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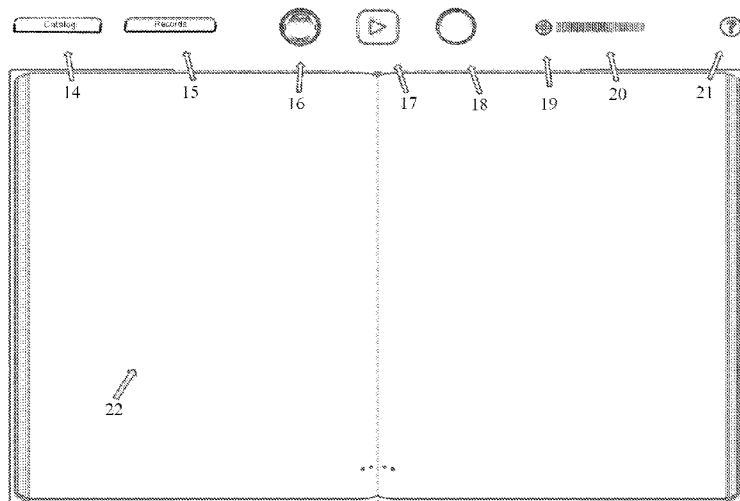


Figure-1

(57) Abstract: The invention relates to an interactive digital album in which various music works are presented, whereby the interactive album (1) allows performing different works together with the works of the performer. An interactive album player (2) comprises at least one start/play module (31). Buttons are disposed in each module (31): Catalogue button (14), stop button (16) allowing intervention during play mode, a play button (17), a record button (18), a volume up button (19), and a volume down button (20). Virtual rooms such as studio, cinema, club with avatars of the user provide a convenient user interface. Using his computer microphone, the user can record his own version of the work.

INTERACTIVE AUDIO ALBUM WITH KARAOKE FUNCTION AND VIRTUAL USER INTERFACE

Technical Field

The present invention relates to music albums created by performers.

- 5 Different from known music albums, the invention particularly relates to visual and audio interactive 3D and hologram albums.

State of the Art

A music album is essentially a work in the form of record and long-playing record which includes musical recordings therein. Having been developed in the course of
10 time, other formats such as compact cassette, compact disc forms, and digital formats such as MP3 have been created.

Music albums in physical form are generally put up for sale with their decorative covers (album covers) and album notes. Album notes may include inserts about the music and recording, background information, an analysis of the recording, lyrics and
15 librettos, photos of the performer, and other images and texts, as well as a thank-you note for those who contributed.

Upon the emergence of compact disc format, album notes have started to be referred to as CD booklets as well.

Another album format is studio album. Studio album is an album which consists of
20 tracks recorded in a recording studio. A studio album is made up of newly written and recorded, or previously unreleased songs or remixed materials.

It is distinguished from compilation albums in that it does not contain previously recorded tracks. Although planned and scheduled in advance, a studio album is completed in a time period ranging from a few days to several years. These albums
25 may contain one or more cover records or live tracks from concerts.

Derived from the words virtual and album, the term virtual album refers to web-based music albums. With the recent developments in internet technology, the concept of virtual album has emerged due to the fact that music distribution is performed over the internet.

- 5 Many amateur and professional musicians prefer internet environment, instead of physical environments (e.g. CDs, records, compact cassettes), to publish their albums. This is primarily due to the radical change in music as of the late nineties.

Starting from the 2000s, people have consumed music albums by pirate downloading, thanks to the developing compression technologies and high speed
10 internet connections. Pirate consumption, which could not be stopped despite all the precautions having been taken, has led to a radical change in music market.

The function of music albums has changed significantly in this process. Even classical music albums are now prepared for promotions, rather than consumption.

15 It is because it is nearly impossible for a music album to make its producer and singer money. Therefore, music albums are produced for contributing to the concerts that the singers will perform. In other words, it is now more important for a music album to be listened, rather than being sold.

In order for a music album to be listened more, it must reach to more people. In this regard, developing internet technologies has helped to the singers to a great extent.
20 It is now possible for an amateur musician to freely distribute his/her music records performed at home to the world by means of various websites. Professional singers can also commercialize their albums over the internet.

25 Virtual albums provide flexibility in music production. They make it possible for amateur performers to reach to people easily. It is advantageous in that it reduces album costs; however, it also has some disadvantages. Some of these disadvantages include lowering musical quality, i.e. selectivity, by increasing the number of songs in music market, increasing music consumption, etc. It leads to ever-increasing pirate consumption despite all the precautions having been taken.

There exists a need for a novel album embodiment which will encourage people to buy music albums and which will be able to eliminate pirate consumption.

The existing works of art and books, albums, and film products are not capable of creating an interaction between the readers, listeners, and audiences thereof, respectively. Books, CDs, and DVDs, all of which are mechanical carriers, as well as all digital formats that cannot be prevented from being downloaded via the internet, cause the following disadvantages; many art sectors face the risk of coming to an end, performers cannot get the money they deserve, and they lose the enthusiasm for production. With the introduction of next-generation touch screen mobile and tablet technology, it will be required that all art categories that will be capable of being adjusted to these formats realize new methods and applications while releasing their products.

The PCT application No. WO2011106479A2 discloses a digital multimedia album. Here, there exists an interface that allows including music or different product in the album and making payment. There still is a need for a novel solution which, unlike the aforementioned solution, prevents pirate consumption, brings people together with the performer, permits intervention in the music within the album, and into which new musical works can be included subsequently.

Objects of the Invention

The object of the invention, inspired by the state of the art, is to develop a visual and audio interactive 3D and hologram album which eliminates the disadvantages in the existing configurations and provides many additional advantages.

The primary object of the invention is to develop an interactive, animated, hologram album format in which fans of the performers can virtually browse different virtual environments and atmospheres (natural environments from the world that we live in such as seaside, forests, summits of the mountains, lakeside; or imaginary environments such as universe, space, galaxies, planets, fantastic realms, dimensions, dreams), which are prepared by the performers in accordance with the personal home studio-library-cinema and club environments where the performer

creates his/her works and with the concepts of the published works, by using 2D, 3D modelling and hologram techniques; and in which the performer can accompany his/her visitors as an avatar character in this cyber world.

5 Another object of the invention is that the users can record their own voice and instrument records simultaneously with the works that the singers published thanks to the ideas and methods introduced by the latter. Apart from that, the users can mix the music presented in separate channels as they desire. In this way, the invention aims to contribute to an art consumption which is more participative and interaction-based. It is aimed to provide an interactive album which particularly enables the
10 children to discover their artistic skills and shape their future at an early age.

Another object of the invention is to allow making changes on the music by means of different modules within the interactive 3D and hologram album in varying ways.

Another object of the invention is to store each record within the interactive 3D and hologram album to be listened again subsequently.

15 Another object of the invention is to allow making changes on the music by means of different modules within the interactive 3D and hologram album in varying ways.

Another object of the invention is to form music and video processing in different formats.

20 Another object of the invention is to eliminate pirate consumption thanks to this interactive 3D and hologram album which allows creating performances by making different comments on the songs of the original singer and singing as if performing a mutual performance with him/her.

