



## BA: Music Tagging – A Social Game

This document describes the subject and the general time schedule of the Bachelor thesis of *Dominic Plangger* in the spring term 2012. Adaptations or changes can be agreed upon by the advisors.

In the last few years, the average number of songs in music collection has increased dramatically. Using playlists for organizing the music player therefore becomes more and more unhandy. Maintaining individual playlists for different groupings of music files is tedious.

That is why more and more users nowadays rely on tagging their music with characteristic terms and then grouping songs by tags. One major problem with this approach is, however, that tagging one's music manually is an extremely laborious task while obtaining tags from the Internet usually results in low quality tags.

The goal of this project is to address exactly this problem by means of a social tagging game: Two random players get connected to each other and both listen to the same short piece of music. Afterwards, both users are asked to assign tags to the song with the goal of both eventually agreeing in one tag (without any sort of direction communication). Whenever two users agree on one tag, this indicates that the tag might be a good characterization of the song they just heard. Motivating lots of people to play this game, we expect to obtain a high quality collection of tags for a large set of songs.



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