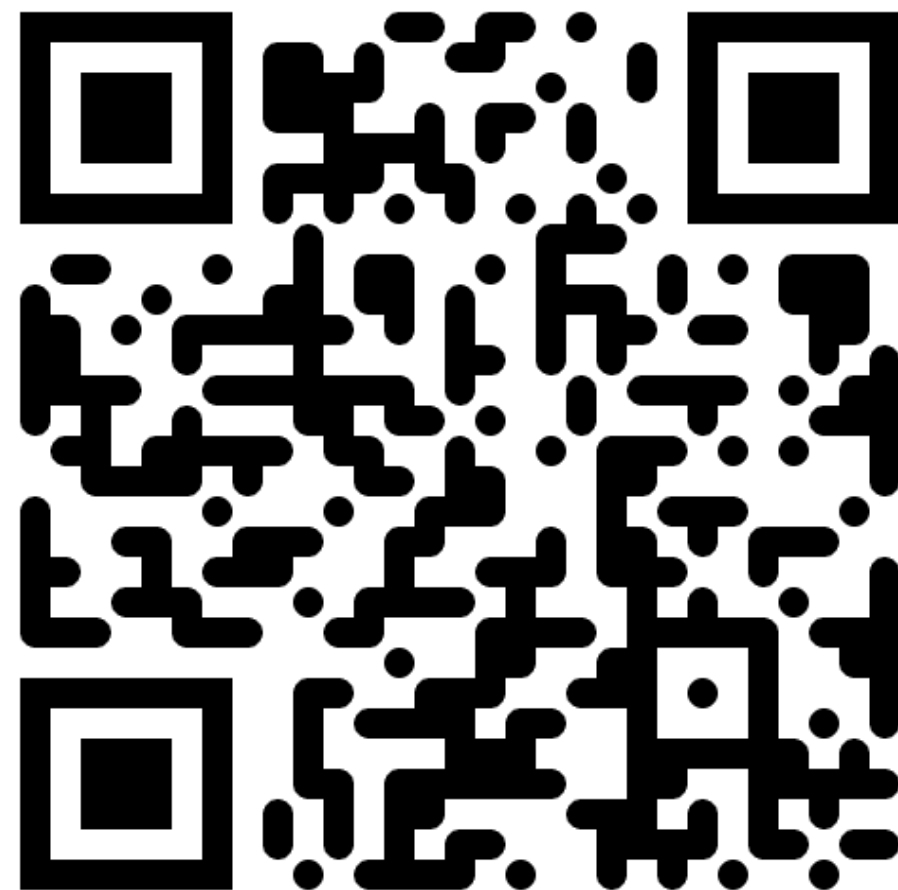




We have heard:

- Music is a medium of communication.

What I have done:

- Used music as of form of communication,
- To transmit data.

