

BUILD SOCIAL NETWORKS-BASED AUDIO ENGINEERING (DESIGN AND BUILD AN AUDIO-BASED SOCIAL NETWORK)

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ABSTRACT

Social networks or social media is structure social that builds from node to node which generally is individual or organization. That will bundle with one or more type relation specific like score, vision, idea, friends and posterity and others. Analysis social network look at social connection like node or tie This time is so many social networks that already operation but all of them still using based on text for send message, comment, and email so it will the problem that mostly happen by smart phone user is they have difficulties for typing and for PC user occasionally having mistake because miss understanding meaning from sender.

KEYWORDS

Sosial Sites, Audio Web Recording, Internet Market, Tam



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INTRODUCTION

In a matter of very few years, the Internet has consolidated itself as a very powerful platform that has changed the way we do business, and the way we communicate (Mekki, Bajic, Chaxel, & Meyer, 2019). One of the big messages, today the internet network is a big place (Kuss & Griffiths, 2017). Internet has become the universal source of information for millions of people, at home, at school, and at work (Rosmala, 2012).

The internet is one of the computer communication technologies that is currently developing and becoming very popular. Some of the popular facilities of the internet are social networking sites (Begel, Bosch, & Storey, 2013). Social networking sites allow users to communicate with each other without the need to meet, only through the internet (Nixon, 2014). With these advantages, the author designed a social networking site that is

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integrated with jQuery. jQuery has the ability to shorten Ajax, which is able to retrieve information from the server without refreshing the web page so that it allows users to get the data needed easily and in detail (Nugroho, 2017). This social network is built using the PHP programming language and MySQL database. Users of this social networking site can easily message each other, share photos, create forums, share files, share audio files and even comment to other users (Daniel, 2012). This website is built with PHP and MySQL programming language which is a dynamic website, meaning that users can make changes to the data they need without the need to change the script (Agung Nugroho, 2017).

Audio-visual media is media that can display image and sound elements, the combination of these two elements makes audio-visual media have better capabilities. According to (Dini, Andayani, & Rosida, 2016) 1 or commonly called listening viewing media which makes the presentation of the content of the theme Furthermore, according to (Wati 2016: 44-45) defines audio-visual media as a tool used in learning to assist written and spoken words in conveying knowledge, attitudes.

According to (Basyuni & Wati, 2017) social media is a medium on the internet that allows users to represent themselves and interact, work together, share, communicate with other users to form virtual social bonds (Piyush, Choudhury, & Kumar, 2016) (LaValle, Lesser, Shockley, Hopkins, & Kruschwitz, 2011).

Social networking websites have taken collaboration to the next level, it is now have become a new era in communication platform. Looking at the way internet technology has grown, we have try to figure out and observed how to make this potential opportunity becoming a tremendous business model (Kleine, 2011). Our aim is to champion the new internet communication erawith the new brilliant idea in audio application platform (Madhuri, 2013) (Mulyana, Briandana, & Rekarti, 2020).

The future of audio application such as voice messaging, voice chat, only comes into its own when matched with "presence" applications. It's an important distinction, for voice application will be used differently in order to make a new technology breakthrough. In response to the widespread use of internet technology and the global network communication growth, we are building a new social networking website a new business type in information and technology entertainment. We name it voice over web, unlike most of the social site, this is have the exclusive audio application which facilitate users to record audio in live stream services.

RESEARCH METHOD

This study uses library research methods that refer to sources available both online and offline such as: scientific journals, books and news sourced from trusted sources. These sources are collected based on the discussion and are linked from one information to another. All activities in the context of data collection and analysis are carried out online considering the limitations of open movement in public spaces. This data is obtained through triangulation techniques, the data is analyzed and then conclusions are drawn.

RESULT AND DISCUSSION

A. Social networking problem (the web site)

In today's changing social scenario where no one has the time to keep in touch with his friends and family, social networking can truly be called a savior of the social needs we have. Providing us with the capability to stay in touch with people we care

about, social networking is a platform that is also used for creating new friends. While social networking rise fast but still no matter how good the product and services, the change of technology always demanding a new innovation and solution for users to make a better life. Below are the lists of customer's problem in using a social networking.

1. *The "mute" of Social networking*

Most of the social networking websites allow users to customize their profiles and updating his/her current status e.g. activity, what I am doing, what's in your mind. The profile page must be designed well to attract other members of the website so as to make them appealing to social media crowd. In social networking Text seem to be the medium of the communication. No matter how lively the social network, there are still silent.

2. *Users of social networking cannot hear the voice of his/her friends*

"How can I hear your voice? I can see you, but i can't hear you!, is that really you?, why don't you speak! I wish I can hear your voice it's been a long time!"

Those paragraphs represent the user's obstacle in using social networking, some of the platform development trying to make and develop voice message through the social networking inbox and wall messages but it did not work. would not be so nice if we can hear the voice of our dear ones? one of the developers write "Posting messages without writing them seemed like a dream" (Source: Facebook video and audio comment Application by: Sergey Weinberg)

3. *Misleading wall message information with text format*

"Hi... how are you? OMG!!, Come on!?! What! Or What? LOL"

The weakness of text is it depends on the reader interpretation, not to mention of abbreviation word sometimes it is need more perception. e.g.

