

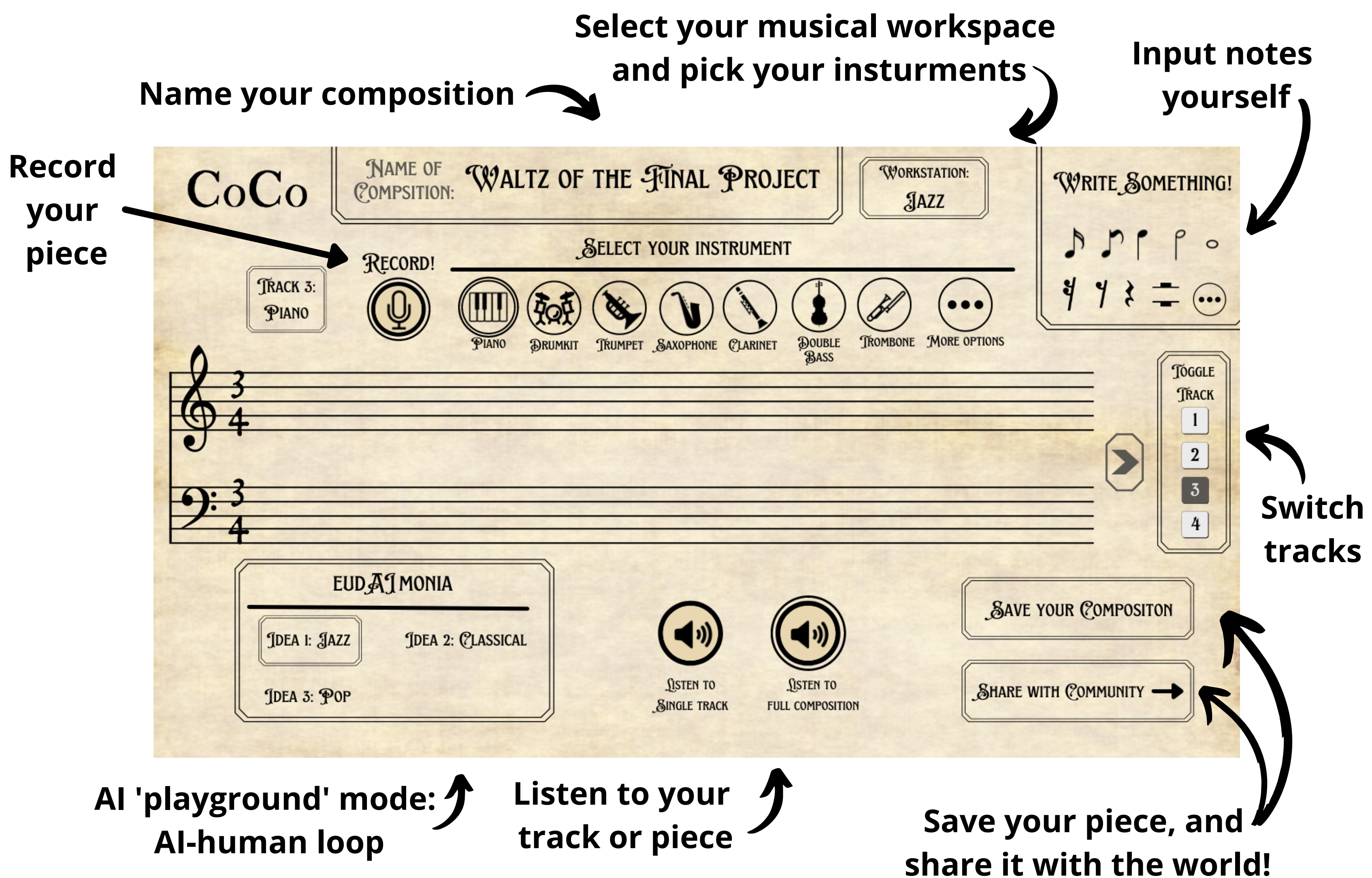
# CoCo YOUR CO-COMPOSER

## The Problem

Currently, professional music composition and recording is only accessible to people with musical training, as well as the money to buy expensive instruments and recording studio time. We need a way to expand access to music, to allow for the personal expression and flourishing through music.

