GAYATRI VIDYA PARISHAD

COLLEGE FOR DEGREE AND PG COURSES (A)

(Affiliated to Andhra University)

Rushikonda, Visakhapatnam

Department of Computer Applications

VISION

"Creating human excellence for a better society"

MISSION

"Unfold into a world class organization with strong academic and research base, producing responsible citizens to cater to the changing needs of the society."

MUSIC AND GAME RECOMMENDATION

BASED ON EMOTION IN VOICE

A project report submitted in partial fulfilment of

the requirements for the award of the Degree of

Master of Computer Applications

Submitted by

K. Manoj Krishna

(Regd. No: PG222302032)

Under the Guidance of

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Assistant Professor

Department of Computer Applications

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2022-2024

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CERTIFICATE

This is to certify that the project report titled "**MUSIC AND GAME RECOMMENDATION BASED ON EMOTION IN VOICE**" is the bonafide record of project work carried out by **Mr. K. Manoj Krishna** (Regd. No. PG-222302032) as a student of this college, during the academic year 2022-2024, in partial fulfillment of the requirement for the award of the degree of Master of Computer Applications.

Project Guide   **Director of M.C.A**
Sri A. V. Prabhakar   **Prof. I. S. Pallavi**

External Examiner

DECLARATION

  I, Mr. K. Manoj Krishna hereby declares that the project report titled "**MUSIC AND GAME RECOMMENDATION BASED ON EMOTION IN VOICE**," is an original work done at **Gayatri Vidya Parishad College for Degree and PG Courses (Autonomous), Visakhapatnam,** submitted in partial fulfillment of the requirements for the award of Master of Computer Science, Gayatri Vidya Parishad College for Degree and PG Courses (A), affiliated to Andhra University. I assure that this project is not submitted in any other University or college.

             K. MANOJ KRISHNA

             (PG222302032)

ACKNOWLEGMENT

I consider it as a privilege to thank all those who helped me a lot for successful completion of the project **"MUSIC AND GAME RECOMMENDATION BASED ON EMOTION IN VOICE".**

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(K. MANOJ KRISHNA)

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ABSTRACT

Emotion plays a crucial role in human communication, significantly impacting our interactions and decision-making processes. This project explores the innovative integration of Speech Emotion Recognition (SER) technology with personalized entertainment recommendations. By analyzing vocal inputs, the system identifies the speaker's emotional state using advanced machine learning algorithms. Once the emotion is detected, the system recommends tailored music playlists and games that align with the user's current mood. This fusion of SER with personalized entertainment aims to enhance user experiences by providing emotionally congruent content, fostering emotional well-being, and potentially offering therapeutic benefits. Our approach leverages a robust dataset for training the SER model and employs collaborative filtering techniques for recommendation, ensuring relevance and personalization. This project not only showcases the potential of emotion-aware technologies but also paves the way for more empathetic and responsive digital environments. By extracting and classifying audio features, the system identifies emotions such as happiness, sadness, anger, fear, and neutrality. This project combines audio preprocessing, feature extraction, deep learning models, and adaptive algorithms to create a robust and responsive user experience. The applications of this technology are diverse, ranging from entertainment and gaming to emotional well-being support, showcasing the transformative potential of AI and ML in understanding and responding to human emotions. Moreover, this system can be integrated into various platforms, from mobile apps to virtual assistants, further expanding its usability. Future developments could explore real-time emotion recognition and multi-modal inputs, incorporating facial expressions and body language to enhance accuracy and personalization even further.

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