

## "COMPETITION" THE ONLINE PLATFORM FOR COMPETITIONS

The platform "competition" is created, realized and offered by MusicForMasters to face the challenge that the current pandemic has put on the competitions, admissions, selections and procedures of the artistic world. In fact the traditional "face to face" competition is no longer an option, that is why we created a product that is a solution to this problem.

We do this by organizing preselection phases, with the adequate video-registration tool so that participants can record their performances, aiming to recreate a "work environment", that is as similar as possible to a "face to face", live competition.

The project has been created by using a combination of Token and time slot , offering participants a very simple and user friendly platform. The platform also guarantees the authenticity of the performances of the participants and doesn't allow any modification of the video. In fact the participant will only have the chance to record a single video of his performance , that will not be modifiable in any way (sound, intonation, editing, use of filters, etc.)

The token is a numeric password generated by the system before every performance that the participant will have to say out loud or write on a piece of paper at the beginning of his video registration, certifying the authenticity of the video.

The time slot that the participant is given doesn't consider the time needed to upload the video to the platform which ensures that the performances are not affected by internet connection problems giving everyone equal conditions to record and upload their videos. Our platform can also be used on different devices.

The system is designed to recreate the traditional conditions of a "face to face" competition, in fact participants can only record their performance once. This guarantees the authenticity and quality of the videos for the examination board and also recreates the same work environment, the same psychological approach and the same emotional tension that a live performance entails.

The jury also won't have the need to download the performances (that they have to examine) on their own devices, because the performances will be directly visible on the platform in order to avoid any server overload or any other technical issues.

The platform also offers the possibility to use a payment system for the entry fees of the competitions and can also make each performance publicly available so that the audience can see and rate the performances.

The way our platform works is explained in detail in the two tutorials that we attached to this brief presentation.

For any requests or questions please send us an email to:

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