



A new and exciting way of exploring
and managing your music!

<http://digginmobile.com>

Vision

In the old days when music was scratched onto the surface of circular black objects, diggin' in the crates was more than just about finding the music you were looking for. It was about touching, feeling and appreciating the covers. The purpose of Diggin is to provide just as a pleasurable experience and add to this the full advantage of on-line possibilities. The idea is to offer an intuitive and fun interface where everything can be touched, moved or otherwise manipulated. It is about creating an immersing experience where more value is added into playing music.

Diggin

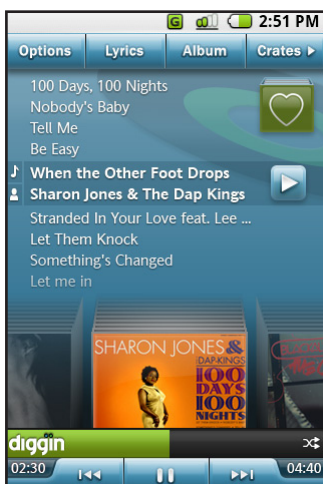
The first version of Diggin featured progressive download of album covers, drawing tools for personalizing crates and more. It is one of the 50 semi-finalists in the Android Developer Challenge Round 1. In the next version the full vision of Diggin will be realized.

Team Members

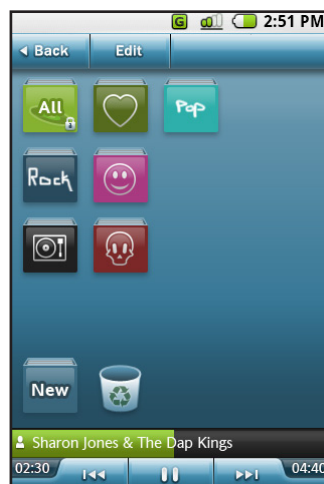
The application is developed by three friends, Daniel Johansson, Aramis Waernbaum and Andreas Hedin.

E-mail: contact@digginmobile.com

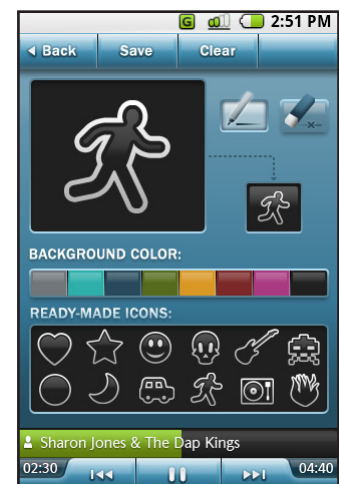
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Main view



Crate (playlist) view



Crate customization view