

Physiognomy

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Abstract

Physiognomy refers to the art of discovering temperament and character from outward appearance which the idea of our project dependent on it for treatment of psychiatric illness also called mental health disorders that refers to a wide range of mental health conditions disorders that affect your mood, thinking and behavior.

Society is unable to accept and realize psychological diseases and the loss of a culture of psychological diseases.

Which is considered to be more dangerous of physical diseases and can be the cause of it and this community includes also the patient himself who does not have awareness of his illness and what he is going through and how to get rid of him instead of ignoring it.

Examples of mental illness include depression, anxiety disorders, schizophrenia, eating disorders and addictive behaviors.

The disease is diagnosed and treated through a simulation that identifies the mental illness that it suffers from and put it in a suitable environment that indirectly works to treat it.

Introduction

Our project aims to diagnose mental illness using artificial intelligence and machine learning.

Trying to detect if the user of our application has a mental illness or not without putting him in a psychological pressure or making him afraid about society judgments.

This will be done through 2 stages. The first will be by talking to the chat bot, and the second will be by playing a game which the chat bot will be analyzing.

The chat bot will begin conducting a personality analysis by talking to the user and asking them questions and displaying pictures with psychological meaning.

Then during the second stage the user will begin playing a game and the chat bot will analyze how the players play this game and make psychological assessments.

Our application will be able to make decisions about the player's psychological case.

After passing all levels of the game, there will be three cases:

- The player is mentally sound.
- Psychiatric patient but in a stage that is not dangerous.
- Psychiatric patient in a dangerous stage and we will advise him to visit a psychiatrist.


The game is based on the use of **A* search algorithm** which approximate the shortest path

Background

Psychiatric diseases have become a common disease in our society, familial care for a person with psychiatric illness has its advantages, yet it has multiple social and psychological challenges.

This the reason for choosing this idea, psychiatric illness may cause a variety of psychosocial problems such as decreased quality of life of the patient's family members as well as increased social distance for the patient and the family caring for the patient.

Psychosocial challenges are enhanced by the stigma attached to Psychiatric illness, which is a problem affecting not only the patient but also the family as a whole.

 Statistics of mental illness :

<https://ourworldindata.org/mental-health>

We promise to help this people to have a better life full of peace mind and calmness.