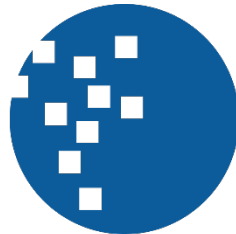


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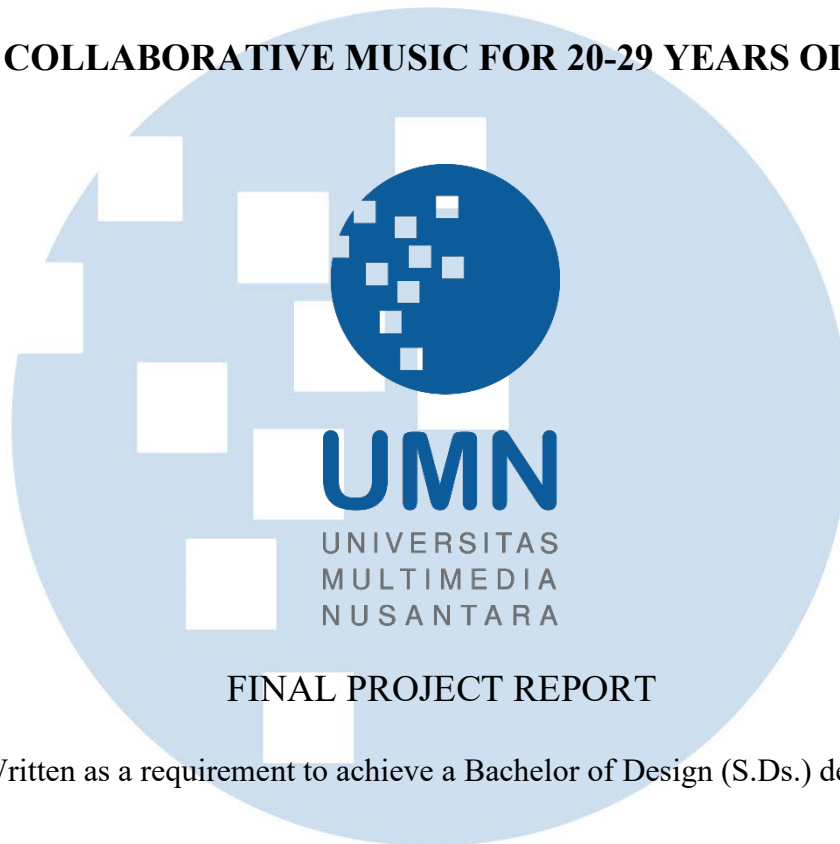
**FINAL PROJECT REPORT**

**Valencia Amanda Adithya**

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**STUDY PROGRAMME VISUAL COMMUNICATION DESIGN  
FACULTY OF ART AND DESIGN  
UNIVERSITAS MULTIMEDIA NUSANTARA  
TANGERANG  
2024**

**DESIGNING A MOBILE APPLICATION ON  
COLLABORATIVE MUSIC FOR 20-29 YEARS OLD**



**FINAL PROJECT REPORT**

Written as a requirement to achieve a Bachelor of Design (S.Ds.) degree

**Valencia Amanda Adithya**

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**STUDY PROGRAMME VISUAL COMMUNICATION DESIGN**

**FACULTY OF ART AND DESIGN**

**UNIVERSITAS MULTIMEDIA NUSANTARA**

**TANGERANG**

**2024**

## STATEMENT OF NO PLAGIARISM

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Student ID Number : 00000043228

Study Programme : Desain Komunikasi Visual

Final Project with the title of:

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Tangerang, 5th January 2024



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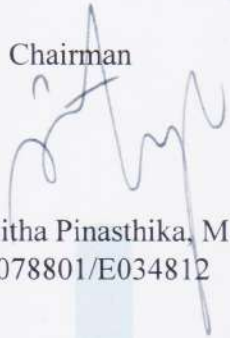
Final Project with the Title of  
**DESIGNING A MOBILE APPLICATION ON  
COLLABORATIVE MUSIC FOR 20-29 YEARS OLD**

By


Nama : Valencia Amanda Adithya  
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Has been tested on Friday, January 5<sup>th</sup>, 2024  
At 16.00 until 16.45 and stated  
**PASS**  
with the order of examiner as the following.