And another object of the invention is to discover young talents more easily and help youths to develop their talents thanks to the present interactive album.

25 In order to achieve the aforementioned objects, a novel interactive album which gives people a chance to show their musical talents, and at the same time eliminates pirate consumption, has been developed.

Description of the Figures

Fig. 1A is the schematic drawing of a representative embodiment of the invention.

Fig. 1 is the drawing of the interactive book module interface in a representative embodiment of the invention.

5 Fig. 2 is the drawing of the interactive studio module interface in a representative embodiment of the invention.

Fig. 3 is the drawing of the interactive keyboard module interface in a representative embodiment of the invention.

10 Fig. 4 is the drawing of the interactive guitar module interface in a representative embodiment of the invention.

Fig. 5 is the drawing of the interactive drum module interface in a representative embodiment of the invention.

Fig. 6 is the drawing of the interactive cinema module interface in a representative embodiment of the invention.

15 Fig. 7 is the drawing of the interactive club module interface in a representative embodiment of the invention.

Reference Numeral

1	Interactive album	17	Play button
2	Interactive album player	18	Record button
3	Interactive book module	19	Volume up button
4	Interactive studio module	20	Volume down button
5	Interactive keyboard module	21	Help button

6	Interactive guitar module	22	Book form
7	Interactive drum module	23	Studio form
8	Interactive cinema module	24	Keyboard form
9	Interactive club module	25	Guitar form
10	Data storage	26	Drum form
11	Data storage unit	27	Cinema form
12	Access to records from the internet / data storage unit	28	Cinema music lyrics
13	Interactive album password protection unit	29	Club form
14	Catalogue button	30	Club avatar
15	Records button	31	Start/play module
16	Stop button		

Detailed Description of the Invention

The invention is an interactive album (1), wherein said interactive album (1) can be operated by tablet computers, mobile phones, PCs, hologram players, laptops, and via the internet by means of an interactive album player (2).

The interactive album (1) operated by the interactive album player (2) can be started over various modules which can be selected from interactive book module (3), interactive studio module (4), interactive keyboard module (5), interactive guitar module (6), interactive drum module (7), interactive cinema module (8), and interactive club module (9). Recording is realized by data storage (10). Records are stored in data storage unit (11). Access (12) to records from the internet / data

storage unit is achieved. The required safe access is provided over the interactive album password protection unit (13).

Disposed on each interface are a catalogue button (14), a records button (15), a stop button (16), a play button (17), a record button (18), a volume up button (19), a volume down button (20), and a help button (21). When the catalogue button (14) is pushed, the user is directed to the page which serves as a list where all of the published works are included together. Then, the user downloads the production by buying it after analyzing the information on the work s/he chooses over said page. The set related to the downloaded work is activated in the chosen application.

All synchronic records that the user performs are stored in the list which is opened when the records button (15) is pushed. The user can reload this list, with the records being active, to the application whenever s/he wants.

Stopping, playing, and recording operations are performed by means of the stop button (16), play button (17), and record button (18), which are disposed in the middle upper section, respectively.

The volume up button (19) and the volume down button (20), which are disposed in right upper section, allow setting the volume level. When the help button (21) in right upper corner is pushed, the information as to how to use the application is given.

In the book form (22), the user first enters the library room of the performer modelled in 3D or hologram format with the avatar character of the latter, and s/he is asked to pass to the recording section, get closer to recording microphone, and wear a headset. Selecting any one of the books in the catalogue menu on the library, the user enters the interactive book module (3) application after s/he gets closer to the microphone. While the lyrics of the work flows on the application screen synchronically, the performer sings the same simultaneously. The user pushes the 'record' button (18) and can perform a duet with the singer, or if s/he desires, s/he can make a solo performance by downloading playback music background in which the voice of the original singer is not heard. As the lyrics go on, the application automatically pass to the other page.

In the studio form (23), the user first enters the studio room of the performer modelled in 3D or hologram format with the avatar character of the latter, and s/he is asked to pass to the recording room, get closer to recording microphone, and wear a headset. Selecting any one of the works in the catalogue menu on the music stand,
5 the user enters the interactive studio module (4) application after s/he gets closer to the microphone. While the lyrics of the work flows on the screen synchronically, the performer sings the same simultaneously. The user pushes the 'record' button (18) and can perform a duet with the singer, or if s/he desires, s/he can make a solo performance by downloading playback music background in which the voice of the
10 original singer is not heard.

In the keyboard form (24), the user first enters the studio room of the performer modelled in 3D or hologram format with the avatar character of the latter, and s/he is asked to pass to the recording room, get closer to the keyboard instrument provided therein, and wear a headset. Selecting any one of the works in the catalogue menu
15 on the music stand, the user enters the interactive keyboard module (5) application after s/he touches the keys of the keyboard. The recording channels that form the work are individually positioned on the keys of the keyboard. The user plays the instrument and record channel that s/he desires by pushing the keys and makes personal remix arrangements and recordings of new versions. The channels that
20 continue playing as long as being pushed play in loop if pushed twice.

In the guitar form (25), the user first enters the studio room of the performer modelled in 3D or hologram format with the avatar character of the latter, and s/he is asked to pass to the recording room, get closer to the guitar instrument provided therein, and wear a headset. Selecting any one of the works in the catalogue menu on the music
25 stand, the user enters the interactive guitar module (6) application after s/he touches the strings of the guitar. The recording channels that form the work are individually positioned on the strings of the guitar. The user plays the instrument and record channel that s/he desires by touching the strings and makes personal remix arrangements and recordings of new versions. The channels that continue playing as
30 long as being touched play in loop if pushed twice.

In the drum form (26), the user first enters the studio room of the performer modelled in 3D or hologram format with the avatar character of the latter, and s/he is asked to pass to the recording room, get closer to the drum instrument provided therein, and wear a headset. Selecting any one of the works in the catalogue menu on the music stand, the user enters the interactive drum module (7) application after s/he beats drum. The recording channels that form the work are individually positioned on eight different symbols on the drum. The user plays the instrument and record channel, which are already playing in loop for the moment, by touching the symbols on the drum, and thus s/he can make personal remix arrangements and recordings of new versions.

In the cinema form (27), the user first enters the cinema room of the performer modelled in 3D or hologram format with the avatar character of the latter, and s/he is asked to pass to the recording section, get closer to recording microphone, and wear a headset. Selecting any one of the videos in the catalogue menu on the video library, the user enters the interactive cinema module (8) application after s/he gets closer to the microphone. Video work is shown on the screen and the captions or dubbing at the bottom of the screen (as subtitle), and while the cinema music lyrics (28) flows synchronically, the work is dubbed with the voice of the performer. The user pushes the 'record' button (18) and can perform a duet with the singer, or if s/he desires, s/he can make a solo performance by downloading playback music background in which the voice of the original singer is not heard. The videos prepared by the performer himself/herself are presented for broadcasting in the form of a story containing said videos interrelatedly and serially at a predetermined time period.

In the club form (29), the user first enters the club room of the performer modelled in 3D or hologram format with the avatar character of the latter. The performer goes live to perform his/her works on the scene with his/her avatar identity at the previously stated day and hour. The members in the club avatar (30) form can also chat online while they listen to the playing work. The songs requested by the members are uploaded in the application and the members get the chance to get on the stage as a

vocalist, musician, and DJ during the hours at which the performer is not present in the club.