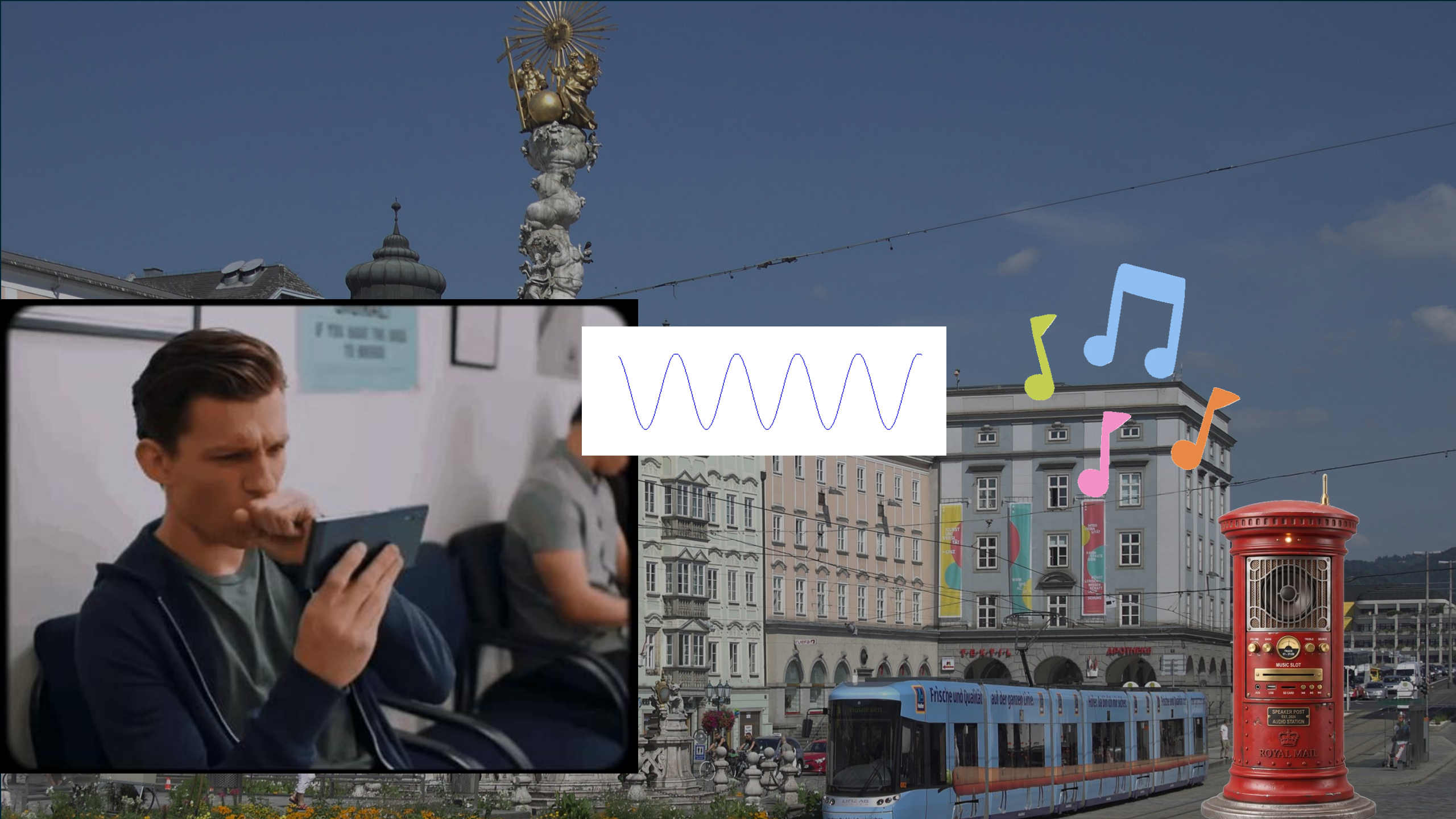
LinzSings

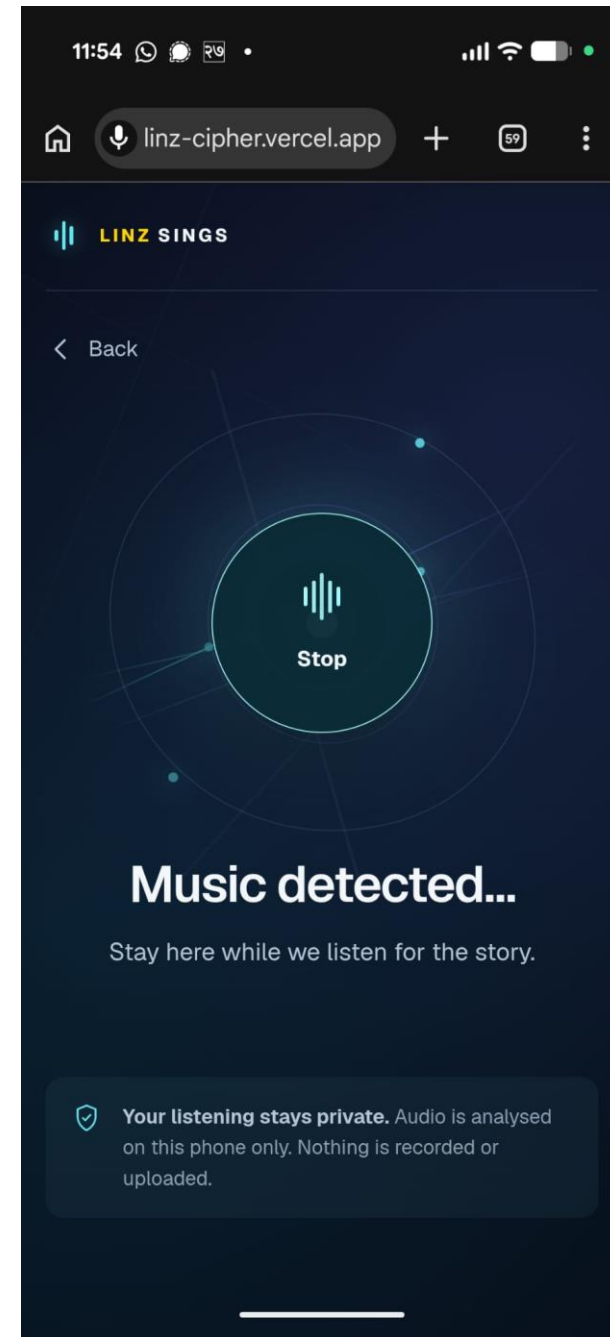
