

EVALUATION BOARD

BACKGROUND

Living in Naples necessarily means breathing in music.

The repertoire from the early 19th century to the immediate post-World War II period in Italy constitutes of the classic Neapolitan song, which represents one of the highest points of Italian song and has become a symbol of Italian music in the world over the years. Songs from the period have been interpreted over time by numerous world-renowned performers who have contributed to their popularity.

The Neapolitan music scene experienced a true golden era, with songwriters such as Renato Carosone, Roberto Murolo, Peppino Di Capri, and shortly thereafter Pino Daniele, songwriters who contributed to the Neapolitan cultural expansion thanks to the migratory flow headed for America.



ANDREA CARRABBA



SARA ESPULSI



NICOLA FANELLI



BRIEF

In this context, we would like you to create a tool that resolves the cultural distance between the elderly and the younger generation, so as to **preserve the culture** of their own traditions and improve the grandparent-grandchild relationship. Or relational scarcity, with profound repercussions with respect to the psychological and physical well-being of individuals

REQUIREMENT

1. Digital and physical object
2. Easy and intuitive
3. Portable and small object
4. Attention to sustainability
5. Affordable
6. Technical support
7. Able to reproduce sounds

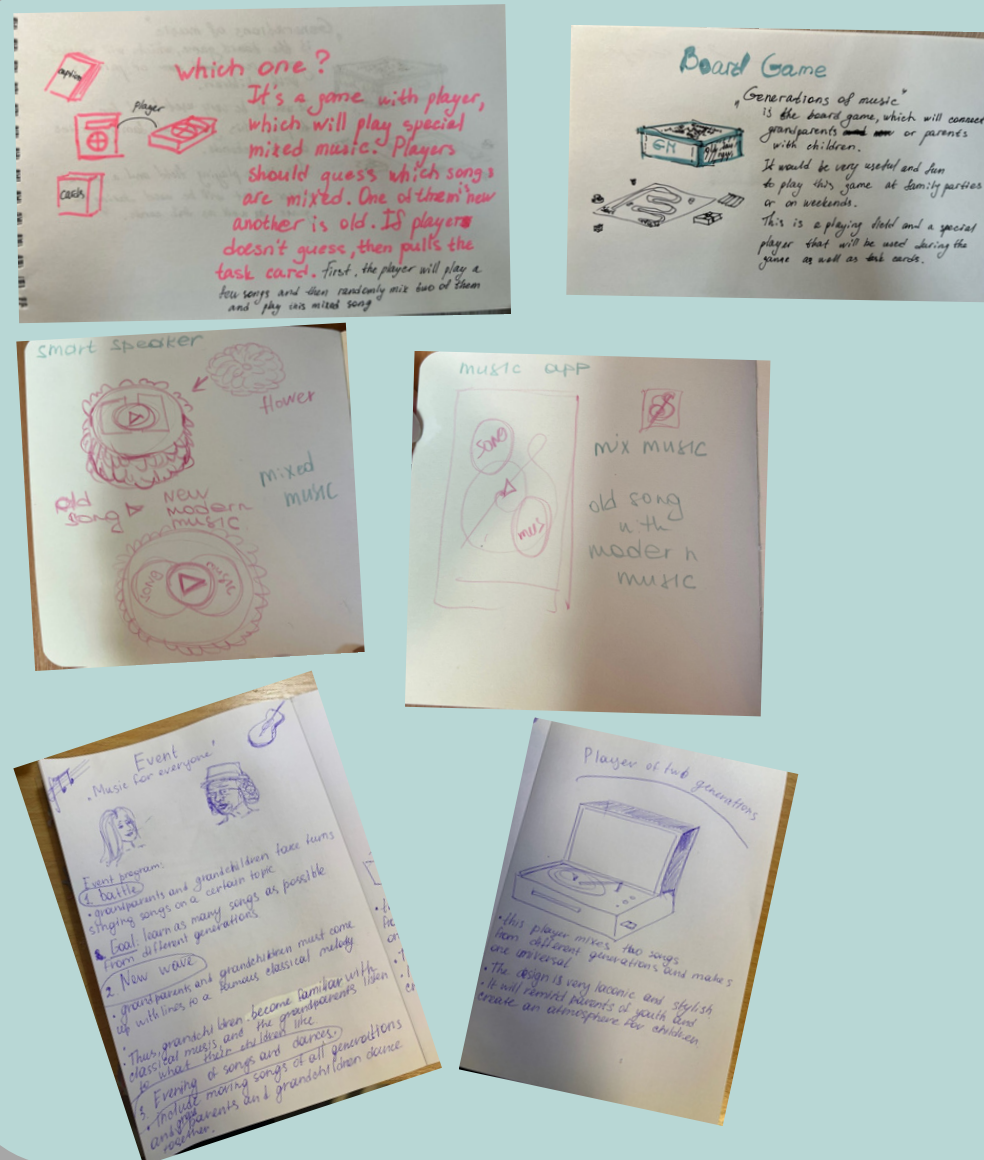
BUDGET

X > 200€

TARGET

70+

INITIAL DESIGN



FINAL PRODUCT PHYSICAL MODEL



EVALUATION

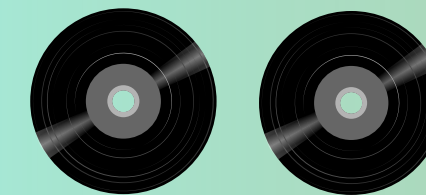
Communication

Communication was mostly by messages because there was not much time for videocalls. While there were moments of smiles and joy, communication for the project was not optimal



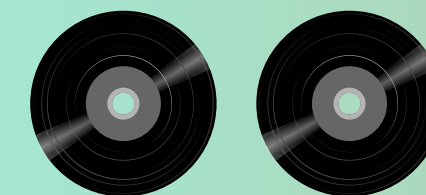
Time Management

Both teams had little time but unfortunately we did not receive any final designs, going out of deadline



Overall Experience

There were ups and downs, sometimes we didn't receive responses, other times we were getting responses in record time, but in the end we are happy that we came to this final result with the hope that we made a good connection with the other team



RECAP

We didn't received technical drawing from their group so we decided to proceed with the information that their group gave us and put in some ideas of our own to complete the project

We add some specifics

- Name: Timeless Tunes
- Size of the game and its component
- Paws; Graphics and Logo
- Task Details: Chance
- How to mix music and the Spotify collab

