

DEMO	COMPETITION
X	xA

**Submission Number
04**



INTERNATIONAL CONFERENCE DEDICATED TO THE
SCIENCE AND APPLICATION OF SERIOUS GAMES
5.-7. December 2018, Museo Riso, Palermo
<https://conf.seriousgamessociety.org>

Musicality

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- Keywords:** Music, musicality, musical education, train, test, improve
- Application field:** Education
- Learning goals:** To test and improve the musicality of the player.
- Target group:** Everyone who wants to improve their musicality.
- Platform:** Android device running at least Ice Cream Sandwich (API 15)

Game Description: Musicality is the concept that refers to a person's ability to perceive and reproduce music. Due to its complexity, it can be best defined by different aspects of music like pitch, harmony etc. Scientists believe that musicality is not an inherent trait possessed only by musicians but something anyone can nurture and train in themselves. In this paper we present a new game, named Musicality that aims at measuring and improving the musicality of any person with some interest in music. Our application offers users a fun, quick, interactive way to accomplish this goal at their own pace. Specifically, our game focuses on three of the most basic aspects of musicality: instrument recognition, tempo and tone. For each aspect we created different mini-games in order to make training a varied and attractive activity.

Screenshots:

