App for video induced emotions

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Goal of the project

The purpose of this project is to induce emotion through short clips with music. On the server I saved some short music videos, which should convey some emotions (relaxation, sadness, happiness). These videos are transmitted via internet to the app during the experiments. The user, once viewed the clip, is asked to express his opinion through an audio. When the recording is finished, it is uploaded to the server (it will then have to be analyzed later to identify the emotion, but this part is not related to the project). On the next page, the user will be asked to read a few lines of text, again recording the audio that will be uploaded to the server (this will also be analyzed, but this part is not related to the project).

My approach

I started the project by familiarizing myself with the android environment, reading guides and manuals. I first, created a simple menu with two buttons: start and exit. Pressing start, the experiment begins, the clip (which was previously uploaded to the server) is played as soon as available and there is a button that must be held down to record, when released, the audio is automatically uploaded to the server in a folder. At the bottom of the page is the button that takes you to a new page, containing the text to be read with a button to record. Also on the bottom of this page is a next button that takes you to another screen and makes you repeat the experiment with a different clip.

Update

I have added as requested a registration screen to request the user's biography. This data is stored in a database on the Firebase server and once registered the user can access the menu screen. A user who is already registered, will be able to login in the appropriate screen by providing email and password.

Tools

As a server I used Firebase, which allows you to have a storage for free and it is also very easy to connect it with AndroidStudio, IDE used for development and the programming language used is java.

Effort

The effort of the project is around 44 hours. I had some difficulties running the clips and loading the recorded audio for the user, but thanks to the manuals I was able to solve the problems I faced.