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Music Buzz[MB]

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ABSTRACT – Motivated by the growing importance of social media, this paper examines the relationship between new media, old media, and sales in the context of the music industry. In particular, we study the interplay between blog buzz, radio play, and music sales at both the album and song levels of analysis. We employ the panel vector autoregression (PVAR) methodology, an extension of vector autoregression to panel data. We find that radio play is consistently and positively related to future sales at both the song and album levels. Blog buzz, however, is not related to album sales and negatively related to song sales, suggesting that sales displacement due to free online sampling dominates any positive word-of-mouth effects of song buzz on sales. Further, the negative relationship between song buzz and sales is stronger for niche music relative to mainstream music, and for less popular songs within albums. We discuss the implications of these results for both research and practice regarding the role of new media in the music industry.

Keywords-BMSA,PIET

I. INTRODUCTION

The project entitled Music Buzz is a multifunctional music application through which, we can play music according to our interest and mood. This project consists of a Virtual Drum Kit, Virtual Piano and a Mood Based Music application. The project is constructed carefully by choosing the simplest UI (user experience) design, for a better UXD (user experience). User experience design (UXD or UED) is the process of enhancing user satisfaction and loyalty by improving the usability, ease of use, and pleasure provided in the interaction between the customer and the project. While user interface is the means by which the user and a computer system interact, in particular the use of input devices and software.

1.1 The Purpose and Significance of The Project

The user persona of this project is a person who might be searching for a multifunctional application to play music, and he/she has landed on this project while searching for an option. The agenda of any project development is to provide ease to the users in finding the content they are interested in by the easiest way possible, without any complexities and contradictions. The project is made by following the former principle, as being a user, we ourselves find such websites that are easy to use and also provide relevant information and content.

1.2 Technology and Development Environment

The project is constructed carefully by choosing the simplest UI (user experience) design, for a better UXD (user experience). User experience design (UXD or UED). The project also supports bootstrap's grid system layout up to some extent. Grids are a set of columns and rows that can be used as guidelines to arrange content on a web page. The technologies used to design this project are : HTML , CSS , Bootstrap , Javascript , Jquery.

II. DEMAND ANALYSIS

2.1 Analysis of Current Situation

The development of online Music System .
This time up to 15 Music App Running in market.
All 15 App Different Name And Some Changes Musi App. Like 15 Apps these AIMP,.BlackPlayer Ex, DoubleTwist Music Player, Musicolet, MediaMonkey etc.

2.2 System function analysis

This part of the project allows the user to play music according to his mood, through a list of moods provided. Music is a vital mood controller and helps in improving the mood and state of the person which in turn will act as a catalyst to increase productivity. Continuous music play requires creating and managing personalized song

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playlist which is a time consuming task. It would be very helpful if the music player itself selects a song according to the current mood of the user. The application provides a list of moods through which a user can select his/her mood from the given tiles, or through the dropdown menu provided. On clicking upon a particular mood, a new webpage is opened with the suggested songs. The music player opened with a list of songs, is a standard music player with following controls.

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III. SYSTEM FEASIBILITY ANALYSIS

3.1 Economic viability

An economic feasibility analysis is a criterion for determining the final market position of a website. Good economic feasibility analysis is helpful for project implementation and management. In this system development process, the technology used, from the database to the development tools, and then to the server are free, so the cost of the development of the system is only invested in time and effort, therefore, the system is economical.

3.2 Operational feasibility

The system's user platform is for those interested in listening music of all types according to his/her mood. User experience design (UXD or UED) is the process of enhancing user satisfaction and loyalty by improving the usability, ease of use, and pleasure provided in the interaction between the customer and the project. While user interface is the means by which the user and a computer system interact, in particular the use of input devices and software.. In summary This system is completely feasible.

IV. THE SYSTEM DESIGN

4.1 System function design

1. Google Login: This core feature is used for user to login and search e-books and can buy them by login thought a unique Googleid.
2 .Login: All user who already customer have to login and then
Select music
3. Change Music System.
4. Logout, Again Login Another user And Play Music.
5. Any Person Login and Play Music Buzz System.

4.2 Advantages

1. Simple and elegant user-interface
2. Reduces the time taken to search for particular mood based sings.
3. Auto generation of playlist based on mood.
4. Less time required to find data, greater the efficiency.
5. Mood selection can be done both from the tiles and dropdown available.
6. Fully functional media player.
7. Play and pause functionality available by click of icon and on key press of spacebar.
8. Search and sort available on each page.
9. Sorting can be done in four different ways.
10. Great advantage for people looking for people looking for a mood based music app.
11. Works perfectly on all screen sizes.

4.2Logical Structure Design of System Database

According to the functional design of the system, by analyzing the system structure and requirements, we can know that the system should be the difference linked with each other, together constitute the system's . A partial data are given below:

V. SYSTEM DETAILED DESIGN AND IMPLEMENTATION

5.1 Build the Development environment

(1) Operating System: Android 4.0 and later
(2) Software: Android Studio
(3) Disk space: 50 MB

VI. SUMMARY.

This System is Proper Working.

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