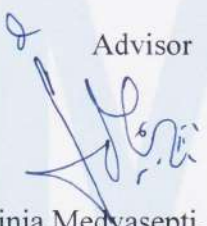
Chairman

  
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## SCIENTIFIC WORK PUBLICATION APPROVAL PAGE FOR ACADEMIC PURPOSES

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Type of Work : Tugas Akhir

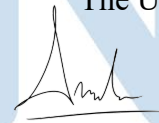
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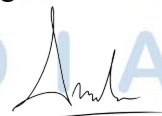
## FOREWORD

With the grace of God, the author was able to finish the final project report with the title “Designing an Interactive Information Media on Collaborative Music for 20-29 Years Old”. The completion of this final project cannot be done without the help of several parties that the author would like to extend her deepest gratitude to:

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2. Muhammad Cahya Mulya Daulay, S.Sn., M.Ds., as Dean of the Faculty of Art and Design, Multimedia Nusantara University.
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6. The author’s family and friends who have given the author moral and material support, that the author can finish this final project.

The author realized this report is far from perfect. Any criticism and input to improve this final project report is very much appreciated. The author hopes this final project can be helpful to other people and help other readers and researchers in the future that will be using information from this report.

Tangerang, 15th January 2024



(Valencia Amanda Adithya)

# DESIGNING A MOBILE APPLICATION ON COLLABORATIVE MUSIC FOR 20-29 YEARS OLD

(Valencia Amanda Adithya)

## ABSTRACT

Collaborative music is done when musicians gather to make music, exchange musical knowledge, and gain connections. Fostering a community of musicians can improve both an individual's music skill development and emotional wellbeing. However, people face changes in life that cause them to drift from their peers, leading them to find themselves with less motivation and passion for music. As such, it is important to create a media based on music for the social wellbeing of young adults. The media is designed to bridge musicians with one another who has similar schedule, and music preference and style. Data is collected via survey, focus group discussion, and an interview with a professional. Based on the research done, the author has concluded the need to design a music community based mobile application. The application is designed to help musicians meet with each other, keep in touch with one another, and enjoy their works.

**Kata kunci:** Interactive design, mobile application, collaborative music

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# PERANCANGAN APLIKASI MENGENAI KOLABORASI MUSIK UNTUK USIA 20-29 TAHUN

(Valencia Amanda Adithya)

## **ABSTRAK (Bahasa Indonesia)**

*Musik kolaboratif terjadi ketika musisi berkumpul untuk memainkan musik, tukar pengetahuan musik, dan mendapatkan koneksi. Memelihara komunitas musisi dapat meningkatkan perkembangan keterampilan musik dan kondisi mental seseorang. Namun, manusia menghadapi perubahan dalam hidup yang menyebabkan mereka untuk menjauh dari teman-teman music mereka, sehingga mereka menemukan motivasi dan keinginan bermain musik. Oleh karena itu, penting untuk menciptakan media untuk mempertemukan sesama musisi lokal untuk menjembatani kesenjangan tersebut. Media tersebut digunakan untuk mempertemukan musisi dengan jadwal, gaya main, dan preferensi music yang serupa. Data dikumpulkan berupa survei, focus discussion group, dan wawancara dengan seorang profesional. Berdasarkan riset, penulis menentukan pentingnya membuat aplikasi berbasis komunitas musik. Aplikasi ini berfungsi untuk mempertemukan musisi agar mereka bisa bertemu, bersosialisasi, dan saling menikmati karya sesama.*

**Keywords:** *Desain interaktif, aplikasi gawai, musik kolaboratif*

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