (ICKES), Chickballapur, India, 2022, pp. 1-4, doi: 10.1109/ICKECS56523.2022.10060845.
- [8] M. Komarov, N. Kazantsev and M. Grevtsov, "Increasing the Adoption of Social Collaboration Software," 2014 IEEE 16th Conference on Business Informatics, Geneva, Switzerland, 2014, pp. 54-59, doi: 10.1109/CBI.2014.36
- [9] S. Mohorovičić, "Implementing responsive web design for enhanced web presence," 2013 36th International Convention on Information and Communication Technology, Electronics and Microelectronics (MIPRO), Opatija, Croatia, 2013, pp. 1206-1210
- [10] G. Ou, K. Wakabayashi and T. Satoh, "Searching Behavior Analysis of Online Shopping Based on Information Content of Query Words," 2019 8th International Congress on Advanced Applied Informatics (IIAI-AAI), Toyama, Japan, 2019, pp. 43-48, doi: 10.1109/IIAI-AAI.2019.00020.
- [11] N. Borkar, S. Patre, R. S. Khalsa, R. Kawale and P. Chakurkar, "Music Plagiarism Detection using Audio Fingerprinting and Segment Matching," 2021 Smart Technologies, Communication and Robotics (STCR), Sathyamangalam, India, 2021, pp. 1-4, doi: 10.1109/STCR51658.2021.9587927.

- [12] K. Sellamuthu, R. S, K. K and G. S, "On Page SEO Techniques for Better Ranking in Search Engines," 2022 8th International Conference on Smart Structures and Systems (ICSSS), Chennai, India, 2022, pp. 01-06, doi: 10.1109/ICSSS54381.2022.9782182.
- [13] V. Bibhu, S. Salagrama, B. P. Lohani and P. K. Kushwaha, "An Analytical Survey of User Privacy on Social Media Platform," 2021 International Conference on Technological Advancements and Innovations (ICTAI), Tashkent, Uzbekistan, 2021, pp. 173-176, doi: 10.1109/ICTAI53825.2021.9673402.
- [14] A. P. Patil, L. J. Itagi, A. CS, A. G and M. Ravi, "Design and Implementation of an Audio Fingerprinting System for the Identification of Audio Recordings," 2021 IEEE 9th Region 10 Humanitarian Technology Conference (R10-HTC), Bangalore, India, 2021, pp. 01-06, doi: 10.1109/R10-HTC53172.2021.9641681.
- [15] S. Singh, S. Singh and A. Sharma, "Real-Time Secure Web-Based Chat Application using Django," 2023 5th International Conference on Advances in Computing, Communication Control and Networking (ICAC3N), Greater Noida, India, 2023, pp. 1560-1565, doi: 10.1109/ICAC3N60023.2023.10541532.