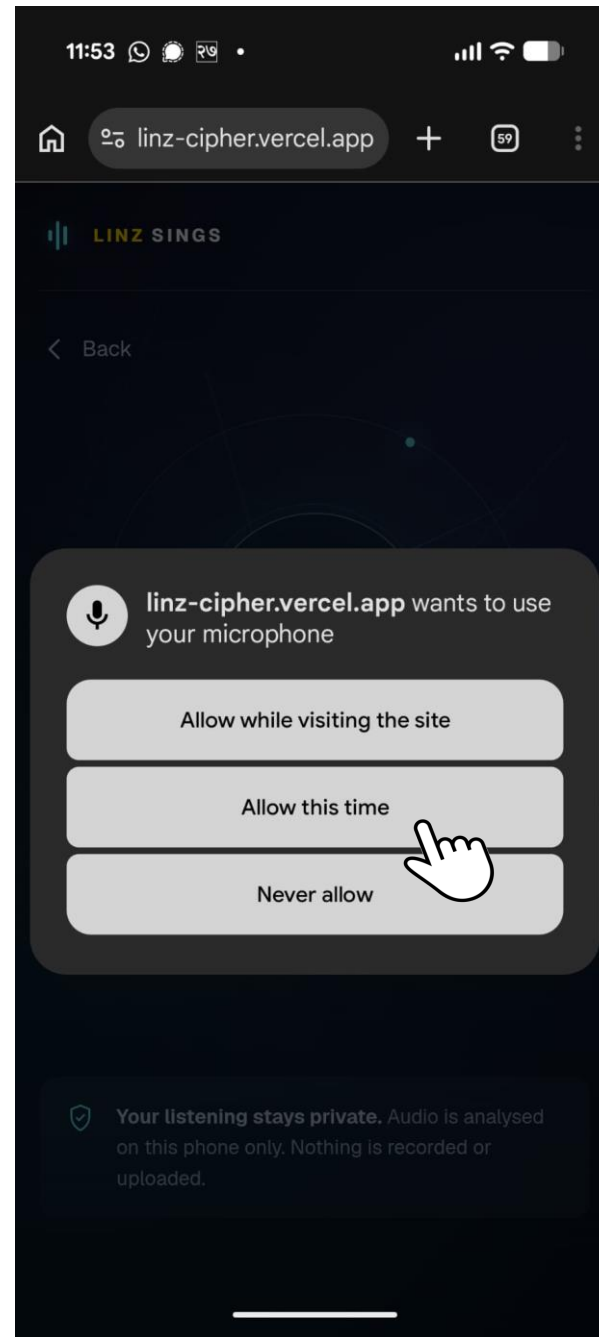
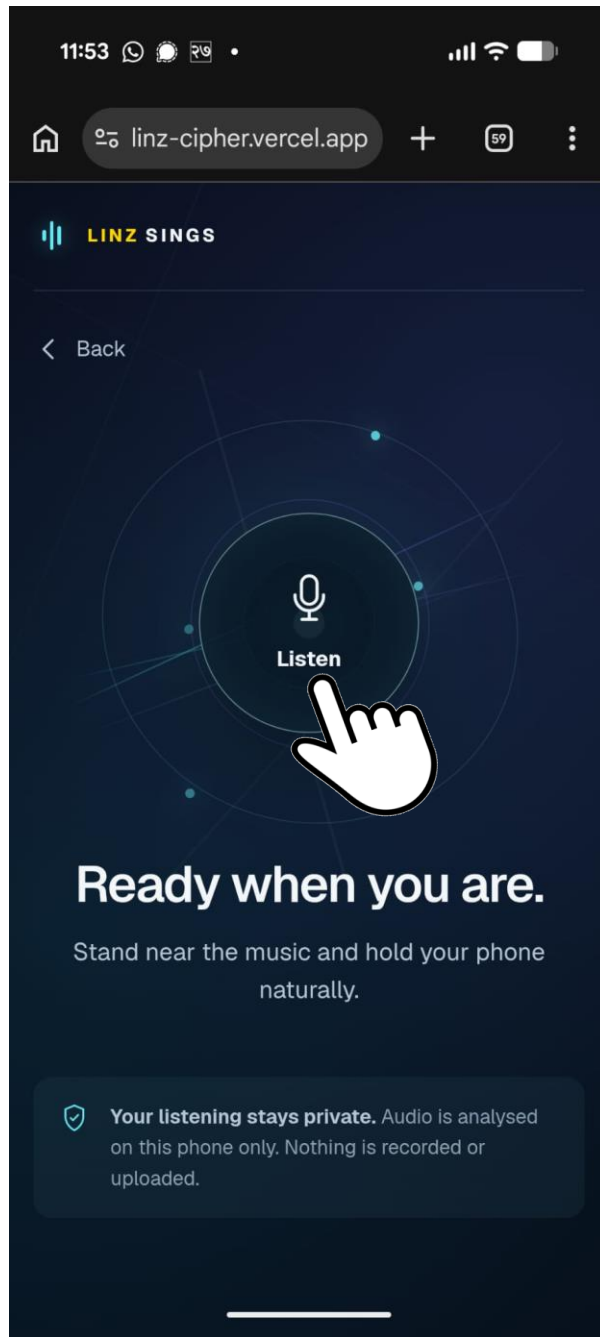
