# ..\Images\ditbanner.gif

# Mood Streamer

# Final Year Project Report

# DT228

# BSc in Computer Science

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# Abstract

Declaration

I hereby declare that the work described in this dissertation is, except where otherwise stated, entirely my own work and has not been submitted as an exercise for a degree at this or any other university.

Signed:

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Matthew O'Neill

<Date>

# System Validation

## Testing

Testing the quality of the mood analysis of the application comprised a large part of testing process for this project.

### Comparison with Existing Systems

Many existing systems attempt to recommend similar music to a user based on music they listen to using the system. Such systems include Spotify and iTunes Genius. It was also decided to compare the analysis with existing music mood rating systems such as Mood Agent.

A starting point was chosen as a song that was subjectively sad to the ear of the tester as well as one which scored a low rating in the positivity and energy analysis by the system. This song was then played in Spotify and the ‘start radio’ feature was used to obtain a list of tracks that Spotify considers similar to this starting track. These recommended tracks were then put through the system to be analysed and it was expected that the ratings for these tracks were to be similar. A subset of tracks analysed using this process is shown in the table.

|  |  |  |  |
| --- | --- | --- | --- |
| **Artist** | **Track** | **Positivity Rating** | **Excitement Rating** |
| Low | Lullaby |  |  |
| Low | Down |  |  |
| Red House Painters | Dragonflies |  |  |
|  |  |  |  |

It was noted that these seemingly similar tracks provided varying results when passed through the mood analysis; this provided a basis on which to tweak the weightings assigned to the various parameters used in the formation of the rankings.

# Acknowledgements

# Body text