

SPOTLIGHT: A Mobile Application for Artist Management

Nandakishore P.¹, Nikhil Santhosh Nair², Paul D. Alapatt³

Thanish Kurian⁴, Preetha K. G.⁵

^{1,2,3,4,5}Department of Computer Science and Engineering, Rajagiri School of Engineering & Technology, Rajagiri Valley P O, Kochi, India

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Abstract

SPOTLIGHT is an artist management mobile application which provides a platform for artists to showcase their talents and skills. SPOTLIGHT offers a place for artists as well as the chance for clients to choose the best performers and schedule the shows. As a result, the app serves as an interface between clients and artists. The main aim of SPOTLIGHT is to create a smartphone application that enables artists of many art forms and genres to showcase their talents through photos, audios and videos so that interested people can quickly get in touch with them and possibly hire them for performances. The platform gives artists the chance to gain access to new clients and programmes. The app gives upcoming artists a platform to become well-known among people. The application also lets the clients view the listed artists and contact them via a chat.

Keywords: - Artist, Mobile App, Dance, Music, Talent

1. Introduction

Due to the global technological improvements, businesses, employment, education, and many other activities are switching from an offline to an online mode [1,2]. The rapid advancement of technology has drastically altered peoples' daily lives. Due to the widespread use of social media and the internet for the dissemination of skills and talents, musicians and other performing artists have started to gain recognition. To make the process of promoting and booking events simpler and smoother, there is a need for a platform that connects the performing artists and audience.

The biggest problem in the art industry is that many creative artists go unrecognized simply because they lack a platform or the appropriate connections and contacts to showcase their talents, although they may be talented [3]. Moreover, the hiring of talent agents and middlemen create a hole in the pockets of small artists, who are neither able to afford the aforementioned services nor have any influence. When event planners or clients are desperately searching for the talent they require but are unsuccessful in their efforts for lack of a platform where customers can observe such artists and understand what they are capable of. Hence, after understanding the circumstances of both artists and clients a common platform is developed in which artists can showcase their talents and clients can view these artists' talents and connect with them[4,5].

Spotlight is a smartphone application for artist management that offers a platform for artists to showcase their talents and skills and for customers to schedule the performances and events with these artists. The platform provides the opportunity for artists to get more programmes. Spotlight allows up-and-coming artists to gain popularity among the crowd.

Since the application has two types of users - artists and clients, the app allows two types of accounts - one for the performing artists and the other for the clients. Thus, the app acts as an interface for the artists and clients.

The rest of the paper is organized as follows. Section II briefs the existing art management tools. Section III and IV focuses on the features of the proposed mobile application SPOTLIGHT. Conclusion is given in Section V.

2. Related Tools

It's interesting to note that there isn't much research in this field that discusses the potential and significance of the suggested mobile application. The characteristics of the popular existing digital platforms for different art forms are presented in this section.

In [8], users will be able to browse music events using sophisticated filtering criteria, compare and select events, and stay up to date on the performers who will be there, ticket prices, venue information, and event dates. The programme requires users to register for an account, log in, and then utilize the user administration to create and confirm artists, configure events, and other things. The digitized platform helps to unify the music event industry data. The programme is also perceived as being primarily focused on event goers and aids performers and event organizers in publicizing performances and selling tickets to the general public. However, the application mentioned in the paper does not contain a feature for the clients or event managers to book artists.

SoDA is a mobile application [9] that dancers and users may use to explore and search dance media content while in a social situation, such as at a social dance, as well as store and annotate dance media information. Users of the application will be able to search dance media content using ontology-based search methods and annotate it using a vocabulary that is based on a dance representational model. Additionally, it will provide users with access to a library of already-existing multimedia dance content, which they may search using query expansion techniques to get thorough search results quickly. The application provides a dance annotation tool which allows the users to annotate dance media objects using a controlled dance vocabulary. The dance content that is present in the media files will be searched using the annotations as metadata. The system will be able to obtain media assets from storage by annotating these dancing media objects. Based on a search query, the programme will retrieve objects using a conceptual schema of dance. It also gives a dance archival system in which dancers and users will be able to utilize a search engine to query this content and view all the relevant information in a user-friendly manner. SoDA is a software that only specializes in dance, and it does not offer a platform for customers to book concerts.

MySpace [10] is a web application that was created for bands. It highlights the supportive community that musicians were able to forge for themselves, the symbiotic relationship between artists and fans, the role that music plays as a unifying force in society, and the lessons that designers can draw from MySpace's choices.

The research of the literature part makes it evident that there is a need for an effective online platform for connecting clients and artists.