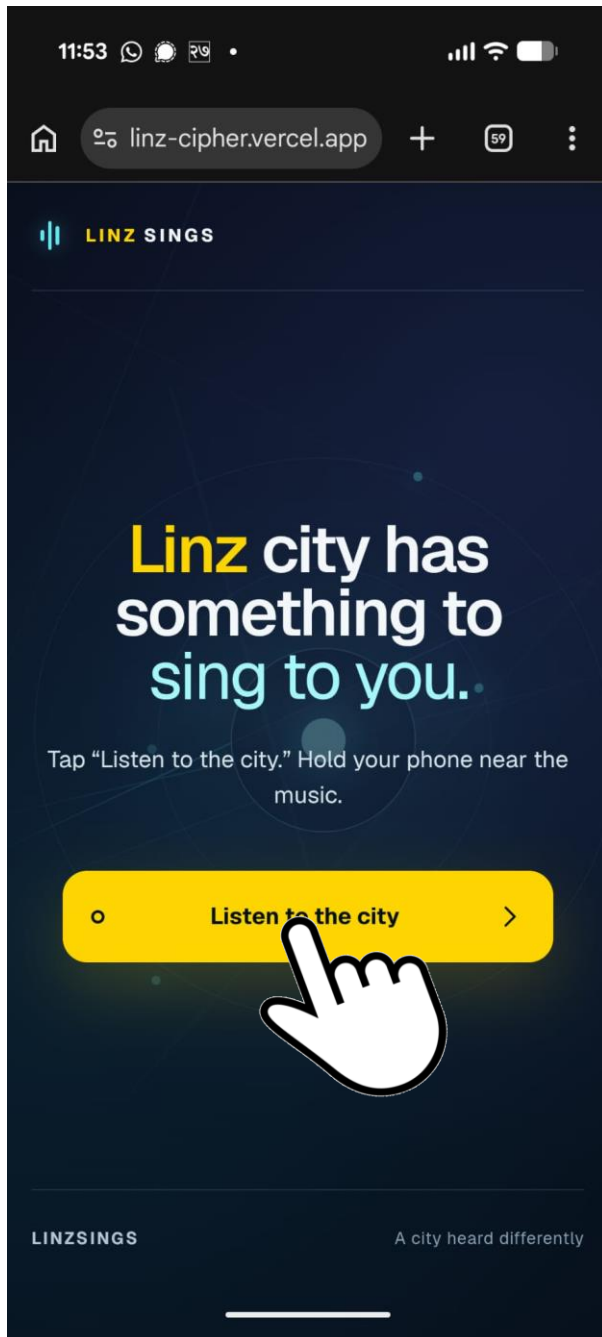
Linz city has something to sing to
you.

