**Project Team for Course # CS 4287-5287**

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**My Soccer Music**

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**TEAM MEMBERS (Alphabetical Order)**

1. A. Davis Hausman, CS andrew.d.hausman@vanderbilt.edu

**ADVISER(S)**

1. Aniruddha Gokhale, Professor of Computer Science and Engineering

**SPONSOR**

1. Department of Electrical Engineering and Computer Science

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**Put PROJECT Illustration Here:**

A screenshot of a football game

Description automatically generated

**Project Illustration caption here:**

The beautiful game, fantastic science, and wonderful art

**Text for your project Narrative:**

As an avid user of Spotify and someone who appreciates music in the right mood, I want to revolve my project around automated creation of Spotify playlists based on information from the cloud. I want to take into consideration two factors to predict the mood of the user and automate a playlist that perfectly matches. One factor is the weather conditions at the user’s chosen location, which I could access through an accurate weather API, and then use that information to make pairings between different weather types and different music genres. Secondly, my project will consider mood based on the successes or failures of a chosen English Premier League team by the user. Based on the user’s location, the chosen soccer team, and what the team’s record is, I can determine if the user is in a happier or sadder mood. From here, I will use Spotify’s API to match the user’s mood to Spotify seed genres and “danceability,” which will match to the user’s weather and soccer team’s record, respectively. With this information, a custom-made playlist can be created and put into the user’s profile (provided the user offers their Spotify username).