3. SPOTLIGHT- The Proposed Application

Spotlight is a mobile application for artist management that offers a platform for all kinds of artists to display their talents and skills and for customers to schedule performances and events with these artists. Thus, the app serves as an interface between clients and artists. The artists update their contact details and schedule in the app. The platform gives artists the chance to get more programmes. It is a smartphone application that gives performers a stage to display their talents and enables customers to schedule performances and events with these performers. A platform like this one enables upcoming artists to become well-known among the public.

Spotlight has two different user categories: artists and clients. The app includes two different account types: one for performing artists and the other for clients. The software offers a high-level GUI that effectively and seamlessly connects artists and clients. Additionally, it offers the option for sharing videos and photos that highlight the artistic talent of the performers. The app has a search function so that users can look for artists, as well as a chat option so that users can communicate with artists directly and arrange gigs. Artists can also keep their followers updated and further promote themselves with the help of the 'Stories' feature.

Any type of artist can use the service, as can managers (clients) who want to schedule performances for artists. It promotes communication between event managers and artists. This platform can be used by artists as a publicity platform to boost their fame and increase show bookings. According to their needs and interests, event planners can quickly connect with a variety of professional performing artists using this website.

3.1 UI/UX Design

Design of the mobile application starts with the UI/UX design. When using an app, or other electronic device, you interact with screens, buttons, toggles, icons, and other visual elements, which are referred to as user interfaces (UI). UX describes your overall experience using a product, including your feelings during that experience. Although UI can undoubtedly influence UX, the two are separate, as are the roles that designers play.

3.2 Account Creation

The user must choose an account type before creating an account. Artist and Client accounts are the two different sorts. The user uses their email address and password to create an account. All the inputs taken from the artists/clients are stored into the database. The artist fills out the following information: name, medium, genre, experience, minimum remuneration, and location. Additionally, they have to fill the schedule of their events. In order for the customers to get a feel for the shows, there is a function that allows the artists to upload their images and videos of previous performances.

3.3 Database Authentication

The user must provide their login information, which consists of their password and email address. The data entered is then verified against the database. If the entered information matches, the user can log in; otherwise, an error message is displayed.

3.4 Creation of Fragment

Fragment has its own lifecycle, can manage its own input events, and specifies and manages its own layout. Fragments need to be hosted by an activity or another fragment in order to exist. The host's view hierarchy is integrated with, or attached to, the fragment's view hierarchy. There are four fragments in the app: the Home fragment, the Chat fragment, the

Search fragment, and the Profile fragment. Home Fragment shows a lot of artist profiles as suggestions as well as articles and status updates that artists have posted to show off their skills. Chat Fragment enables customers to communicate with various artists for purposes such as concert bookings. Search Fragment enables users to look up various artists in accordance with the specified artform, Genre, and location. Fragment for the user's profile shows the user's own profile and can be edited by users. The complete design of the SPOTLIGHT is given in Fig. 1.

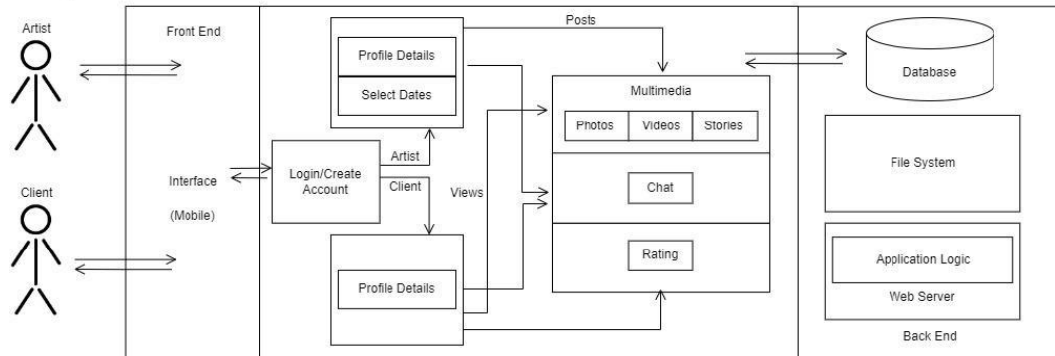


Fig. 1: Architecture of SPOTLIGHT

4. Features Of Spotlight

SPOTLIGHT offers two main account types: an artist account and a client account. The users can choose between an ‘Artist’ or a ‘Client/Member’ account and the application only shows the necessary details needed for the type of user as shown in Fig. 2.

When you use the app, you enter your username and password (Fig. 3). The application then only displays the information that is relevant for the type of user.