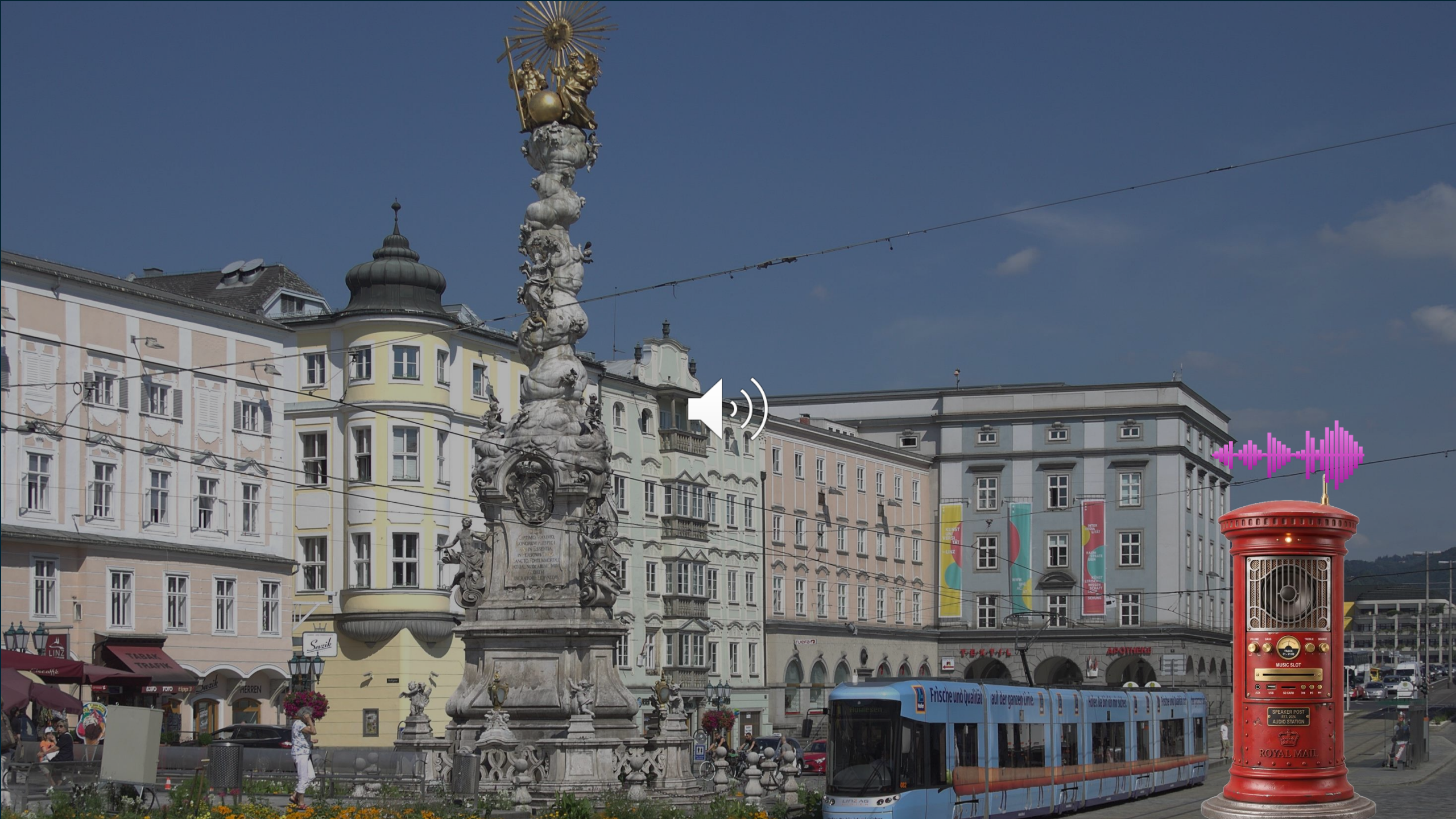
By Gaurav Adhikari

Let's suppose we are all in Hauptplatz









Now, lets suppose we are all in
Taubenmarkt

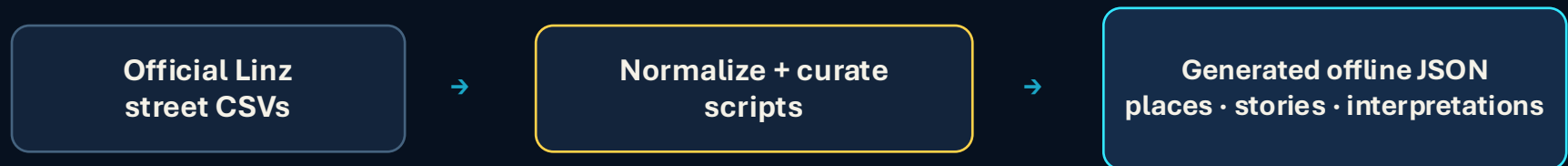


**Link for a page that encodes place of a
name into music live**

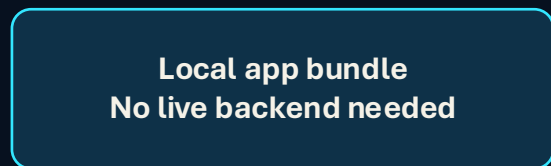
[Click here!](#)

LinzSings architecture at a glance

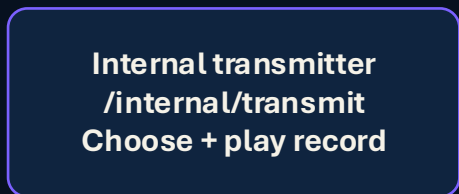