## The Design

CoCo is an open-source platform to make music composition more accessible, allowing people to compose and record their own music for free. The user can hum a tune, and the AI will transpose it into a professional recording of an instrument of the user's choosing. CoCo also offers an 'AI playground' mode, to explore different musical possibilities.

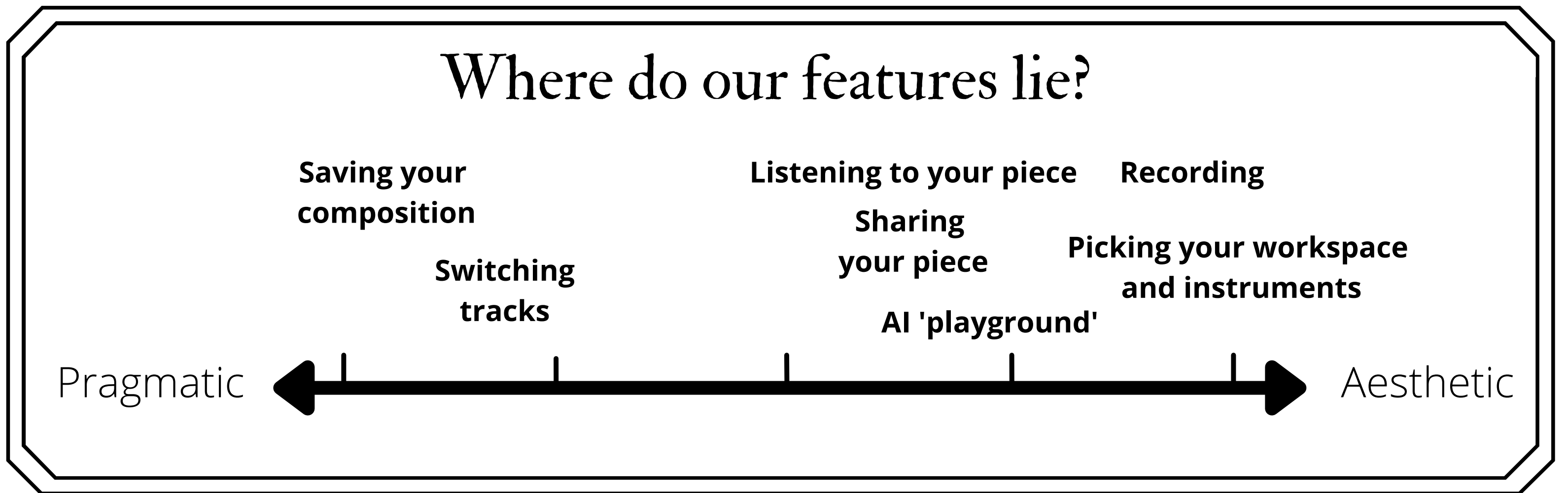


The medium of this design is an app that can be accessed from a computer or phone. The audience of this design is people without access to instruments and recording equipment, as well as those who are not physically able to play. While using my design, the intended emotion is the excitement from being able to create and explore.

