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# **PIPESHARE: A STUDY OF ELECTRONIC INSTRUMENTS AS A SOCIAL NETWORK**

Homework for ICD0009

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## **Author's declaration of originality**

I hereby certify that I am the sole author of this thesis. All the used materials, references to the literature and the work of others have been referred to. This thesis has not been presented for examination anywhere else.

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## **Abstract**

For a long while musicians have been famous for one thing: making a lot of noise. It is apparent and inevitable, it is the goal of music. For the time being, practicing music is hard work and requires a certain amount of vigour: to master a piece one may receive critique from their neighbours or relatives which can demoralize one a great deal. This is especially true for bagpipes, because while being cool and such, most people hate them and classical musicians hate them even more. Hardships are neverending if you plan to be a folk musician.

For the ever growing popularity of modern folk music (Trad. Attack among other bands), this poses a really serious problem: how to preserve folk not only by performing but participation and practise as well. Bagpipes and instruments themselves are expensive – 800 euros or so – and bagpipes usually take a lot of tuning as they are very fidgety. A solution to this would be an electronic bagpipe – a stable, cheaper and more manufacturable version of the real thing. Left is only the marketing to the masses: to spread it among the audience we need to design a platform capable of inducing addiction to bagpipe practise.

This homework is written in English and is [number of pages in main document] pages long, including [number] chapters, [number] figures and [number] tables.

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# 1 Introduction

Here is a short overview of what the project entails.

PipeShare is an environment accessible through the web and Android platforms for electronic bagpipe players and learners, where everybody can upload a melody played on their electronic bagpipe and practise the melodies played by other players. All sound files are in the MP3 format and the learning process goes by ear.

Every user has their own melody repository where they can add, rename, reorganise and delete their melodies. Every uploaded melody has a category and a count of likes, shares and plays. Every melody is commentable and the moment that the comment was made is tracked. Comments are leveled.

Every user can add another users tune to their own repository as favourites. Those are organisable as their own tunes. The user has the opportunity to play the other users' tunes on replay and play along themselves.

Every user can practise tunes freestyle or by an automatic guide. The user can record and save their practise as a soundfile.

Every user has a bagpipe with a specific sound. They can generate a new bagpipe as well. There is a level system implemented to reward the user. There is a market available for trading the specific sound of a bagpipe.

# Appendix 1 – ERD scheme