*AFAIK = As Far As I Know; ASAP= As Soon As Possible; BTW = By The Way
CMIIW = Correct Me If I'm Wrong; LTNC = Long Time No See; OIC = Oh, I See*

OMG = Oh, My God; OTOH = On The Other Hand; CP = Cross-Posting BRB= Be right back

OT = Off Topic; OOT = Out Of Topic; VOOT = Very Out Of Topic; POV = Point Of View

PS = Post Scriptum, PostScript; SOL = Sorry, One Liner FYI = For Your Information

HTH = Hope That Helped/Hope This Helps; IAC= In Any Case IIRC = If I Recall Correctly

LOL = Laughs Out Loud

4. *Fake/fraud identity*

Without a users voice the vast amount of information related to user in the social networking represent a risk to his safety and privacy if we consider the possible use of the data by unauthorized third parts to misappropriate users identify.

5. *To many text confusing the user*

Although users have limit to character to post a message, comment, (140-360 character) but still the web space is flooded with text information. The content of social networking default consists of: Profile, about me, (describe users), info, notes, etc. and not too mentions the ads, in some case it is very disturbing the users.

a. Text in social networking can not represent the expression, environment and emotional

In example user having a cocktail party in his pool’s mansion will type “having a cocktail party in my mansion, and now I’m near the pool” Can his friends feel the environment?, the expression?, what about a little water splash sounds that we like to hear.

b. User having a troubled typing message in mobile phone

Today, many more people have access social networking through mobile devices Typing seemed to be the obstacles for users to keep updated their network in social site while they are in a busy activity. Single click and speak is the easiest way!

PROBLEM	SOLUTION	RESULT
The “mute” of Social networking	Sound/voice application	More Lively
Users of social networking can't hear the voice of his/her friends!	With voice wall message voice	Now they can
Misleading wall message information with text format	Sound/voice application	Not anymore
Fake/fraud identity	User's Real voice from voice application	Becoming Diminish
Too many text confusing the user	With sound /application	Now users can hear, not just read
Text in social networking can not represent the expression, environment, and emotional	Voice/sound application	Now they can feel the environment
User having a troubled typing message in mobile phone	Single click to record a voice	More simple

Figure 1. Example of Problem & Solutions

Technology

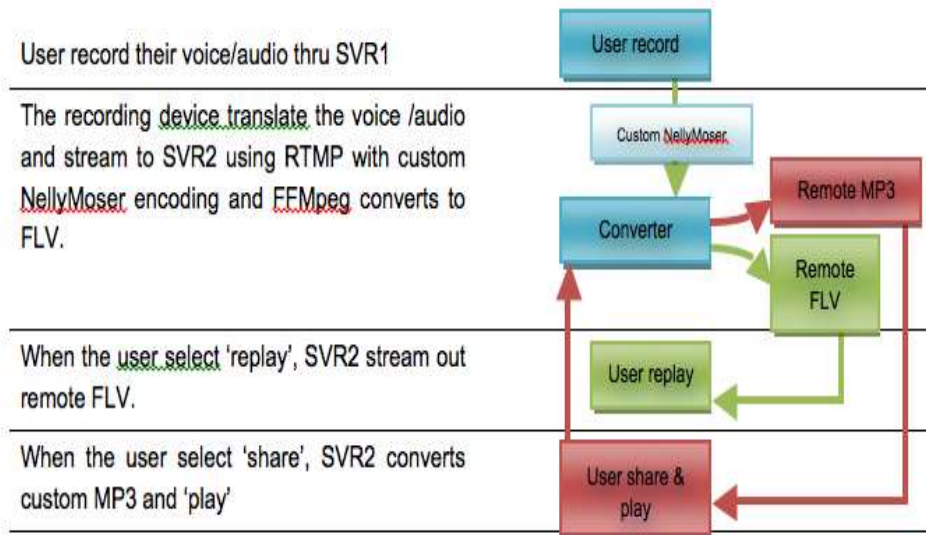


Figure 2. Example of Architecture

- | | |
|---|--|
| <ul style="list-style-type: none"> • Apache 2.x • PHP 5.0 • FBML | <ul style="list-style-type: none"> • Blackberry OS • Shell Script • CSS |
|---|--|

- | | |
|--|---|
| <ul style="list-style-type: none"> • Oauth API • Linux (Ubuntu & CentOS) • MySQL 5.0 • Action Script 3.0 | <ul style="list-style-type: none"> • Javascript • Codeigniter • Java • Ajax |
|--|---|

