MOOD BEATS

(SONG, JOKE, MOVIE RECOMMENDATION CHATBOT)

Mayank kumar Shrivastva
CEA Department
GLA University, Mathura
Delhi , India

Sneha Panda
CEA Department
GLA University, Mathura
Rajasthan, India

Himanshu Dubay
CEA Department
GLA University
Agra , India

Shakya Vaibhav
CEA Department
GLA University, Mathura
Agra , India

l

Abstract:

This paper introduces "Mood Beats," a chatbot designed to suggest songs, movies, and jokes based on your mood. Utilizing Spotify for songs, YouTube for movies, and a curated list for jokes, "Mood Beats" offers a diverse range of entertainment options tailored to individual preferences. We discuss the chatbot's design, implementation, and potential impact on personalized recommendations. With a user-friendly interface, intuitive interaction flow, and inclusive design, "Mood Beats" aims to enhance user experience and engagement.

I. INTRODUCTION

In an era of digital abundance, personalized recommendations have become integral to enhancing user experience across various domains, including entertainment. The proliferation of chatbots and artificial intelligence (AI) technologies has facilitated the development of systems capable of understanding and responding to user preferences and moods. This paper introduces "Mood Beats," a chatbot aimed at providing personalized recommendations for songs, movies, and jokes based on the user's mood.

"Mood Beats" harnesses the power of different APIs and data sources to offer a diverse range of entertainment options tailored to individual preferences and emotional states. By integrating the Spotify API for song recommendations, YouTube links for movies, and a JSON file for jokes, the chatbot provides users with an interactive and engaging experience. Through natural language processing (NLP) techniques, "Mood Beats" interprets user input and dynamically generates recommendations that align with the user's current mood.

This introduction provides an overview of the "Mood Beats" project, outlining its objectives, methodology, and potential impact. The subsequent sections of this paper delve deeper into the design and implementation of the chatbot, the integration of various APIs, and the classification of user moods for recommendation generation. Additionally, related work in the field of mood-based recommendation systems is discussed, highlighting the novelty and significance of the "Mood Beats" project in the context of existing research.EASE OF USE

The Ease of Use

Ensuring a seamless and intuitive user experience is paramount in the development of "Mood Beats." The chatbot aims to provide users with a frictionless journey from expressing their mood to receiving tailored recommendations. This section delves deeper into the various aspects of ease of use implemented in the design and functionality of "Mood Beats."

A. Intuitive User Interface Design:

"Mood Beats" features a visually appealing and straightforward interface, prioritizing ease of navigation and clarity. With clearly labeled mood selection options and straightforward prompts, users can easily understand how to interact with the chatbot without any prior guidance. The minimalist design reduces cognitive load, allowing users to focus solely on exploring recommendations.

B. Streamlined Interaction Flow:

Navigating "Mood Beats" is akin to having a conversation with a helpful friend. The chatbot guides users through the recommendation process step by step, ensuring they never feel lost or overwhelmed. By offering clear and concise prompts, "Mood Beats" ensures that users always know what to expect and what actions to take next, resulting in a fluid and efficient interaction flow

C. Instant Feedback Mechanisms:

Feedback in "Mood Beats" is not only instantaneous but also informative. Whether confirming user inputs, acknowledging requests, or presenting recommendations, the chatbot's responses are prompt and clear. This ensures that users feel acknowledged and understood throughout their interaction with the system, fostering a sense of trust and confidence.

D. Inclusive Design Principles:

Accessibility is a top priority in "Mood Beats's" design ethos. The chatbot caters to users of all abilities by offering features such as keyboard navigation, screen reader compatibility, and adjustable font sizes. By considering diverse needs and preferences, "Mood Beats" ensures that everyone can access and enjoy its recommendations without barriers.

E. Iterative Refinement through User Feedback:

Continuous improvement is central to "Mood Beats's" development process. Through user testing, feedback surveys, and iterative design cycles, the chatbot evolves to better meet the needs and preferences of its users. By actively listening to user input and adapting accordingly, "Mood Beats" remains responsive and relevant in an ever-changing landscape of user expectations.

F. Conclusion:

In conclusion, "Mood Beats" prioritizes ease of use to deliver a seamless and enjoyable recommendation experience. Through intuitive interface design, streamlined interaction flow, instant feedback mechanisms, inclusive design principles, and iterative refinement based on user feedback, the chatbot aims to exceed user expectations and enhance their overall satisfaction. By putting user experience at the forefront, "Mood Beats" continues to evolve as a user-centric solution for personalized entertainment recommendations.