An embodiment has been formed of an interactive album (1) which allows performing different works together with the works of the performer, an interactive album player (2) which operates the interactive album (1), at least one start/play module (31) within the interactive album (1), and an audio and visual interactive album (1) which comprises at least one of the buttons selected from a catalogue button (14) which is disposed on each start/play module (31) and in which the works are included, a records button (15) where the records are saved, a stop button (16) allowing intervention during play mode, a play button (17), a record button (18), a volume up button (19), and a volume down button (20).

The start/play module (31) consists of, or comprises at least one of, the interactive book module (3), interactive studio module (4), interactive keyboard module (5), interactive guitar module (6), interactive drum module (7), interactive cinema module (8), and interactive club module (9).

The book form (22) is provided with an interactive book module (3) which allows simultaneous performance with the voice of the performer while the lyrics of the work flows on the screen; in which the user pushes the 'record' button (18) and can perform a duet with the singer, or if s/he desires, s/he can make a solo performance by downloading playback music background in which the voice of the original singer is not heard; and in which the application automatically passes to the other page as long as the lyrics go on.

The studio form (23) is provided with an interactive studio module (4) which allows simultaneous performance with the voice of the performer while the lyrics of the work flows on the screen; and in which the user pushes the 'record' button (18) and can perform a duet with the singer, or if s/he desires, s/he can make a solo performance by downloading playback music background in which the voice of the original singer is not heard.

The keyboard form (24) is provided with an interactive keyboard module (5) in which the record channels that make up the work are individually positioned on the keys of the keyboard; in which the user plays the instrument and record channel that s/he desires by pushing the keys and makes personal remix arrangements and recordings
5 of new versions.

The guitar form (25) is provided with an interactive guitar module (6) in which the record channels that make up the work are individually positioned on the strings of the guitar; and in which the user plays the instrument and record channel that s/he desires by touching the strings and makes personal remix arrangements and
10 recordings of new versions.

The drum form (26) is provided with an interactive drum module (7) in which the record channels that make up the work are individually positioned on eight different symbols on the drum; and in which the user plays the instrument and record channel, which are already playing in loop for the moment, by touching the symbols on the
15 drum and makes personal remix arrangements and recordings of new versions.

The cinema form (27) is provided with an interactive cinema module (8) in which the work is dubbed with the voice of the performer while the cinema music lyrics (28) flows synchronically and the video work is shown on the screen and the captions or dubbing at the bottom of the screen (subtitle); in which the user pushes the 'record'
20 button (18) and can perform a duet with the singer, or if s/he desires, s/he can make a solo performance by downloading playback music background in which the voice of the original singer is not heard; and in which the videos prepared by the performer himself/herself are presented for broadcasting in the form of a story containing said videos interrelatedly and serially at a predetermined time period.

25 The club form (29) is provided with an interactive club module (9) in which the performer performs live performances of his/her works with his/her avatar identity and the members in club avatar (30) form can get on the stage as a vocalist, musician, or DJ, and can make recordings.

Also comprised is an interactive album (1) that allows making new records by interfering in visual and audio works via at least one start/play module (31) which is operated by an interactive album player (2), e.g. laptops, tablet computers, iPads, mobile phones, PCs, and hologram players.

- 5 The data storage unit (11) where the data of the recordings is stored (10) and saved is provided with safe access over the access (12) to records from the internet / data storage unit and interactive album password protection unit (13).

In an exemplary embodiment of the invention, the following is performed:

- 10 - in the book form (22), the user enters the library room of the performer modelled in 3D or hologram format with the avatar character of the latter and choses any book that s/he wishes by getting closer to the section where the books are provided, and having made his/her choice, s/he enters the interactive book module (3) application as soon as s/he takes the book;
- 15 - in the studio form (23), the user enters the studio room of the performer modelled in 3D format with the avatar character of the latter, and s/he is asked to pass to the recording room, get closer to recording microphone, and wear a headset; and having chosen his/her work of preference from the catalogue menu on the music stand, s/he enters
20 the interactive studio module (4) application as soon as s/he gets closer to the microphone;
- 25 - in the keyboard form (24), the user enters the studio room of the performer modelled in 3D or hologram format with the avatar character of the latter, and s/he is asked to pass to the recording room, get closer to keyboard instrument therein, and wear a headset; and having chosen his/her work of preference from the catalogue menu on the music stand, s/he enters the interactive keyboard module (5) application as soon as s/he touches the keys of the keyboard;

- 5 - in the guitar form (25), the user enters the studio room of the performer modelled in 3D or hologram format with the avatar character of the latter, and s/he is asked to pass to the recording room, get closer to guitar instrument therein, and wear a headset; and having chosen his/her work of preference from the catalogue menu on the music stand, s/he enters the interactive guitar module (6) application as soon as s/he touches the strings of the guitar;

- 10 - in the drum form (26), the user enters the studio room of the performer modelled in 3D or hologram format with the avatar character of the latter, and s/he is asked to pass to the recording room, get closer to drum instrument therein, and wear a headset; and having chosen his/her work of preference from the catalogue menu on the music stand, s/he enters the interactive drum module (7) application as soon as s/he hits the drum;

- 15 - in the cinema form (27), the user enters the cinema room of the performer modelled in 3D or hologram format with the avatar character of the latter and chooses any video that s/he wishes by getting closer to the section where the videos are arranged, and having made his/her choice, s/he enters the interactive video module (8) application as soon as s/he takes the video box; and

- 20 - in the club form (29), the user enters the club room of the performer modelled in 3D or hologram format with the avatar character of the latter and performs his/her work on stage; the member in the club avatar (30) form can chat online while listening to the playing music;
- 25 and also the songs requested by the members are uploaded in the application in a predetermined order and the members get the chance to get on the stage as a vocalist, musician, and DJ during the hours at which the performer is not present in the club, thereby entering the interactive club module (9).

CLAIMS

1. Album embodiments in which various works are presented, characterized by;

- an interactive album (1) which allows creating different works together with the works of the performer,
- 5 - an interactive album player (2) that operates the interactive album (1),
- at least one start/play module (31) within the interactive album (1), and
- and an audio and visual interactive album (1) which comprises at least one of the buttons selected from a catalogue button (14) which is disposed on each start/play module (31) and in which the works are included, a records button (15) where the records are saved, a stop button (16) allowing intervention during play mode, a play button (17), a record button (18), a volume up button (19), and a volume down button (20).

2. The audio and visual interactive album (1) as in Claim 1, characterized in that

- 15 - the start/play module (31) consists of, or comprises at least one of, the interactive book module (3), interactive studio module (4), interactive keyboard module (5), interactive guitar module (6), interactive drum module (7), interactive cinema module (8), and interactive club module (9).

3. The audio and visual interactive album (1) as in Claim 2, characterized in that

- 20 - the book form (22) is provided with an interactive book module (3) which allows simultaneous performance with the voice of the performer while the lyrics of the work flows on the screen; in which the user pushes the 'record' button (18) and can perform a duet with the singer, or if s/he desires, s/he can make a solo performance by downloading playback music background in which the voice of the original singer is

not heard; and in which the application automatically passes to the other page as long as the lyrics go on.