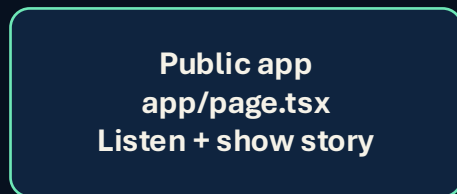
BUILD TIME



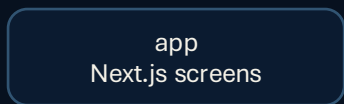
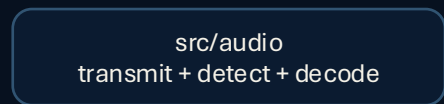
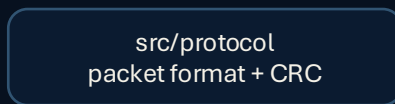
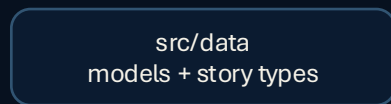
LIVE RUNTIME



feeds public + internal screens



Core code boundaries



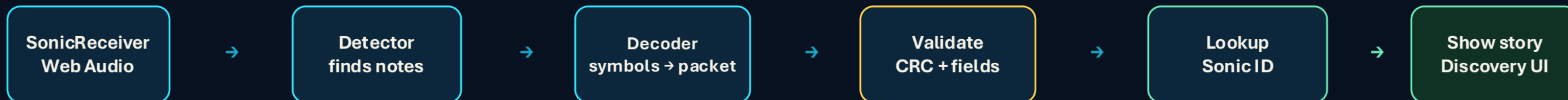
Runtime flow: one phone sings, another phone understands

