barelyMusician:
An Adaptive Music Engine For Interactive Systems

Alper Gungormusler

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Supervisors: Mads Haahr, Natasa Paterson-Paulberg

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.