4. The audio and visual interactive album (1) as in any one of the preceding claims, characterized in that

- 5
- the studio form (23) is provided with an interactive studio module (4) which allows simultaneous performance with the voice of the performer while the lyrics of the work flows on the screen; and in which the user pushes the 'record' button (18) and can perform a duet with the singer, or if s/he desires, s/he can make a solo performance by downloading
- 10
- playback music background in which the voice of the original singer is not heard.

5. The audio and visual interactive album (1) as in any one of the preceding claims, characterized in that

- 15
- the keyboard form (24) is provided with an interactive keyboard module (5) in which the record channels that make up the work are individually positioned on the keys of the keyboard; in which the user plays the instrument and record channel that s/he desires by pushing the keys and makes personal remix arrangements and recordings of new versions.

20 **6.** The audio and visual interactive album (1) as in any one of the preceding claims, characterized in that

- the guitar form (25) is provided with an interactive guitar module (6) in which the record channels that make up the work are individually positioned on the strings of the guitar; and in which the user plays the
- 25
- instrument and record channel that s/he desires by touching the strings and makes personal remix arrangements and recordings of new versions.

7. The audio and visual interactive album (1) as in any one of the preceding claims, characterized in that

- the drum form (26) is provided with an interactive drum module (7) in which the record channels that make up the work are individually positioned on eight different symbols on the drum; and in which the user plays the instrument and record channel, which are already playing in loop for the moment, by touching the symbols on the drum and makes personal remix arrangements and recordings of new versions.

8. The audio and visual interactive album (1) as in any one of the preceding claims, characterized in that

- the cinema form (27) is provided with an interactive cinema module (8) in which the work is dubbed with the voice of the performer while the cinema music lyrics (28) flows synchronically and the video work is shown on the screen and the captions or dubbing at the bottom of the screen (subtitle); in which the user pushes the 'record' button (18) and can perform a duet with the singer, or if s/he desires, s/he can make a solo performance by downloading playback music background in which the voice of the original singer is not heard; and in which the videos prepared by the performer himself/herself are presented for broadcasting in the form of a story containing said videos interrelatedly and serially at a predetermined time period.

9. The audio and visual interactive album (1) as in any one of the preceding claims, characterized in that

- the club form (29) is provided with an interactive club module (9) in which the performer performs live performances of his/her works with his/her avatar identity and the members in club avatar (30) form can get on the stage as a vocalist, musician, or DJ, and can make recordings.

10.The audio and visual interactive album (1) as in Claim 1, characterized in comprising

- an interactive album (1) that allows making new records by interfering in visual and audio works via at least one start/play module (31) which is operated by an interactive album player (2), e.g. laptops, tablet computers, iPads, mobile phones, PCs, and hologram players.

11.The audio and visual interactive album (1) as in any one of the preceding claims, characterized in comprising

- a data storage unit (11) where the data of the recordings is stored (10) and saved, and
- a safe access over the access (12) to records from the internet / data storage unit and interactive album password protection unit (13).

12.The audio and visual interactive album (1) as in any one of the preceding claims, characterized in that

- in the book form (22), the user enters the library room of the performer modelled in 3D or hologram format with the avatar character of the latter and chooses any book that s/he wishes by getting closer to the section where the books are provided, and having made his/her choice, s/he enters the interactive book module (3) application as soon as s/he takes the book;
- in the studio form (23), the user enters the studio room of the performer modelled in 3D and hologram format with the avatar character of the latter, and s/he is asked to pass to the recording room, get closer to recording microphone, and wear a headset; and having chosen his/her work of preference from the catalogue menu on the music stand, s/he enters the interactive studio module (4) application as soon as s/he gets closer to the microphone;

- 5 - in the keyboard form (24), the user enters the studio room of the performer modelled in 3D or hologram format with the avatar character of the latter, and s/he is asked to pass to the recording room, get closer to keyboard instrument therein, and wear a headset; and having chosen his/her work of preference from the catalogue menu on the music stand, s/he enters the interactive keyboard module (5) application as soon as s/he touches the keys of the keyboard;
- 10 - in the guitar form (25), the user enters the studio room of the performer modelled in 3D or hologram format with the avatar character of the latter, and s/he is asked to pass to the recording room, get closer to guitar instrument therein, and wear a headset; and having chosen his/her work of preference from the catalogue menu on the music stand, s/he enters the interactive guitar module (6) application as soon as s/he touches the strings of the guitar;
- 15 - in the drum form (26), the user enters the studio room of the performer modelled in 3D or hologram format with the avatar character of the latter, and s/he is asked to pass to the recording room, get closer to drum instrument therein, and wear a headset; and having chosen his/her work of preference from the catalogue menu on the music stand, s/he enters the interactive drum module (7) application as soon as s/he hits the drum;
- 20 - in the cinema form (27), the user enters the cinema room of the performer modelled in 3D or hologram format with the avatar character of the latter and chooses any video that s/he wishes by getting closer to the section where the videos are arranged, and having made his/her choice, s/he enters the interactive video module (8) application as soon as s/he takes the video box; and
- 25 - in the club form (29), the user enters the club room of the performer modelled in 3D or hologram format with the avatar character of the latter and performs his/her work on stage; the member in the club
- 30

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avatar (30) form can chat online while listening to the playing music; and also the songs requested by the members are uploaded in the application in a predetermined order and the members get the chance to get on the stage as a vocalist, musician, and DJ during the hours at which the performer is not present in the club, thereby entering the interactive club module (9).

