CERTIFICATE

This is to certify the Mini-project entitled **"Blockchain Based Logistics And Shipping"** is a bonafide work of **"Aayush Vishwakarma (58)", "Gaurav Yadav (61)", "Smit Gawand (11)" and "Ayush Mishra (30)"** submitted in partial fulfillment of the requirements of the Third Year of Engineering in Computer Science & Engineering (AI&ML).

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Declaration

We declare that this written submission represents our ideas in our own words and where others' ideas or words have been included, we have adequately cited and referenced the original sources. We also declare that we have adhered to all principles of academic honesty and integrity and have not misrepresented or fabricated or falsified any idea/data/fact/source in our submission. We understand that any violation of the above will be cause for disciplinary action by the Institute and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been taken when needed.

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Abstract

The rapid growth of digital streaming platforms has led to an overwhelming volume of movie content, making it increasingly challenging for users to discover films aligned with their preferences. This project report presents the design and implementation of a Blockchain based logistics and shipping aimed at improving user engagement and satisfaction within the entertainment industry. Our system leverages collaborative filtering, content-based filtering, and hybrid recommendation techniques to provide users with personalized movie suggestions.

The Logistics and shipping utilizes user behavior and movie metadata to deliver recommendations, which are continuously refined through machine learning algorithms. We evaluate the system's performance using extensive datasets and user feedback to assess its effectiveness in enhancing user satisfaction and driving content consumption. This project highlights the potential of recommendation systems to address content discovery challenges, and its implications for user experience and business growth in the digital entertainment landscape

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