TRANSMITTER DEVICE



Packet content: protocol version + event type + Sonic ID + mood + checksum

RECEIVER DEVICE



Privacy boundary: the receiver analyzes microphone audio on the phone. It resolves a local ID; it does not need to upload raw audio.

Failure path: if checksum or lookup fails, the app keeps listening / asks the user to try again.

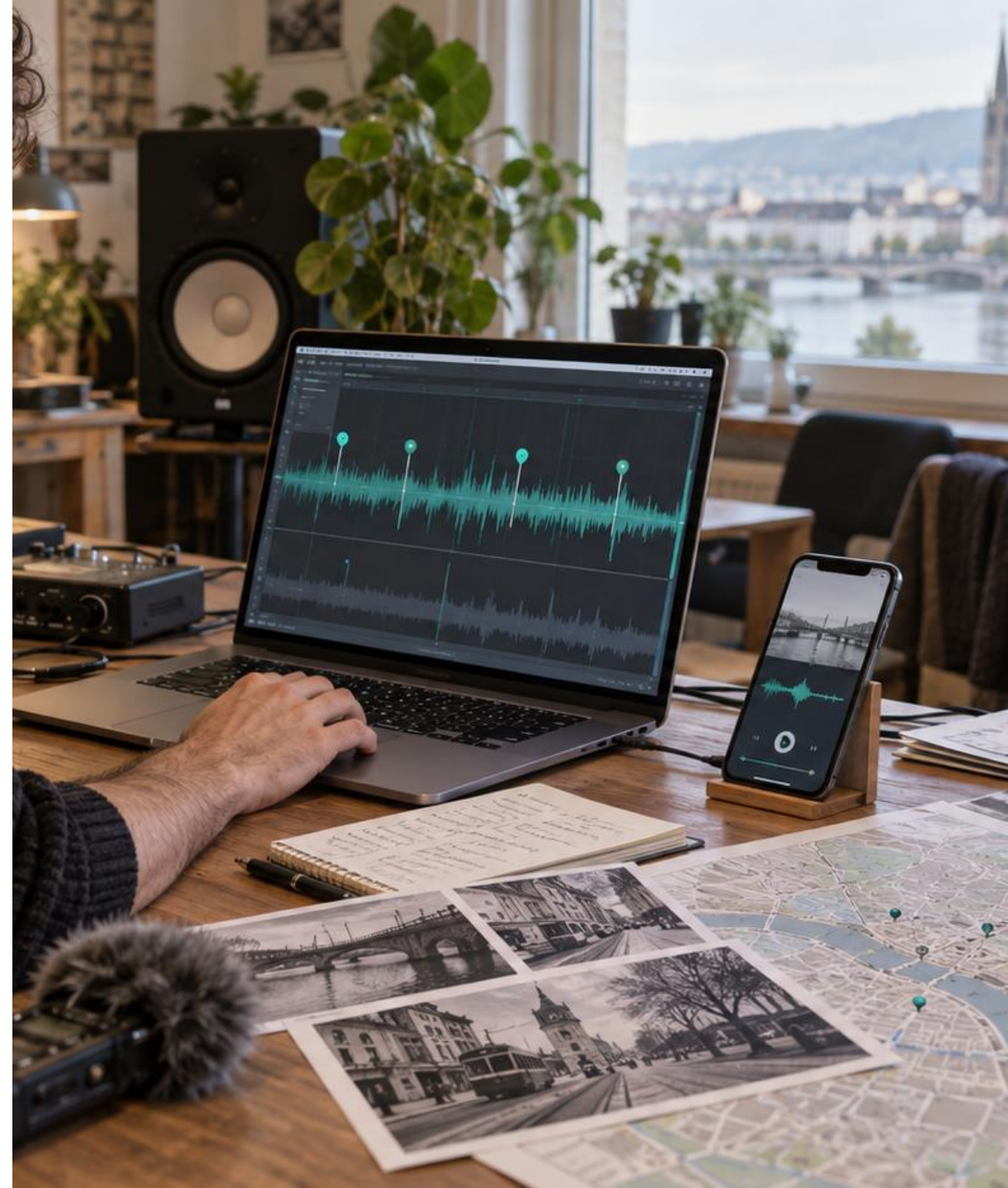
Future Possiblites

Roles of AI

