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Master's thesis

Academic Year 2013

An Active Music Interaction that Allows  
Non-musician to Experience Creating and Playing  
Music by Gamification

Graduate School of Media Design,  
Keio University

Yupeng Pan

A Master's Thesis

submitted to Graduate School of Media Design, Keio University

in partial fulfillment of the requirements for the degree of

MASTER of Media Design

Yupeng Pan

Thesis Committee:

Professor Masa Inakage	(Supervisor)
Professor Adrian D. Cheok	(Co-supervisor)
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## Abstract of Master's Thesis of Academic Year 2013

# An Active Music Interaction that Allows Non-musician to Experience Creating and Playing Music by Gamification

### Summary

People love music. But most of us enjoy music by only listening to it. In fact, there are many different ways of enjoying music, such as playing and creating music. However, unfortunately, these kinds of activities are usually considered as “Professional” work so that it sets a hurdle of music skills and knowledge for non-musicians to try and have fun with them.

But nowadays, as the digital media technology being developed so fast, lowering the hurdle is quite possible by making use of new technologies.

In this thesis, we explore the possibilities of gamification method, trying to turn the music creating process into a game and let the player enjoy music creation by having fun with the game itself.

### Keywords:

Music, Gamification, Social Game, Composing, Playing, Creation, Entertainment

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