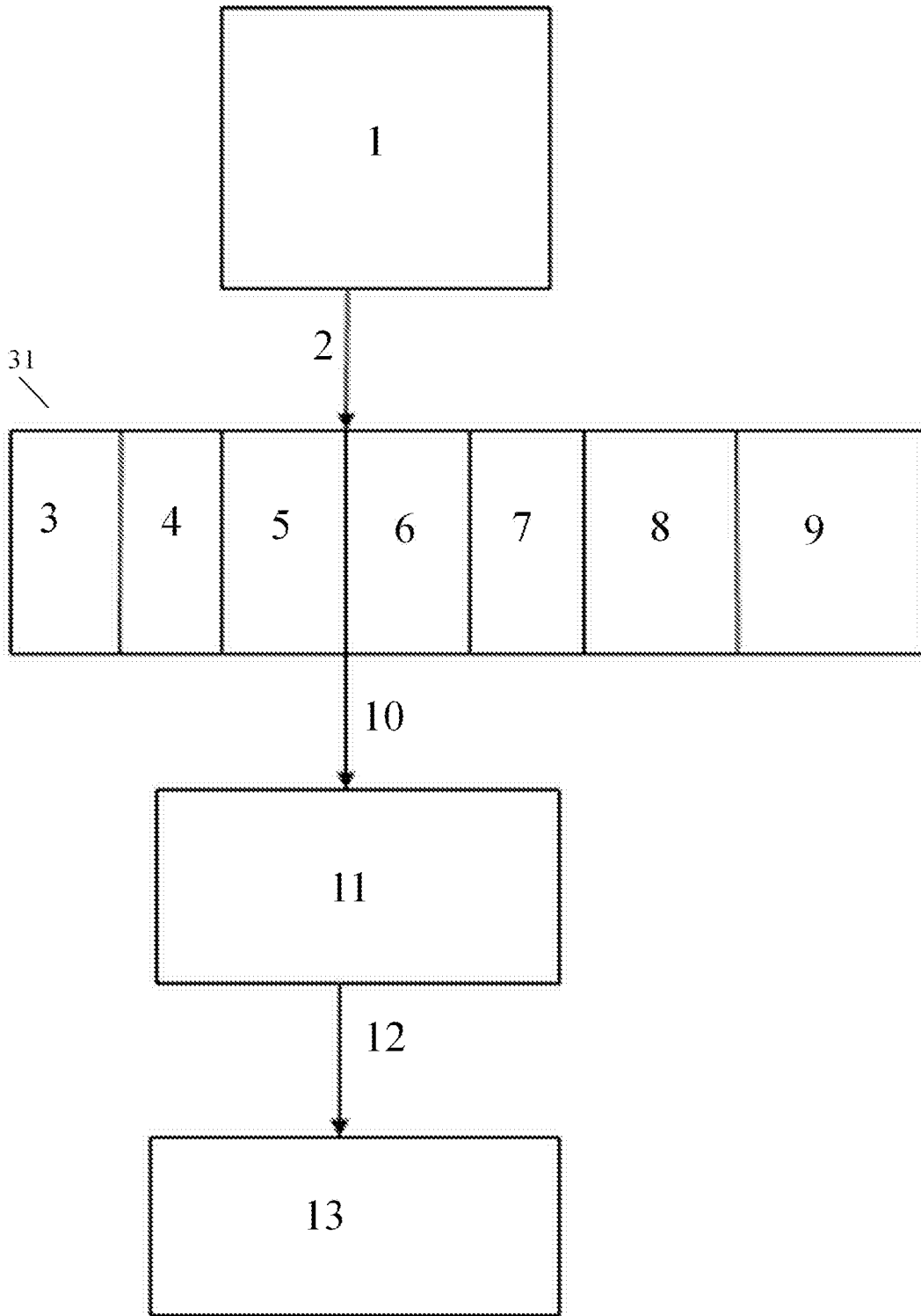


Figure-1A

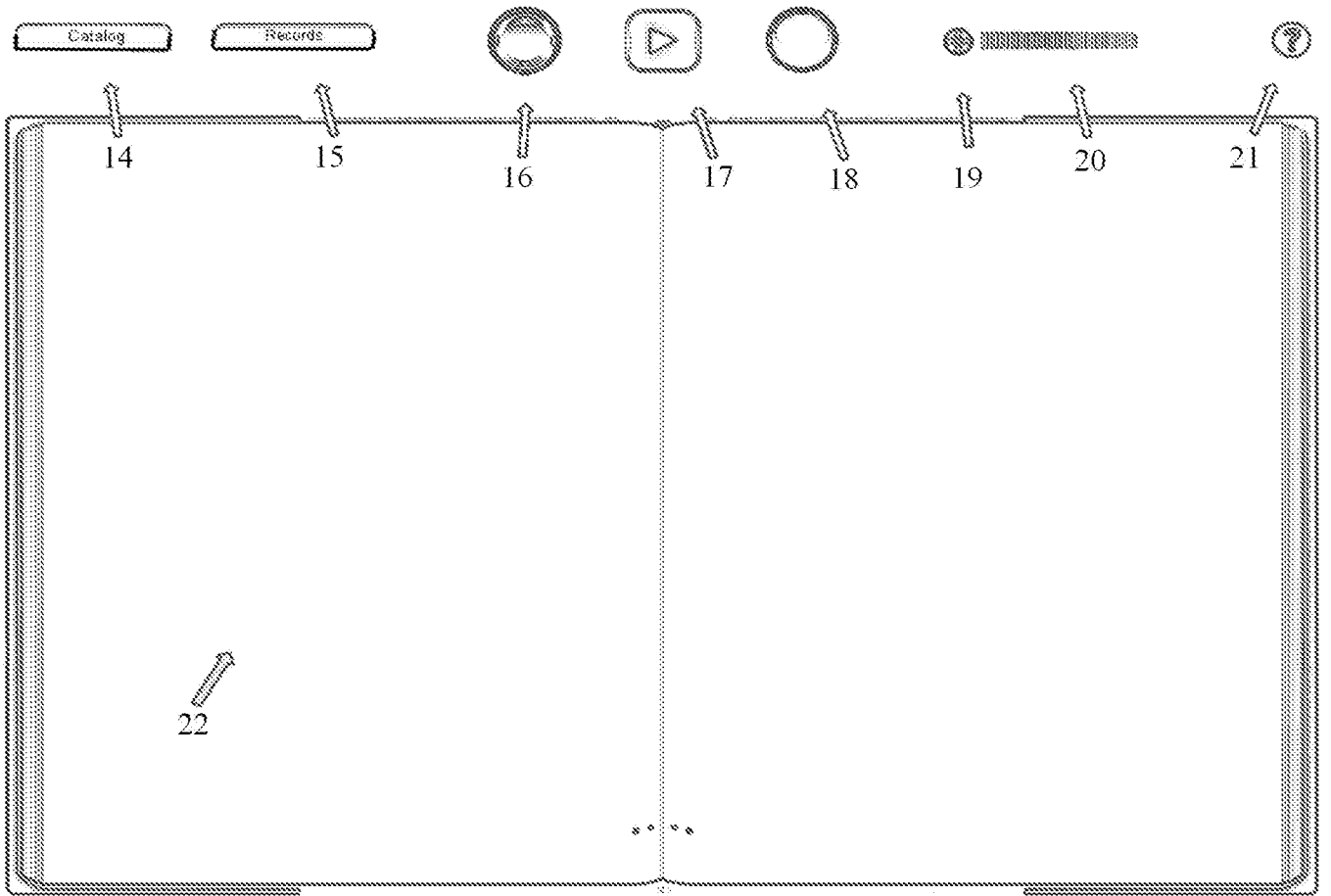


Figure-1

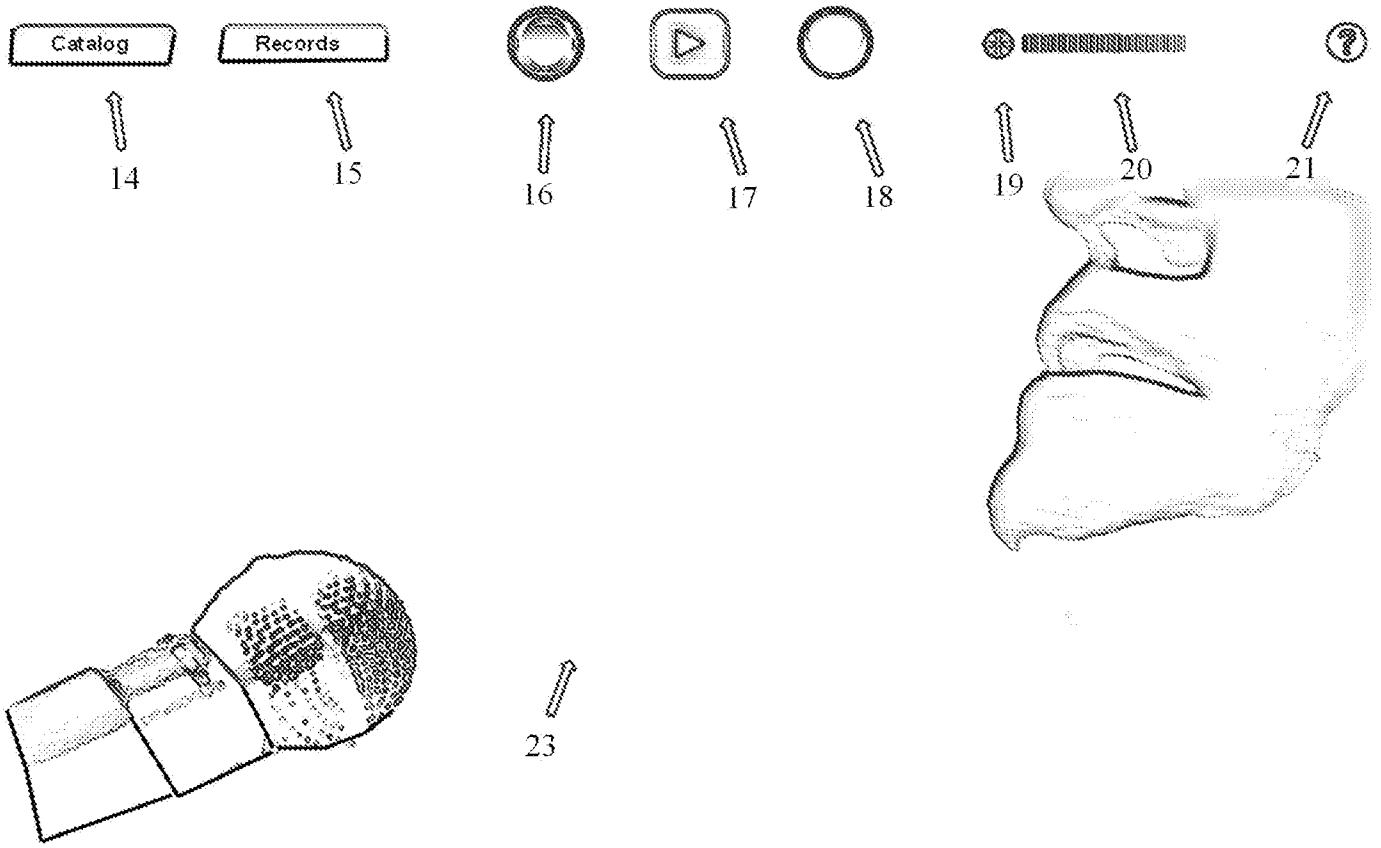


Figure-2

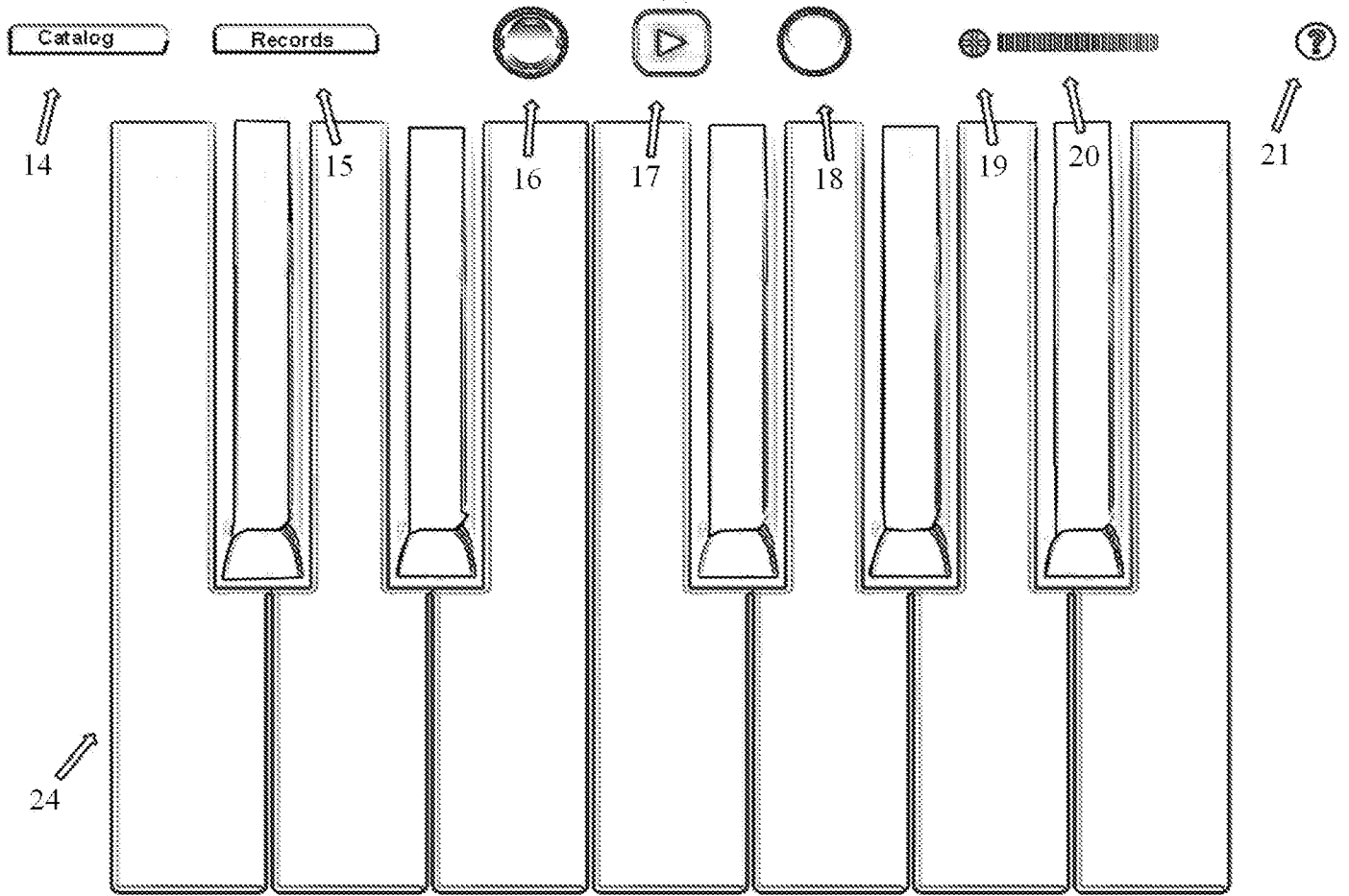


Figure-3

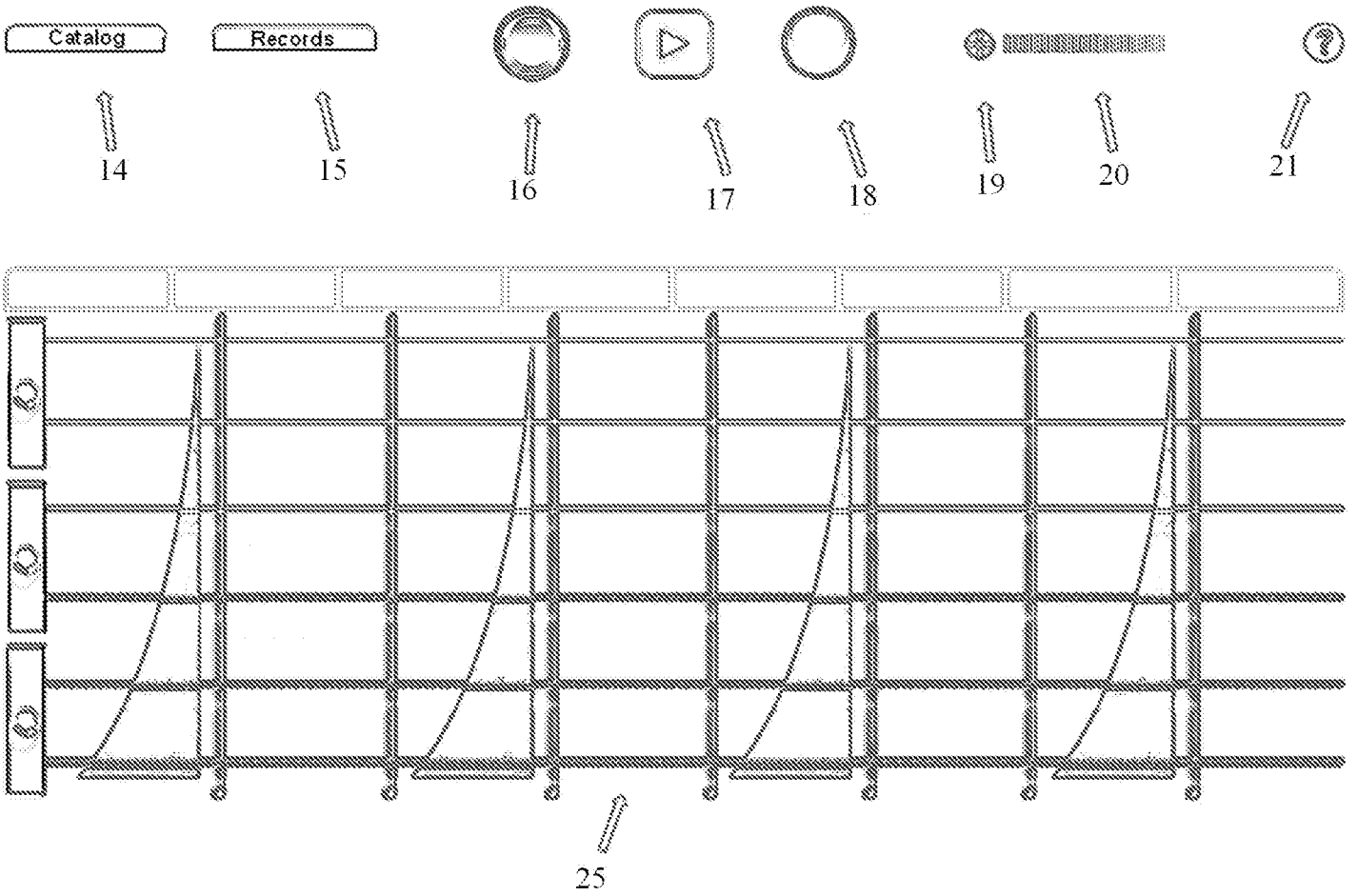


Figure-4

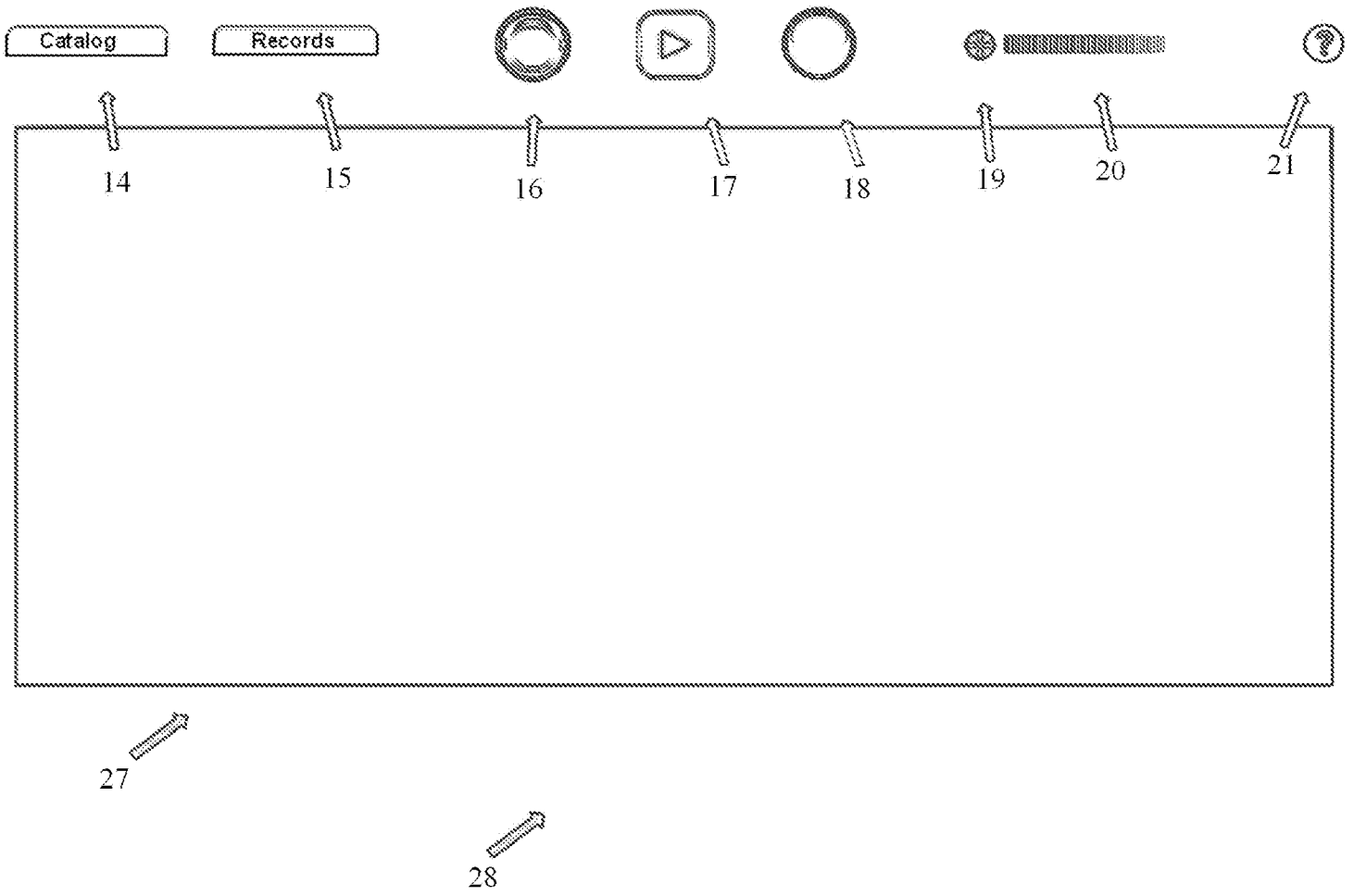


Figure-6

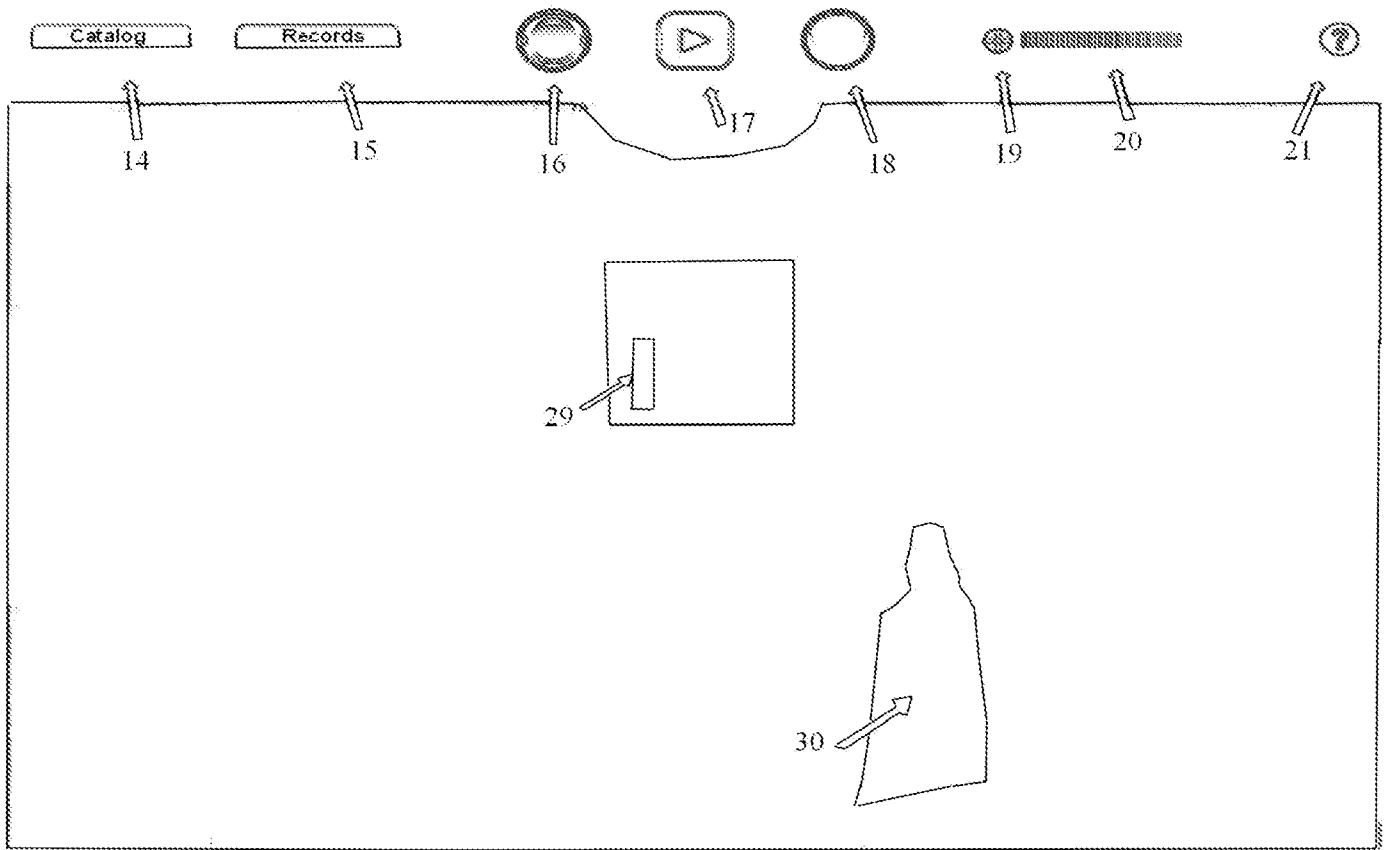


Figure-7

INTERNATIONAL SEARCH REPORT

International application No
PCT/TR2015/050029

A. CLASSIFICATION OF SUBJECT MATTER
INV. G10H1/36
ADD. G10H1/00

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)
G11B G06Q G10H H04N G06F

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)
EPO-Internal, WPI Data

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	WO 2012/123824 A2 (COVERBAND LLC) 20 September 2012 (2012-09-20) password login; figure 1 play button; page 9, line 35 - line 37 record or mix a song; studio; figures 7,12 karaoke ; volume adjustment 5104; figure 17 avatar; figure 6 ----- -/--	1-12