Figure 3. Example of a Technology used

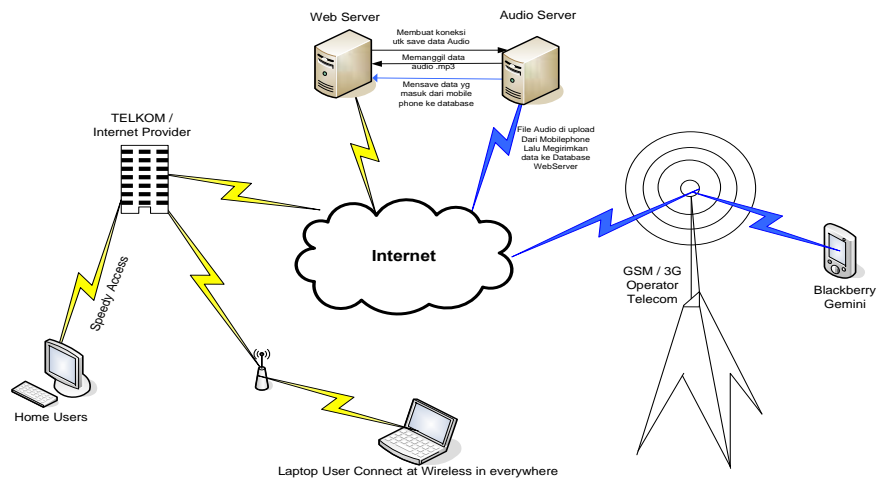


Figure 4. Example of a Communication Interface.

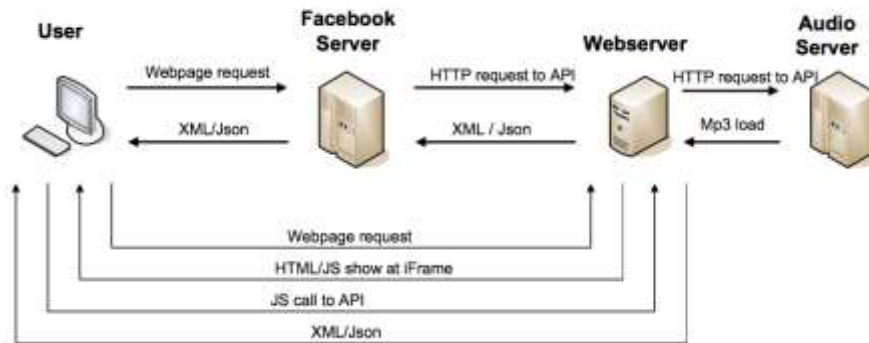


Figure 5. Example of facebook integration workflow

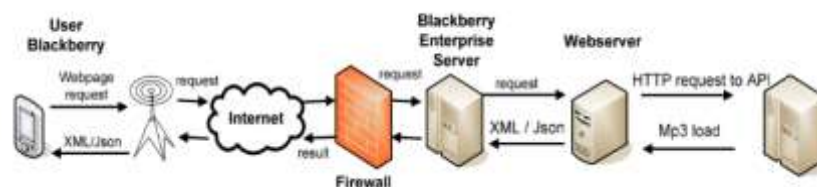


Figure 6. Example of a Mobile concept workflow

Server Specification for Web

- Processor Dual Xeon 3.2 GHz
- 2 GB RAM

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- 1 x 146 GB Ultra320 15K SCSI Drive
- 2 x 320 GB Ultra320 15K SCSI Drive
- 1 Public IP Addresses
- Unlimited Public Bandwidth
- 100 Mbps shared IIX Bandwidth
- 1 Mbps shared Intl Bandwidth
- OS Ubuntu / CentOS

Server Specification for Stream

- Processor Dual Xeon 3.2 GHz
- 4 GB RAM
- 1 x 146 GB Ultra320 15K SCSI Drive
- 2 x 320 GB Ultra320 15K SCSI Drive
- 1 Public IP Addresses
- Unlimited Public Bandwidth
- 100 Mbps shared IIX Bandwidth
- 1 Mbps shared IntlBandwidth
- Ubuntu / CentOS.

Table 1. Example of a figure caption: this is the result format for conversion in 5 minutes

No	Filename	Type	Time (Minute)	Source		Result	
				Format	Size	Format	Size
1	192_168_1_9_5_nelly_1.mp3	Nelly	5:00	Flv	1,533 kb	Mp3	524 kb
2	192_168_1_9_5_nelly_2.mp3	Nelly	5:00	Flv	1,716 kb	Mp3	587 kb
3	192_168_1_9_5_nelly_3.mp3	Nelly	5:00	Flv	1,536 kb	Mp3	535 kb
3	192_168_1_9_5_nelly_3.mp3	Nelly	5:00	Flv	1,536 kb	Mp3	535 kb

CONCLUSION

Voice message, VOIP technology, and voice chat, there are the similar technology which the application function is for communication for both individual and business user's purpose. It's an important distinction, for voice application will be used differently. In order to make users attractive, and interactive, long the way we have come up with surprising and little change to make a better way in voice/sound application. My concept application is a social networking that can be the medium where users can make communication through sound and voice with their friends; social networking is the right place and the right way to make users changing their point of view in using the voice application Abbreviations and Acronyms.

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