

# Team Audio Mobile

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### Introduction

A Mobile Performance Platform.

Users can perform on stage wirelessly in a variety of ways, including Melodic, Percussive, and Sampling contexts.

Instruments can connect to and trigger a host application wirelessly.

Devices are intended to let the user engage the audience by not requiring the performer to look at the device while performing.

Host application's audio outputs can be connected to a PA.

### Technology

Apps:

- Swift
- AudioKit & AVFoundation
- CocoaAsyncSocket



Host:

- C# Console Application
- Uses NAudio - open source .NET audio and MIDI library



### User Studies

A variety of musicians including, DJs, singers, guitarists, rappers, producers were given hands-on exposure to the three Apps.

Suggestions Included:

- Easier melodic sequencing recording
- Melodic sequencing for the sampler
- More synthesizer capabilities
- More user customization of instruments

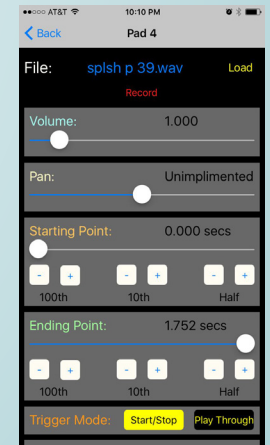
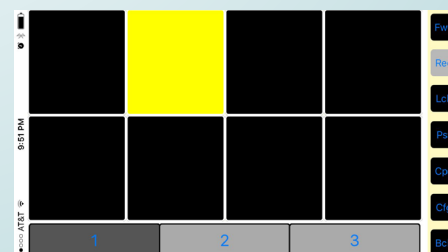
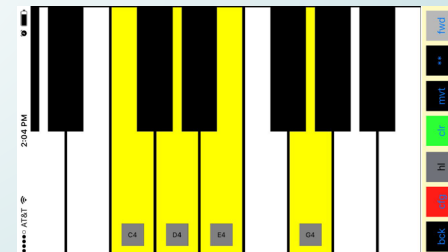
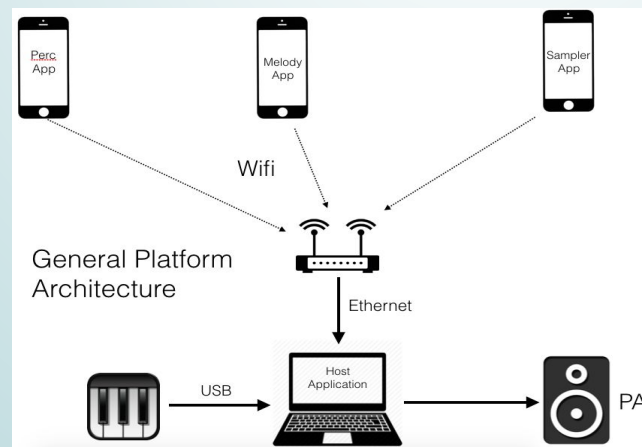
### Limitations

Host:

- Only supports .wav files
- No GUI (console applicaiton)
- No Host-end controls for volume, pan, etc
- No velocity control

Apps:

- Very basic synth
- No chords
- No pitch adjusting
- No Panning



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