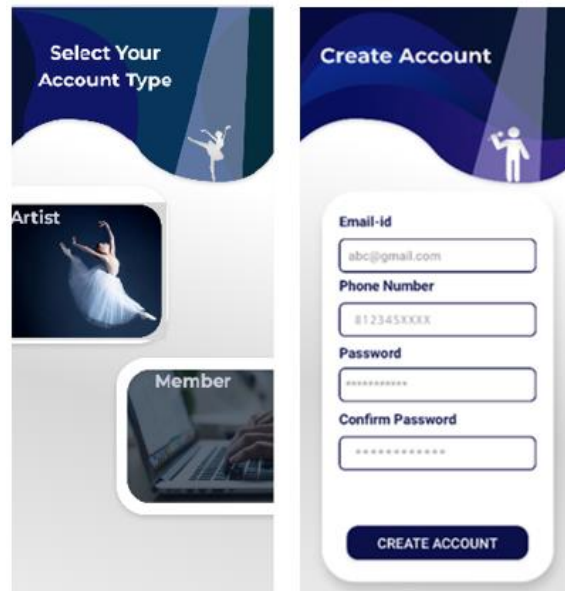


Fig. 2: Account creation page for artist and event organizers

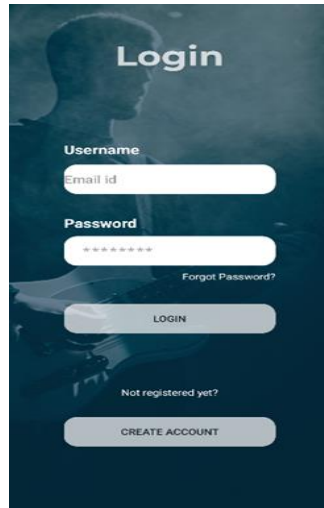


Fig. 3: Login Page

Upon the successful creation of a user account, all the users must update their profile details as in Fig. 4. These include data such as name, email id, location, minimum payment amount, experience etc. The user's option to select either an individual or a group performance type account. Users who registered as artists are the only ones who require it.

Fig. 5 shows how the Artist can upload their photos and videos of their performances. They can use this as an opportunity to showcase their talent to the public. The Artists can also upload a display picture which would be displayed in their profile.

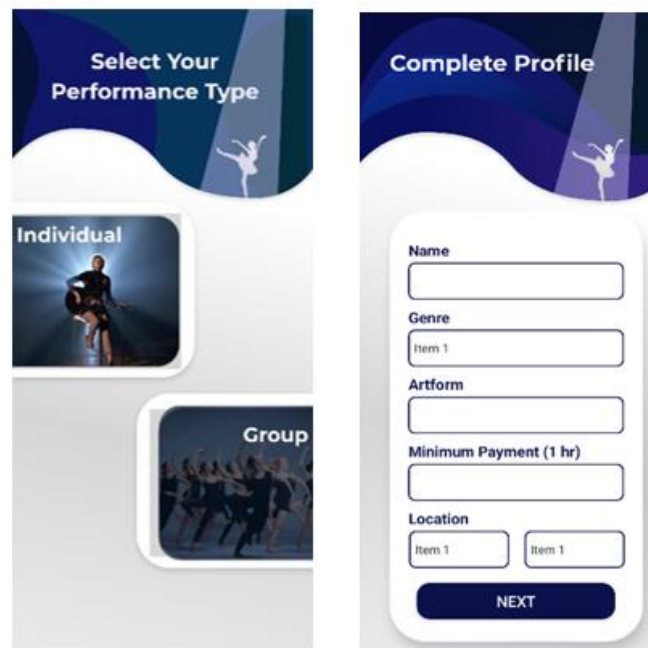


Fig. 4: Profile for Individual or group Artists



Fig. 5: Space for uploading photos and videos

Fig. 6 shows the calendar where artists can update the dates of their engagements. The calendar widget's schedules can be simply updated by artists on a regular basis. People can look at the schedules of the interested artists and get in touch with them if they are free.

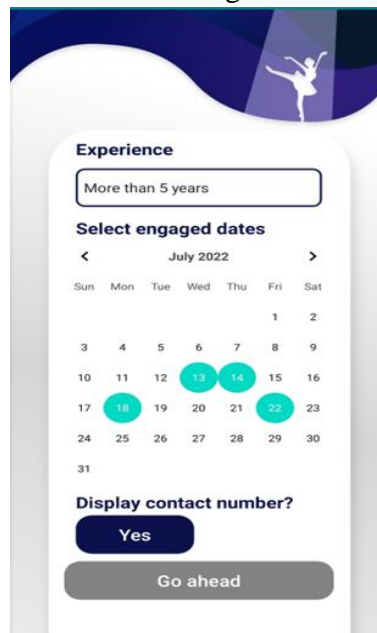


Fig. 6: Calendar for updating schedule

A provision for uploading stories is also available in the app as shown in Fig. 7. Stories have a lifetime of 24 hours and will be removed automatically. Artists can use this feature to post videos of their latest shows. Live chat feature (Fig. 8) connects the clients and artists with the capacity to share links, gather data, and collect information for future use.

