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Abstract

Facial expressions are biologically formed from the relative positioning or movement of muscles that are located beneath the skin. According to certain debatable views, they also reflect the person's emotional condition at the time. They are undoubtedly contentious since it is simple to mimic their expressions. However, facial expressions are the primary form of non-verbal communication in a world where speaking is one of the most essential acts.
The term "recommender system" refers to a system that can be used to suggest products to a user based on information or criteria such as past user feedback or other user patterns.

A person frequently finds it difficult to choose which music/movie to listen to or watch out of the vast selection of available selections. Depending on the user's mood, a variety of suggestion frameworks have been made available for topics including music, dining, and shopping. Our multimedia recommendation system's primary goal is to offer people options that match their tastes. Understanding the user's present emotional or mental state may result from analyzing the user's face expression and emotions. One area where there is a great possibility to provide customers a wide range of options based on their preferences and recorded information is music and video.Humans frequently utilize their facial expressions to convey their intentions and the context in which they meant what they said. More than 60% of users say that there are occasionally too many songs in their music library, making it difficult for them to choose which one to play. By creating a suggestion system, it may be possible to help users choose what music or movies to watch or listen to, thereby lowering their levels of stress.When a song or movie matches the user's mood, there is no need for the user to waste time looking for them; instead, music or movies are presented to the user in accordance with his or her mood. The user's image is recorded with the aid of a camera. After taking the user's image, a music or movie from the collection that best suits the user's needs is then played based on the user's mood or emotion.

Keywords: Facial Expression Recognition, Recommender System, Multimedia

LIST OF FIGURE