Further documents are listed in the continuation of Box C.

See patent family annex.

* Special categories of cited documents :

"A" document defining the general state of the art which is not considered to be of particular relevance

"E" earlier application or patent but published on or after the international filing date

"L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)

"O" document referring to an oral disclosure, use, exhibition or other means

"P" document published prior to the international filing date but later than the priority date claimed

"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention

"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone

"Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art

"&" document member of the same patent family

Date of the actual completion of the international search 16 November 2015	Date of mailing of the international search report 23/11/2015
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Name and mailing address of the ISA/ European Patent Office, P.B. 5818 Patentlaan 2 NL - 2280 HV Rijswijk Tel. (+31-70) 340-2040, Fax: (+31-70) 340-3016	Authorized officer Glasser, Jean-Marc
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INTERNATIONAL SEARCH REPORT

International application No
PCT/TR2015/050029

C(Continuation). DOCUMENTS CONSIDERED TO BE RELEVANT		
Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
Y	WO 2011/106479 A2 (IBOARD INC [US]; NEMITOFF ADAM [US]; GENTILE CHRISTOPHER [US]) 1 September 2011 (2011-09-01) cited in the application figure 13 album password; paragraph [0034] -----	1-12
Y	EP 2 383 742 A1 (SHARP KK [JP]) 2 November 2011 (2011-11-02) disk-rack-storage-area; figures 5a, 6a-6c -----	1-12
Y	US 2010/216549 A1 (SALTER HAL C [US]) 26 August 2010 (2010-08-26) select, playback modules; figure 3 -----	1-12
Y	US 2013/025437 A1 (SERLETIC MATT [US] ET AL) 31 January 2013 (2013-01-31) virtual studio rooms and avatars; paragraph [0270]; figure 31 storage; paragraph [0262] -----	1-12
Y	US 2009/164902 A1 (COHEN KEVIN [US] ET AL) 25 June 2009 (2009-06-25) start/play buttons; paragraph [0153] volume adjustment; paragraph [0080] Lyrics. Karaoke function; paragraph [0018]; claim 1 audio detected by the microphone is recorded over a network; paragraphs [0071], [0167] -----	1-12
Y	CN 103 684 740 A (SHENZHEN INST OF ADV TECH CAS) 26 March 2014 (2014-03-26) Photo-Album encryption and password in a mobile terminal; claim 1 -----	11

INTERNATIONAL SEARCH REPORT

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