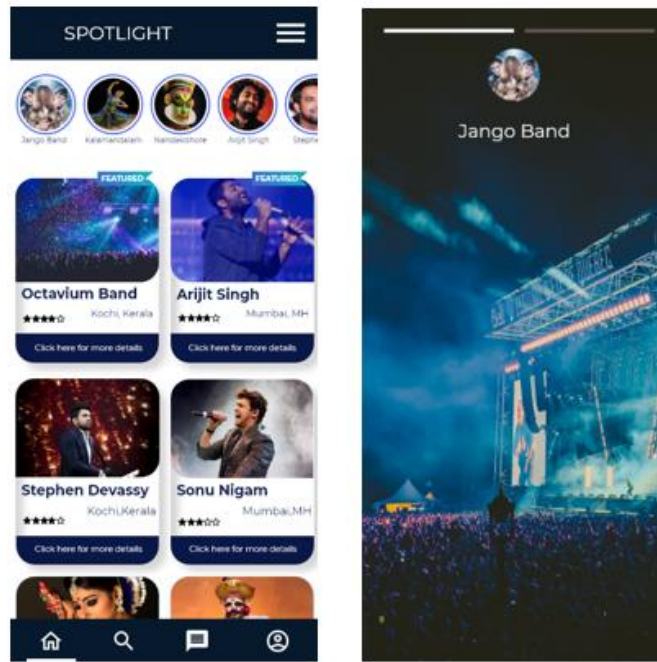


Fig. 7: Stories view by Clients for photo and video updates of latest shows

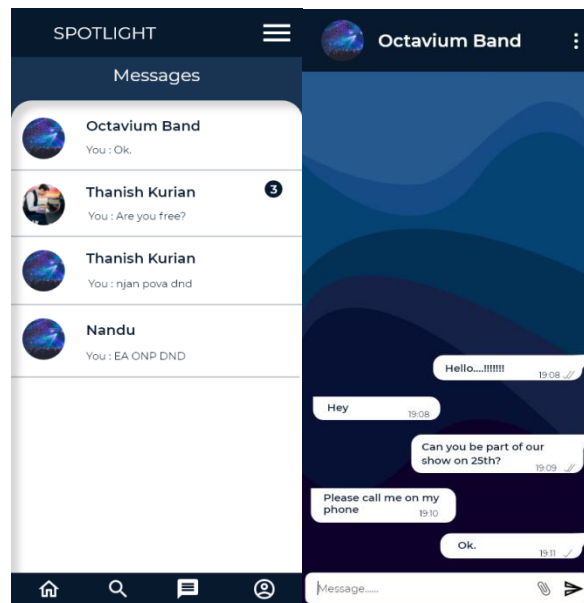


Fig. 8: Live chat feature for artists and clients

The app provides a rating feature depicted in Fig. 9. New customers are more confident while reading reviews or ratings. Through ratings, the general public can quickly determine the caliber of an artist's performance.

The app also provides search options with respect to the payment, available dates, genre, and experience as shown in Fig. 10.

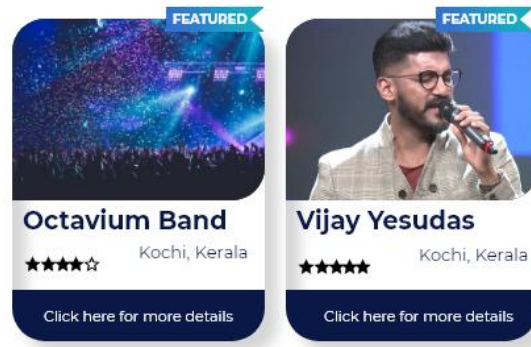


Fig. 9. Star Rating feature of an artist

5. Conclusion

SPOTLIGHT is an artists' management mobile app which provides a platform for artists to showcase their talents and for clients to connect with these artists and book shows. This app would help a lot of artists to get stage shows and become popular. Clients can also have an easier interface to connect with these artists and easily look for potential talent to perform in their events and gigs. The app has all the necessary features for both the artists and clients and makes use of a separation between an artist's account and a client's account.

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