MoodyXplayer

**ABSTRACT**

*The mood of an individual is temporary state of mind or feeling and it plays an important role in extraction of an individual‘s behaviour and emotional state. Manually segregating the list of songs associated, generating acceptable playlist supported an individual‘s emotions could be a terribly tedious, time overwhelming, intensive and upheld task. Extracting the desired input from the human mood can now be done directly employing a RF signals reflected off his body.* *EQ-Radio transmits an RF signal and analyses its reflections off a person’s body to recognize his emotional state. This input will then be employed in many ways. One in every of the applications of this input are often for extracting the data to deduce the mood of a varied algorithms are developed and planned for automating the playlist generation method. Mood music Player aims at scanning and deciphering the information and consequently making a playlist based on the parameters provided.*

1. **INTRODUCTION**

*Music plays a very important role in enhancing an individual‘s life as it is an important medium of entertainment for music lovers and listeners and sometimes even imparts a therapeutic approach. In today‘s world, with ever increasing advancements within the field of multimedia system and technology, varied music players are developed with options like quick forward, reverse, variable playback speed (seek & time compression),local playback, streaming playback with multicast streams. though these options satisfy the user‘s basic needs, nevertheless the user has got to face the task of manually browsing through the list of songs and choose songs supported his current mood and behaviour.*

*Mood based music player is interactive, sophisticated and innovative mobile (Android) based application to be used as a music player in an exceedingly totally different manner. The application works in an exceedingly totally different manner from the normal because it classifies the audio files present on the database and in line with the predefined parameters (Audio Features) present on the application so as to provide a group of mood based on the playlists. The real time input provided to the application is assessed (Heartbeat) to provide a “mood‟ which is able to then be accustomed choose the desired playlist accordingly.*

*Existing approaches for inferring a person’s emotions either rely on audio-visual cues, such as images and audio clips, or require the person to wear physiological sensors like an ECG monitor. Both approaches have their limitations. Audio-visual techniques leverage the outward expression of emotions, but cannot measure inner feelings. For example, a person may be happy even if she is not smiling, or smiling even if she is not happy. Also, people differ widely in how expressive they are in showing their inner emotions, which further complicates this problem. The second approach recognizes emotions by monitoring the physiological signals that change with our emotional state, e.g., our heartbeats. It uses on-body sensors– e.g., ECG monitors – to measure these signals and correlate their changes with joy, anger, etc. This approach is more correlated with the person’s inner feelings since it taps into the interaction between the autonomic nervous system and the heart rhythm. However, the use of body sensors is cumbersome and can interfere with user activity and emotions, making this approach unsuitable for regular usage. There is a third approach that use facial expressions using computer vision and image processing techniques it also has the similar limitation to audio-visual approach.*

1. **PROPOSED SYSTEM**

*The proposed system tries to provide an interactive way for the user to listen to appropriate playlist of music based on his mood and emotions. The work can be stated as follows:*

1. *The proposed System works by first providing a simple interface which prompts the user to select between two choices, first choice is to choose its mood manually by selecting one of the pre-defined moods (sad, happy, hyper, etc.). Second choice is to let the app detect his/her mood by using the EQ-radio signals.*
2. *After detecting the mood, the app scans the database for the appropriate playlist based on analysed signals.*
3. *The app play the music files randomly and shows a screen for the song lyrics if it exists, and also shows controls to play, pause, skip and repeat the current music.*
4. *The app provides feature that let the user give options (play, pause, etc.) by his voice. For example the user says “play” then the application plays the music and so on.*
5. *The app give the user the ability to create his/her own custom mood by answering a set of closed questions so the app can detect his mood which is will be a mix of basic moods. The 7 basic moods are : love, fear, grief, anger, anxiety, surprise, trust.*

The following figure explains these steps

Scan and play the appropriate playlist form database

Show questions

Create customized mood

Apply EQ-radio signals for mood detection

Selects one of pre-defined moods

Auto-mood detection

App Intro