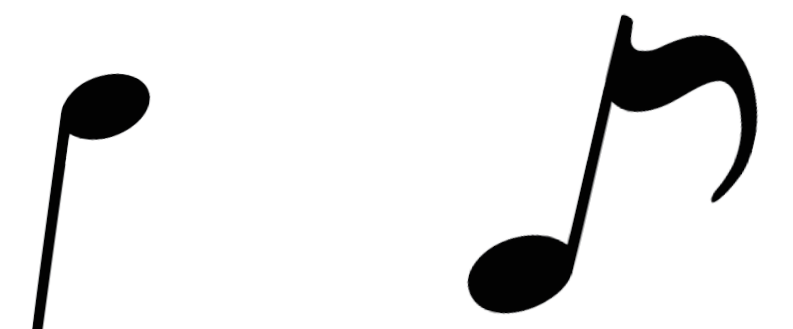
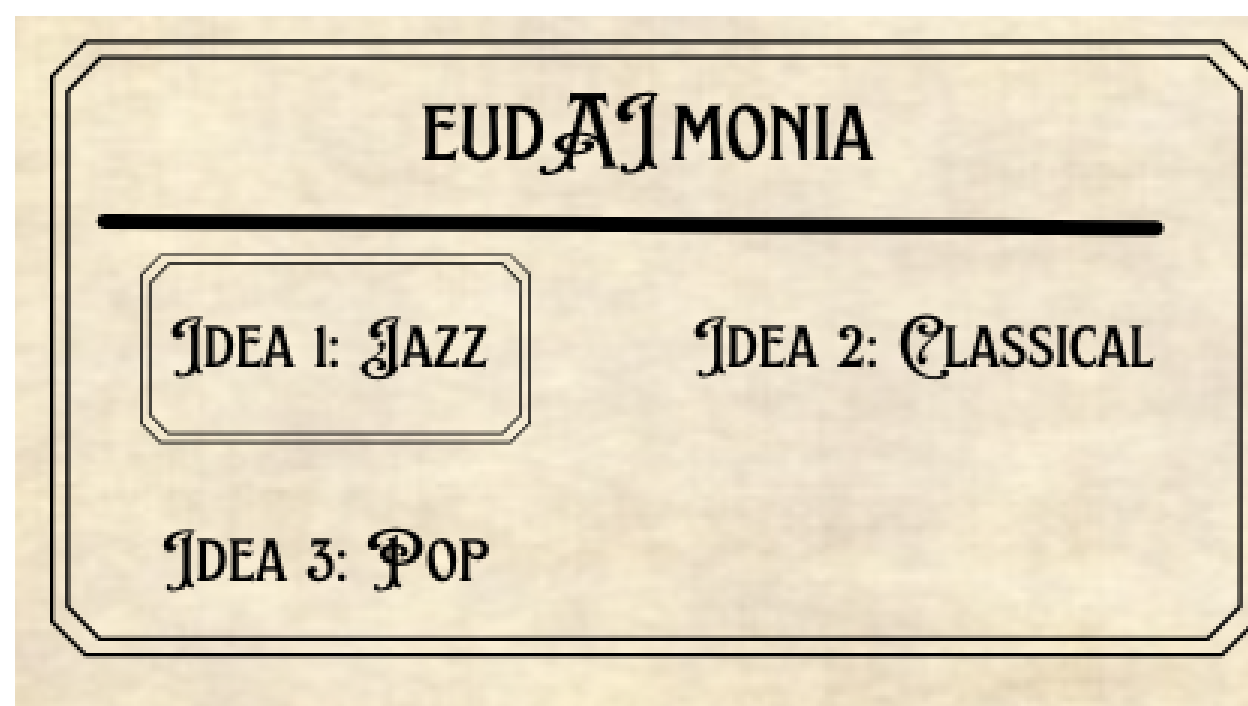
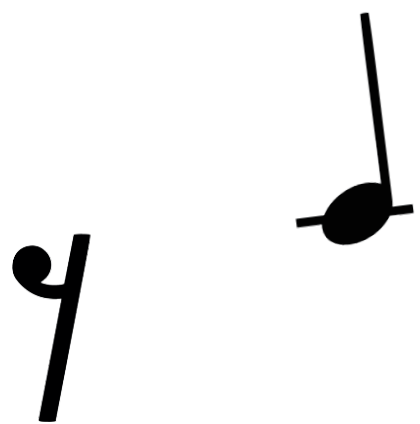


# CoCo Design Manifesto

CoCo enables flourishing by expanding access to music creation, while keeping the creative process central to the design. As Professor Wang says in Principle 7.11B, that which cannot be meaningfully automated should not be. Though CoCo utilizes complex technology, at its heart it emphasizes the human aspect of composition. CoCo's aesthetics reflect this - a callback to classical composition. The users are fully represented in the human-AI feedback loop.



