

AI Search for Physiologically Arousing Songs

Proposed by: Steven Lowes (with Magnus Bordewich)

Subjects: AI Search, Sound and Music Computing, Human-Computer Interaction, Wearable Tech

Sound and music can cause intense emotional reaction in listeners ([Rickard, 2004](#)), but the action of storing music in a playlist can easily distract the listener and ruin the experience. In addition to this, each listener may respond differently to the same song ([Sandra Garrido, 2011](#)).

Physiological arousal (PA) is the state of the brain and sympathetic nervous system being ‘awake’, or highly active, often due to intense emotion or emotional stress. When a song causes a listener to get ‘pumped up’, it is accompanied by an increase in the user’s PA ([Francesca R. Dillman Carpentier, 2007](#)). This can be measured using galvanic skin response (GSR) sensors, which measure a change in PA ([IMOTIONS, 2015](#)). These are commonly used in lie detectors and are available very cheaply ([seeed, n.d.](#)).

We can model the problem of finding a song which causes increased PA as a problem of AI search. Each song can be modelled as state, and the cost of transition is dependent on whether the new song is more or less physiologically arousing than the one prior.

The main difficulty in this project is how to perform a robust search with very limited data. It will take the full length of each song to determine the listener’s EDA change, and the task cannot be easily parallelised due to the need for a human listener, and the fact that each listener may respond differently to each song ([Sandra Garrido, 2011](#)).

Once this system is working reliably, we will develop it into a wearable device such that it can be used portably. This system has applications for the general consumer, in addition to potential uses in a music therapy setting ([Pelletier, 2004](#)). Further research in the area could move to using more complex sensors, such as EEG headsets, rather than GSR sensors, or alternatively generating physiologically arousing music from scratch.

Anticipated Outcomes: Development of a system for automatic generation of playlists of physiologically arousing songs and miniaturisation of the system into a wearable device.

References

- Francesca R. Dillman Carpentier, R. F. P. (2007, 12). Effects of music on physiological arousal: Explorations into tempo and genre. *Media Psychology*, 10, 339-363. Retrieved 2018-04-30, from <http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.854.1170&rep=rep1&type=pdf>
- IMOTIONS. (2015, 5). *What is gsr (galvanic skin response) and how does it work?* Retrieved 2018-04-30, from <https://imotions.com/blog/gsr/>
- Pelletier, C. L. (2004, 10). *The effect of music on decreasing arousal due to stress: A meta-analysis* (Vol. 41).
- Rickard, N. S. (2004, 10). Intense emotional responses to music: a test of the physiological arousal hypothesis. *Psychology of Music*, 32, 371-388. Retrieved 2018-04-30, from <http://journals.sagepub.com/doi/pdf/10.1177/0305735604046096>
- Sandra Garrido, E. S. (2011, 2). Individual differences in the enjoyment of negative emotion in music: A literature review and experiment. *Music Perception: An Interdisciplinary Journal*, 28, 279-296. Retrieved 2018-04-30, from <http://mp.ucpress.edu/content/ucpmp/28/3/279.full.pdf>
- seed. (n.d.). *Grove - gsr sensor*. Retrieved 2018-04-30, from <https://www.seeedstudio.com/Grove-GSR-sensor-p-1614.html>