# IT-562 Recommendation Systems and Engines

## **Team-404**

# **Article Recommendation System**

# **Future Scope of the Project:**

Given more time, following modifications or extensions could have been done to the Article Recommendation System proposed by us.

#### 1. Better U/I:

A better U/I for taking in a new User Interaction and showing Recommendations. Currently, the article is opened in the browser when the user chooses to view it. A small preview of Articles can be shown while recommending with its author and Genre specified. A proper Rating, Commenting, Liking/Disliking medium could have been formed on a website or an App instead of taking inputs from the Console.

### 2. Sentiment Analysis on Comments:

The database did not contain the content of the Comments. If the Database for Comments can be made available, Sentiment Analysis can done on the Comments and thus the weights for the Comments Interaction can be penalized or rewarded accordingly.

#### 3. New User Recommendations:

When the new User starts using our Recommendation model, we recommend top articles from each genre until 5 interactions are done by the user. A faster adapting system which starts recommending based on Popularity and Content based (say for the 3rd round, recommend articles based on his first two interactions) in an evolving ratio as the number of interactions keep on increasing can be a better approach.

#### 4. Time Efficiency:

Improving the Time efficiency of our Model can be one of the most important modifications. For Training and Testing the time required is high. Time efficiency of the Model was one of the major bottleneck of the project.