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Aim: Project Overview Defination

Project Title: <u>**Emotion based Music Player**</u>

1. Introduction:

In today's automate world, where all our devices are "super smart" and everything we need is at our fingertips; We have tried to make a Emotion based music player, which will read facial expressions and suggest to us the music as per the current state of mind. Humans have the general mentality of listening to that genre of music which emotion they are feeling.

The song playlists though are too big to sort out automatically. It would be helpful if the music player was "smart enough" to sort-out the music based on the current state of emotion the person is having.

This project sets out to make an emotion recognition system, analyzing the current emotion and suggest a song accordingly. So, basically a playlist made by a person is sorted based on the predetermined emotion of the user.

The two main parts of this program is to determine the emotion of the user using a front-camera/webcam and then sorting out the current playlist based on that emotion. It is developed in such a way that it can analyze the image properties and determine the mood of the user. The application also includes the facility of sorting songs based on mp3 file properties so that they can be added into appropriate playlists according to the mood.

2. Purpose:

The key objective of the project is to recognize the current emotion of the user, analyse the music as per current mood, play that song and save the emotion-song pair for future reference. This project focuses on emotion recognition. The music analysis is done by reading the MP3 metadata of a music file.