

# Team D3 - WoodWindMania

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Add your 12 slides after this slide... [remember, 12 min talk + 3 min Q/A]

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Make sure to cover

(refer to the Proposal Presentation Guidance):

- Use Case
- Use-Case Requirements, especially Quantitative
- Technical Challenges
- Solution Approach
- Testing, Verification and Metrics
- Tasks and Division of Labor
- Schedule

Consider that this slide already works as a introduction slide so use your first slide wisely



**Remember – Relevant figures  
(and tables) can be worth  
“a thousand words”!**

# Use Case

- **Problem:** Learning woodwind instruments has a high cost associated with it and may not be practical to do in most environments
  - Lessons plus Instrument, which can cost around \$1000
  - Not beginner friendly
- **Solution:** A digital woodwind learning tool that allows users to learn fingerings on a realistic woodwind controller, in this case a flute
- **Areas:** Hardware Design & Software Systems



**WoodWindmania**  
musical learning starts here

# Requirements

- **User Experience**
  - Comparison to real instrument
    - Weight (1.3lbs)
      - 1" PVC pipe: .7lbs
      - Arduino Nano: .01lbs
      - 9V battery: 0.1lbs
    - Length (26") x 1"
      - Arduino Nano: .7"
      - 9V battery: 1" width
    - User satisfaction: 4/5
  - Beginner friendly
    - Intuitive web application
  - Portability
    - Wireless



# Requirements

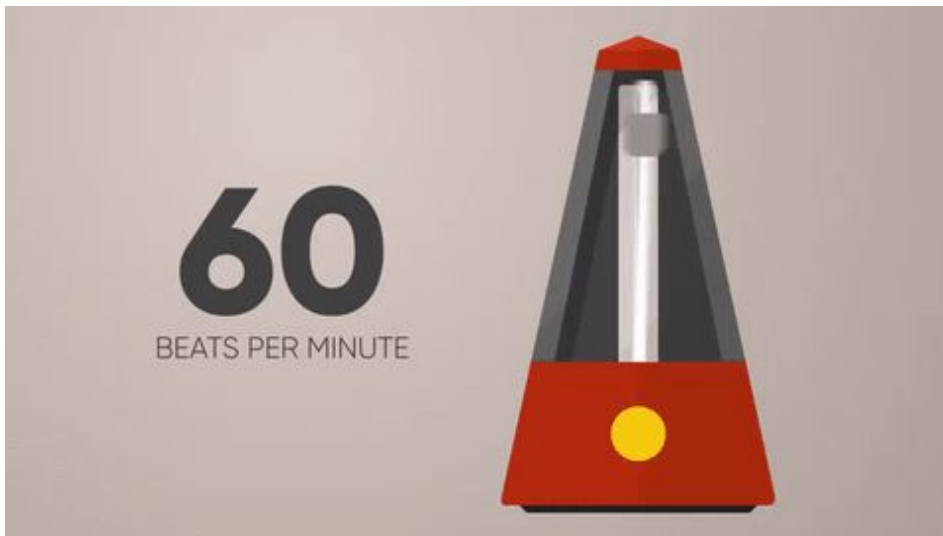


- **Accuracy**
  - Note feedback ( $\geq 90\%$ )
    - Absolute Pitch (from human ear)
  - Orientation feedback ( $\geq 90\%$ )
    - Could notice a  $\pm 10^\circ$  change in angle
  - Octave feedback ( $\geq 75\%$ )
    - $\sim 2000\text{Hz}$  range in flute, with octaves  $\sim 500\text{Hz}$  apart

# Requirements



- **Speed**
  - Time between user input and feedback ( $\leq 1s$ )
  - Turnaround time between notes ( $\leq 1s$ )



# Challenges



- **Speed**
  - Bluetooth latency (Sensors -> Arduino -> RPi)
  - Wireless communication latency (Wifi)
- **Accuracy**
  - Sensors
    - Buttons on device
    - Microphone for detecting user breath
    - Gyroscope for controller position
  - Wireless Communication (Dropped Packets)
    - Bluetooth communication
    - Wifi communication

