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# Readovel: The Power of Audio Storytelling to Connect, Inspire, and Transform

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**ABSTRACT:** Books are considered to be a man's best friend. Books are the best companions which can never be lost. Learning cannot be lost or taken away from a person. Reading is a slow process. Many people love reading. They usually read in their free time to either enjoy or to gain knowledge from books. Reading helps people to gain better concentration and to it also helps in building their language skills. Nowadays, there are many applications available on mobile to read from. Some people also love reading while travelling but it is not possible to do so as the environment is not good enough. But listening an audiobook can be done in any environment. You can listen to an audiobook while travelling while walking, and also while driving, thought it might be not safe. The purpose of this project is to provide users an application that fulfils the requirements mentioned above.

**KEYWORDS:** Audio Book ,pdf book, user , Admin,

## I. INTRODUCTION

First activity in app development Project Planning is the determination of the app development Project Scope. Function Performance allocated to app development during system Engineering should be assessed to establish a Project Scope that is understandable and unambiguous App development Project Scope describes function, performance constraints, interfaces reliabilities. Functions describe in the statement of scope are evaluated. Performance considerations encompass processing and response time requirements. Constraints identify limits placed on the app development by external hardware, available memory or other existing systems. Our aim is to develop user friendly secure system. It will be help full for the peoples who loves to read books. Our app fulfils all requirements of the receiver. Using our app user can complete their wish to read the books or they can also help us to create audio books which we can publish on our app and also user can get books according to his requirement.

## II. LITERATURE REVIEW

All Language students must learn and master four language skills, specifically listening, speaking, reading and writing. Of the four language skills is listening a skill whose learning implementation is often less than ideal. Listening skills secondary school teachers often receive little attention [1] [2]. Even the ability to listen skill has been underemphasized in classrooms, especially in many English as a Second language (ESL) classrooms until recent decades [3]. In fact, listening skills they are more often acquired outside the classroom [4]. This results in a lack of listening exposure and autonomy of the student while studying while studying at the university. Even however, listening on a practical level is especially important for beginners [5]. Listening comprehension is difficult for foreign language learners because it involves a continuous process that requires students to understand the messages as well as listen to them and can sometimes lead to heavy cognitive load [6].

The Audio Publishers Association (APA) conducted two national surveys during the year nineties. Although publishers are of course in the business of selling (or renting) audiotapes, the results were helpful. The most important reason to take a closer look these results are that surveys have found that about half of the people who listen audiobooks obtain tapes primarily from the public library.<sup>16</sup> Surveys also found that the percentage of users who primarily listen while driving reached 55% in 1995.<sup>16</sup> and that the most important reason for choosing the cassette was its subject (71% of respondents chose this reason in a survey in 1995).<sup>17</sup> The most popular category was religious/inspirational; more users were in their 40s than any other age group; and the vast majority of both male and female users at least attended college.<sup>18</sup> As a result Surprisingly to this researcher, Harlequin books, a publisher of romance novels, found out 70% of their audiobook listeners have a college degree.<sup>19</sup> About two-thirds of respondents to APA surveys were women, and nearly half of Survey respondents listened to one to five hours of audiobooks each week.<sup>2</sup>

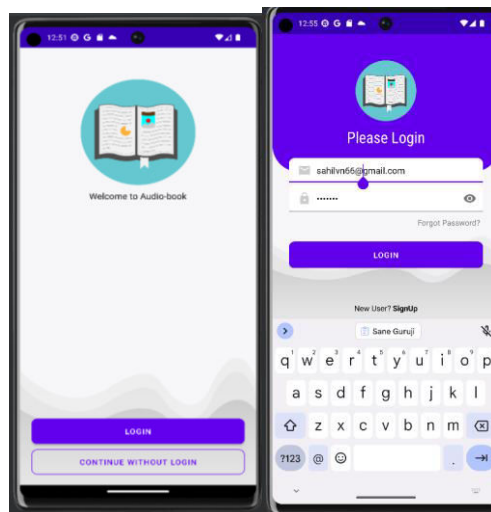
Audio formats are gaining more and more popularity in today's technological world. There are voice assistants, podcasts and much more. Of course, the video content still remains leading but also limiting. And the voice can be with us in many other situations, it gives us the opportunity to make better use of time, which we still do not have enough of [9]. Teddy

Rafailova, a book blogger, shared the following in an interview with BNR: "It is It is interesting that people turn not only to paper books, but also to audio and electronic books an edition that has been in great demand recently" [10]

