Geo-location Adaptive Music Player

Alfonso Perez-Carrillo, Florian Thalmann, Thomas Wilmering, Mark B. Sandler
Centre for Digital Music
Queen Mary University of London, UK
{a.perezcarrillo, f.thalmann, t.wilmering, mark.sandler}@qmul.ac.uk
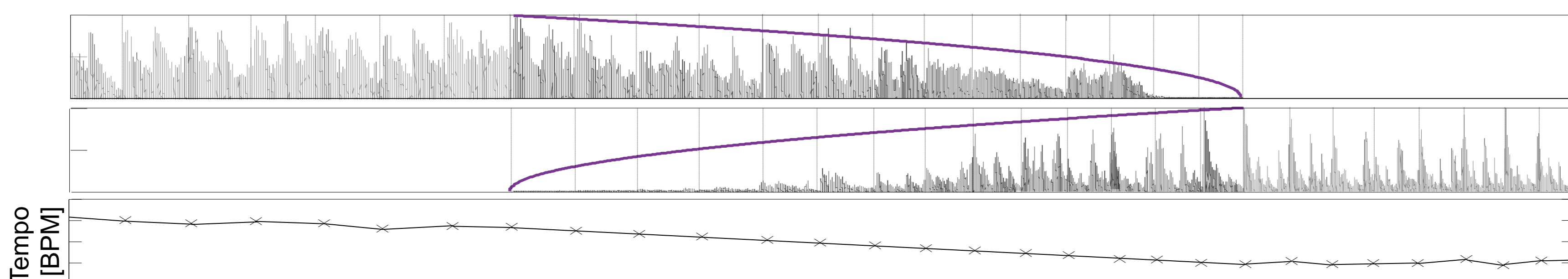
1 Adaptable music track duration:

- Compute beat-synch descriptors (MFCC, Chroma, energy, metrical position, duration)
- Compute inter-beat similarity measure graph
- Playback is not lineal. Jumps between similar non-consecutive beats are allowed.:

Beat connections graph (similar beats)

2 Automatic transitions between tracks:

- Find best transition point
- Beat-match and time-stretch to mix different tempos
- Energy crossfade

3 Mix driven by user Geo-location in maps:

- Edit map in Gmaps
- Save map in XML-based formats (.gpx, .kml)
- Link paths to songs.