# Challenges

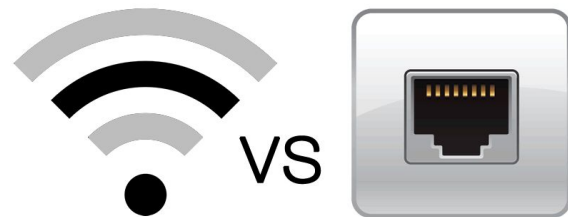


- **User Experience**
  - Weight
  - Dimensions
- **Battery Life**
  - Wireless communication + arduino + ~20 buttons + microphone + gyroscope
  - Battery should last 3 hours of practice

# Challenge Mitigations

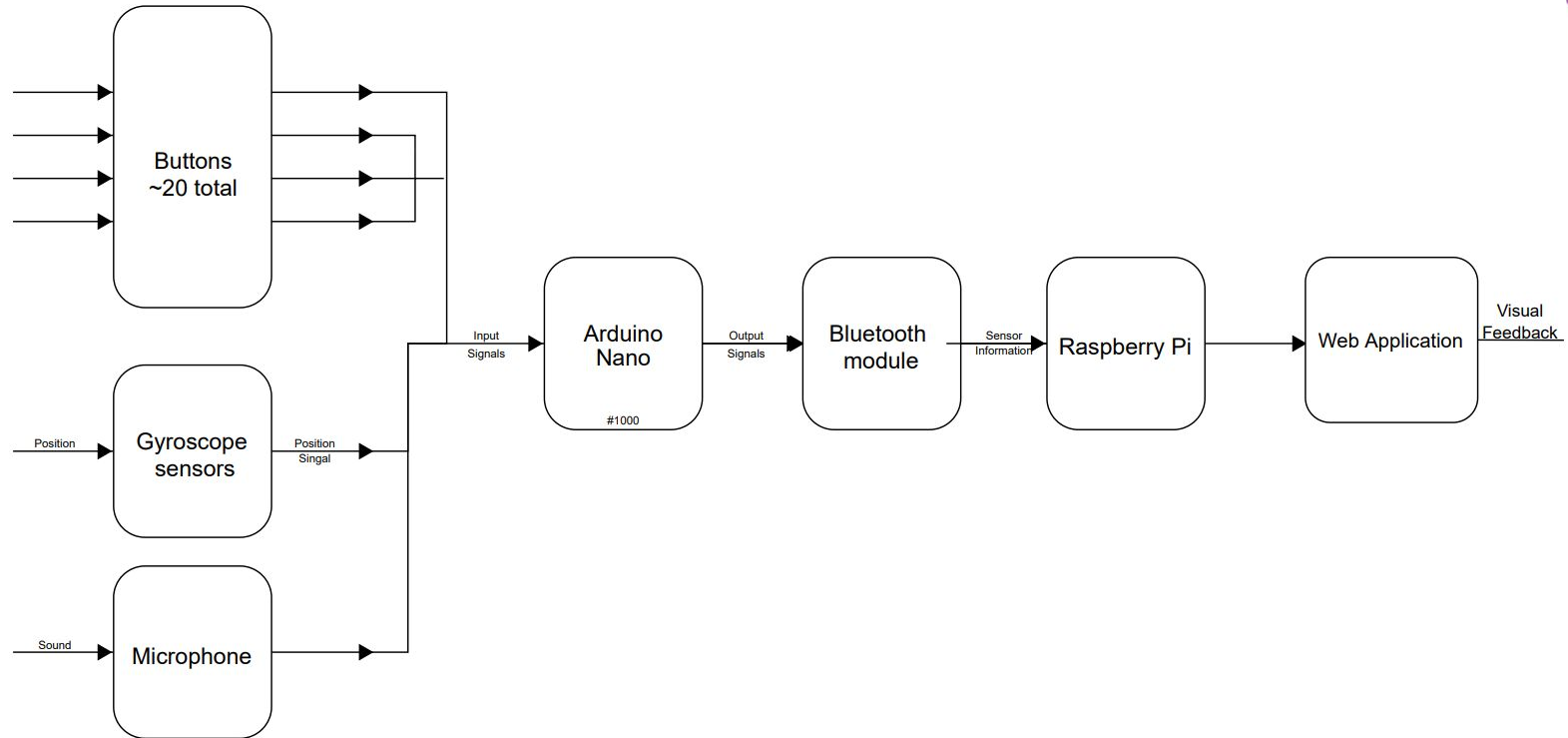


- **Speed**
  - Use wired communication
  - Play note off of Pi instead of web app
- **Accuracy**
  - Test variety of sensors to determine most accurate
- **User Experience**
  - Use wired communication and remove components from inside device
- **Battery Life**
  - Use wired communication