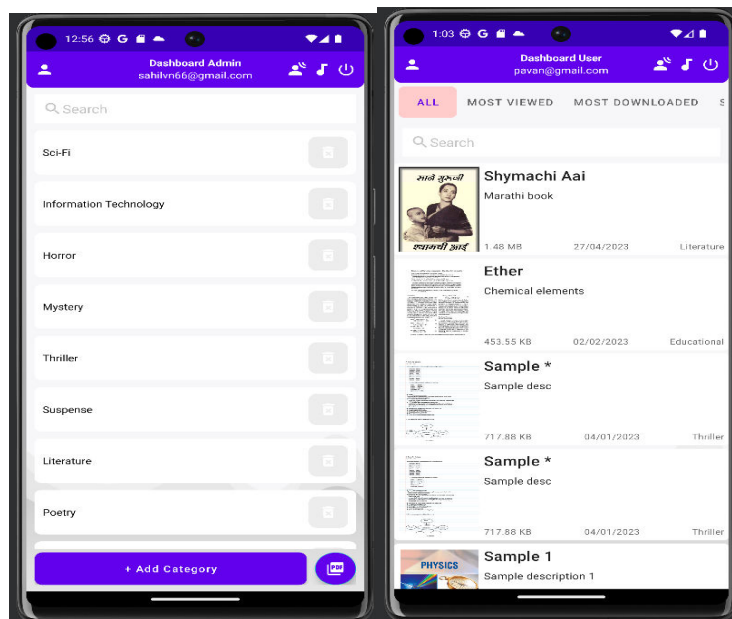
### III. PROBLEM STATEMENT

Today, readers can access their media in a variety of ways. E-readers are portable, and audio books allow listeners to perform other tasks while following a story; however, some traditionalists prefer the physical experiences associated with paper books. Within the course of a single novel, all three formats can be advantageous. For example, a user may need to go grocery shopping while in the midst of reading a paper book. If they were to switch to the audiobook format, they could continue enjoying the novel while driving a car. On day trips, a quick skim of a digital book in a cell phone might be preferable.

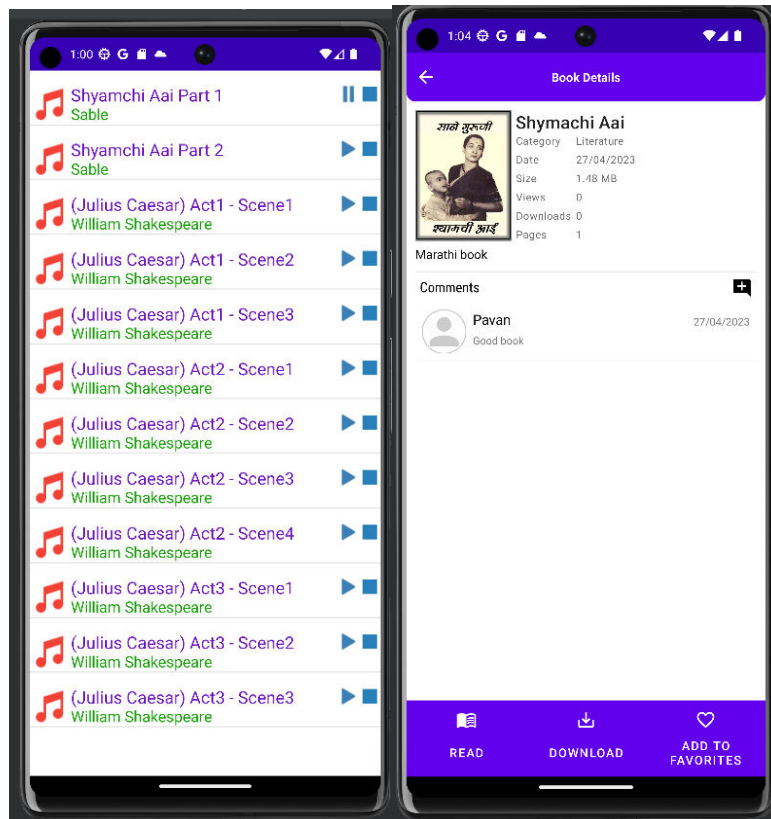
### IV. RESULTS AND DISCUSSION



The above image shows the login page which was created using google auth and user can login into the system .



As shown in fig 2, we can see the home page after the user is successfully logged into the system. The user can see books and search books according to this requirement and need.



As shown in fig 4 , user can listen audio and see the book details and also add to favorite to their profile.

## V. CONCLUSIONS

In this project, we have developed an audiobook Android app that provides a user-friendly interface for listening to audiobooks. The app allows users to browse and listen to a wide range of audiobooks, as well as manage their audiobook library. Our app is designed to be easy to use and includes features such as bookmarks, speed control to enhance the listening experience. We tested the app thoroughly and received positive feedback from users during the beta testing phase. The app is stable, responsive, and provides an enjoyable listening experience to users.

In conclusion, our audiobook Android app is a great solution for avid audiobook listeners, and we believe it has the potential to be a successful product in the market. We recommend further testing and improvements to enhance the user experience and make the app more competitive. Overall, we are proud of the final product and believe it meets the project objectives.

## VI. ACKNOWLEDGMENT

We would like to express our special thanks of gratitude to our guide Prof. Ajitkumar Khachane who gave us the golden opportunity to do this wonderful project on the topic Android Audiobook App which also helped us in doing a lot of Research and we came to know about so many new things we are thankful to him. Secondly, we would also like to thank our professors of review panel in finalizing and improving this project within the limited time frame. This project helped us in understanding the various parameters which are involved in the development of desktop application and the working and integration of front end along with the back end.

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