

barelyMusician:
An Adaptive Music Engine For Interactive Systems

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Master of Science in Computer Science (Interactive Entertainment Technology)

University of Dublin, Trinity College, 2014

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Aural feedback plays a crucial part in the field of interactive entertainment when delivering the desired experience to the audience particularly in video games. It is, however, not yet fully explored in the industry, specifically in terms of interactivity of musical elements. Therefore, an adaptive music engine, *barelyMusician*, is proposed in this paper in order to address this potential need. *barelyMusician* is a comprehensive music composition tool which is capable of real-time musical piece generation and transformation in an interactive manner, providing a bridge between the low-level properties of a musical sound and the high-level abstractions of a musical composition which are significant to the user. The engine features a fully-functional software framework alongside a graphical user interface to enable an intuitive interaction for the user.