- Mistral Medium 3.5 structures information about cities

Goals

- Make our own AI model which will encode data in any kind of music



1 Community-Curated Music



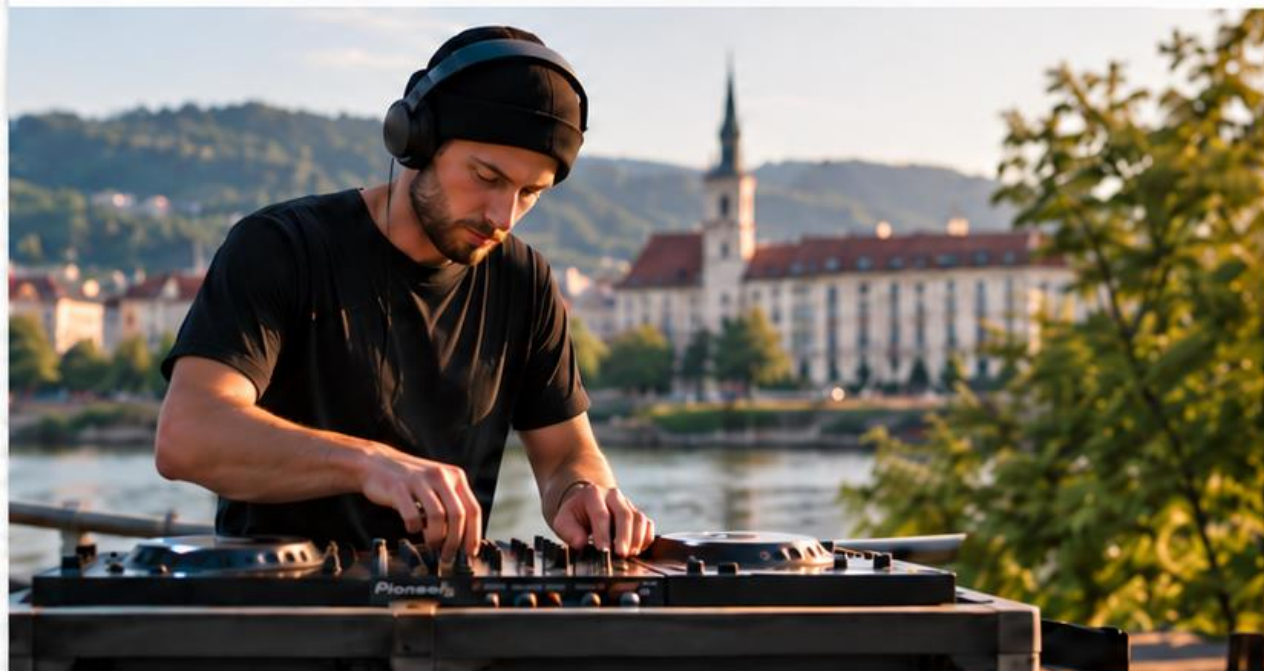
Chosen by
local authorities
or communities



Created by
local DJs or
musicians



Each place gets
a unique sound



2 Nearby Audio Stations



Map shows
nearby audio
stations



Users can explore
local sounds
and stories



Supports
walking routes
and discovery
trails

