

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.

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.

This is done through two stages, the first of which is personality analysis through facial recognition using physiognomy.

Then the disease is diagnosed by chatting bot and displaying some pictures that have psychological meanings.

It will be developed to become a real-life game.

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.