Raymond Kennedy

1:15 – 2:05 Creation

TA: Harrison Wray

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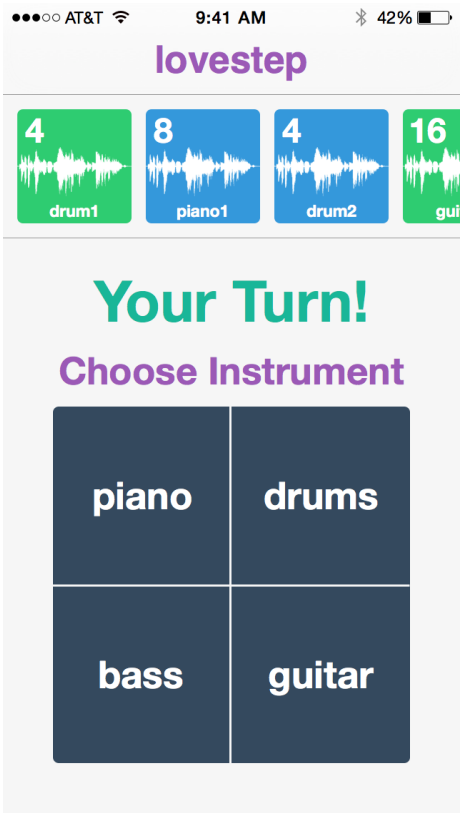
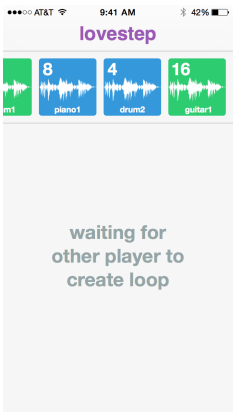
CS 147 Assignment 1: Project Proposal

Music collaboration is easy: just get a couple instruments, sit in a circle, and jam. But what if you don't have instruments? What if you compose your music solely on a computer? It becomes much more difficult to collaborate without just handing back and forth the only instrument you have – the computer. What if both collaborators could contribute music at the same time on his/her own devices? In terms of jamability (the ability to jam), this idea could be a lot of fun.

Looking a bit deeper into some of the key components of music, one sticks out in particular – loops. A program that could allow both parties to contribute to an individual piece must have the ability to loop segments of music. Another important element to keep in mind is timing – it's difficult to play together if the collaborators are playing in different time signatures. If each collaborator could play loops on top of each other in the same time signature, digital jamming could be possible.

My suggested solution to this digital dilemma is a fun, turn-based, musical game that inspires creativity and collaboration. I dub it – lovestep.





The best experiment I could imagine is two “players” sitting together and sending creative tunes back and forth and looping them on top of each other. In the photos above, we see one player’s loops are green, and the other’s are blue. The number in the upper left-hand corner represent the number of beats the loop will play for until it repeats. In the photo to the left you can see that players take turns, so as not to conflict with each other’s beats. However, through experimentation I might find that taking turns isn’t as satisfying as sending loops simultaneously.