III. Prepare Your Paper Before Styling:

Title: Crafting a captivating and informative title is essential for setting the tone of your paper. For my project, "Mood Beats: A Chatbot Recommending Songs, Movies, and Jokes," could be an apt title that succinctly conveys the essence of your research.

Literature Review: Explore existing research and literature on chatbots, music recommendation systems, and movie recommendation systems. Identify gaps in the current landscape, particularly in integrated platforms that recommend songs, movies, and jokes. Emphasize how the Mood Beats chatbot fills these gaps by providing a comprehensive recommendation experience.

Units: In your Mood Beats chatbot, several variables require unit definitions:

User Set (U): Users are represented by unique identifiers (user IDs) within the chatbot system. No specific physical units apply.

Song Set (S): Songs are represented as unique identifiers or references to tracks from the Spotify API. No specific physical units apply.

Movie Set (M): Movies are represented by YouTube links within the chatbot system. No specific physical units apply.

Joke Set (J): Jokes are retrieved from a JSON file. No specific physical units apply.

Preference (Pu,s): Users' preferences for songs are indicated by numerical values, potentially based on Spotify's popularity metrics or user ratings. No specific physical units apply.

Compatibility Score (Cu,s): The compatibility score between a user and a song represents the likelihood of the user enjoying the recommended song. It is a dimensionless value.

Recommended Items (Ru, Rm, Rj): Recommended songs, movies, and jokes are sets of references or identifiers. No specific physical units apply.

When implementing the Mood Beats chatbot, ensure that your chosen representations align with the user experience and functionality of the platform.

Equations: While your project may not require complex mathematical equations, you can conceptualize algorithms for recommending songs, movies, and jokes based on user preferences and mood. For example, you might:

Calculate the similarity score between a user's mood and the mood of a song using features from the Spotify API.

Use user ratings or popularity metrics to recommend songs with higher preference scores.

Consider user interactions and engagement metrics to suggest movies and jokes.

The equations used in the Mood Beats chatbot will depend on the specific algorithms and methods employed in recommendation generation.

Common Mistakes: In developing the Mood Beats chatbot, it's important to avoid common mistakes, such as:

Neglecting User Privacy: Ensure that user data is handled securely and in compliance with privacy regulations, especially when interacting with external APIs.

Overlooking User Feedback: Incorporate mechanisms for users to provide feedback on recommendations to improve the chatbot's performance over time.

Lack of Diverse Recommendations: Strive to provide diverse recommendations to cater to users with varied preferences and interests.

Failure to Adapt to Context Changes: Implement algorithms that dynamically adjust recommendations based on changes in user mood or preferences.

Inadequate Testing: Thoroughly test the chatbot to identify and address any issues with recommendation accuracy, user experience, or system performance.

By addressing these potential pitfalls and preparing your paper with careful consideration of these aspects, you can effectively showcase the development and functionality of the Mood Beats chatbot.

Authors and Affiliations:

We hereby declare that the work which is being presented in the Major Project “Mood beats : (chat)”, in partial fulfillment of the requirements for Major Project viva voce, is an authentic record of our own work carried by the team members under the supervision of our mentor Mr. Anil Kumar.

Group Members: Mayank kumar Shrivastva (2115990010) Sneha Panda (201500696) Himanshu Dubey (201500293) Shakya Vaibhav (201500639)
Course: B. Tech (Computer Science and Engineering) Year: 4th Semester: VIIIth
Supervised By: Mr. Shubham Singh, Assistant Professor GLA University, Department of CSE

ACKNOWLEDGMENT :

We extend our sincere gratitude to all those who have contributed to the progress and success of the " Boodbeats: Chatbot" project. Foremost, we express our deepest appreciation to Mr. Shubham Singh for his invaluable guidance, unwavering support, and mentorship throughout the project duration. Our heartfelt thanks go to the dedicated members of the ' Boodbeats: Chatbot project team – Mayank kumar Shrivastva, Sneha Panda , Himanshu Dubey , and Shakya Vaibhav . Each team member has played a crucial role in advancing the project, showcasing commendable teamwork and commitment. We are also grateful for the resources and facilities provided by GLA University, which have significantly contributed to the project's achievements. Lastly, we express our gratitude to our friends, colleagues, and everyone who has supported us during the project's development. Your encouragement and assistance have been instrumental in overcoming challenges, and we look forward to reaching our goals with your continued support.

REFERENCES:

- https://www.researchgate.net/publication/354855186_Music_Recommendation_Based_on_Face_Emotion_Recognition
- iopscience.iop.org/article/10.1088/1757-899X/912/6/062007/pdf
- (PDF) Emotional Detection and Music Recommendation System based on User Facial Expression (researchgate.net)