Usage of the AI helper evokes toy mentality, as the users explore different melodies. Speaking personally, I find joy (and often comedy) in listening to AI-generated music: the combination of familiar musical patterns with never-before-heard melodies. I think of CoCo's AI aspect like a playground; a place to toy with new concepts, while enjoying music as an end-in-itself.

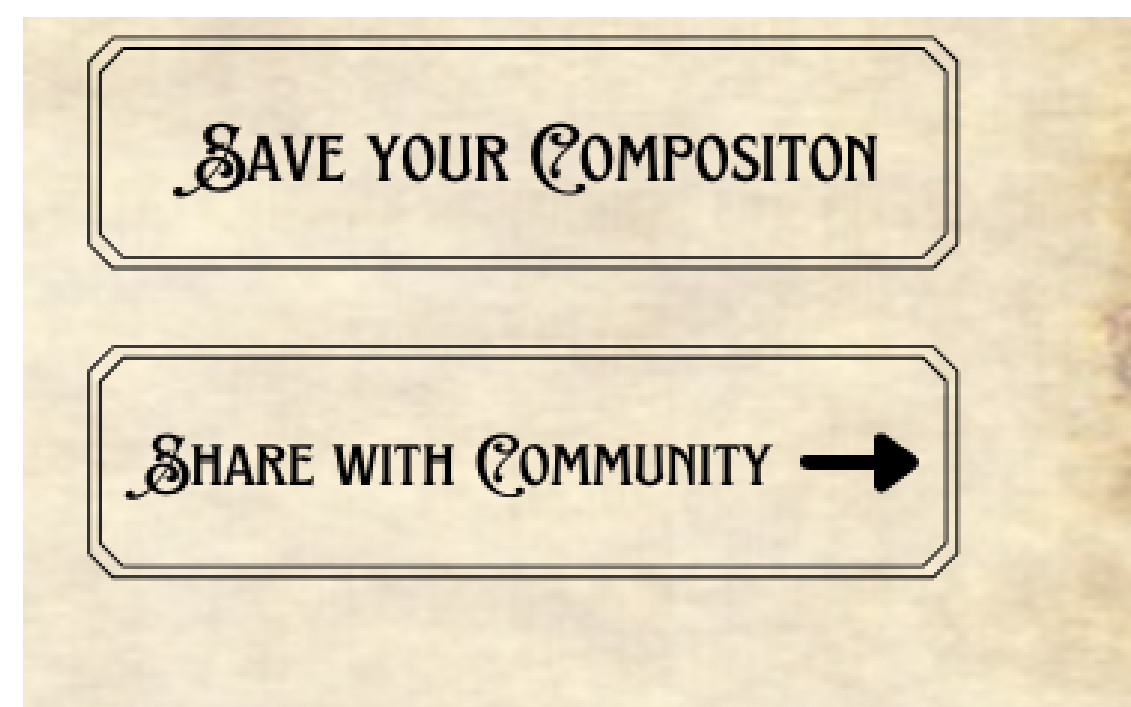




I have also planned for the inner loop of economics. The priority of CoCo is making music accessible, so CoCo would not be hidden behind a paywall. Therefore, I am taking an open-source approach, inspired by real companies. Blender and Arduino, for instance both provide their product for free, with revenue coming from users who can afford to donate. I would follow a similar model, with payments from users who can afford it keeping CoCo accessible.



CoCo also seeks to apply music in a social design. After you finish your composition, you can share it. CoCo also allows you to listen to compositions that others publish, meaning that you can experience the music of creators worldwide.



## Image Citations

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