# Solution



# Testing, Verification, and Metrics



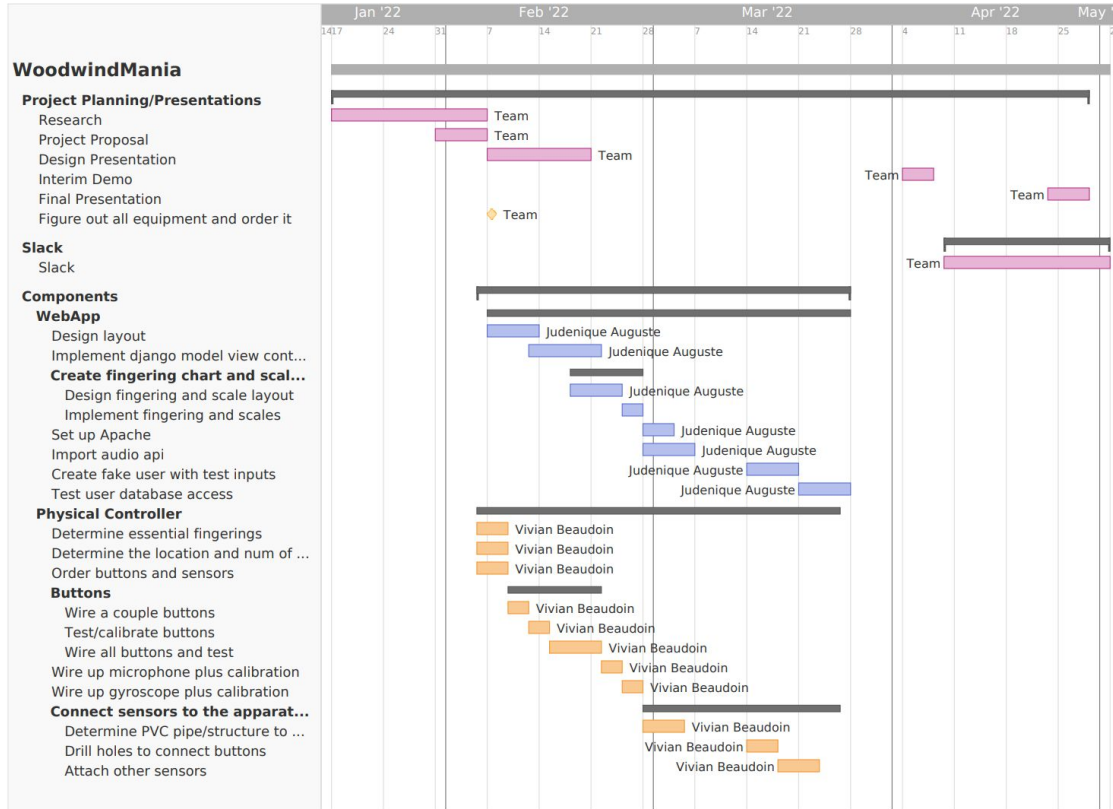
Requirement	Testing Strategy	Metric
Working Sensors	Test feedback of accurate and inaccurate note fingerings	$\geq 90\%$ accuracy
Tilt Detection	Test feedback in a variety of different positions	$\geq 90\%$ accuracy
Breath Detection	Compare note played on real flute to sensor reading	$\geq 75\%$ accuracy
Visual Feedback	Record latency between user input and feedback	Feedback in $\leq 1s$
Comparison to real instrument	Record measurements, user survey	1.2-1.3 lbs, $\pm 0.5"$ , 80% user satisfaction

# Tasks/Division of labor



Vivian	Angel	Judenique
<p>Physical Component</p> <ul style="list-style-type: none"><li>● Research best sensors</li><li>● Test and calibrate sensors with Arduino</li><li>● Assemble apparatus</li></ul>	<p>Communication</p> <ul style="list-style-type: none"><li>● Research best Arduino, bluetooth, and RPi models</li><li>● Send sensor packet from Arduino to RPi</li><li>● Send processed info to web app</li></ul>	<p>User Interface</p> <ul style="list-style-type: none"><li>● Design web application layout and modes</li><li>● Create scales and fingerings for instruments</li><li>● Giving feedback based on user input</li></ul>

# Schedule



# Schedule

