



# AI FOR YOUTH VIRTUAL SYMPOSIUM

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Project title : **Bookflix - a personalised library assistant**  
Domain : **Statistical Data and Natural Language Processing**  
Name : **Abhiram Vijayraj And Atharv Dhuvad**  
Class : **10 and 9**  
School : **Royale Concorde International School Bengaluru**

## SUMMARY

**A personalized AI library assistant which suggests books to students based on their past reading history, author and genre preference thereby saving time and providing relevant options enabling them to pick up varied books**

## CONTEXT

Choosing a book to read from a library full of books is a daunting task - a time consuming dilemma for most people and more so for students. In absence of assistance, people usually end up reading the popular choices which may or may not be of relevant interest and use.

To make the lives of book lovers easy and provide better options, Abhiram Vijayraj, class 10 and Atharv Dhruvad, class 9 from Royale Concorde International School, Kalyan Nagar, Bangalore developed an A.I. system that can help to choose a relevant book in minimal time.

## HOW DOES IT WORK?

The Bookflix model has been trained to predict the genres and books as per user's preferences and accordingly give recommendations. The model makes use of Naïve Bayes classifier to classify the genres of the books based on their description, HTML codes, tags and Python coding language was used to create a user-friendly interface. Currently the model has a dataset of more than 3 billion books obtained from 'Goodreads' website

The duo wish to come up with a standalone website for this purpose in the future, in order to provide access to this service to anyone anywhere in the world. Any number of books and a large branch of genres can be added to the dataset, furnishing a vast volume of choice to the readers.

Intel in collaboration with CBSE has been driving an immersive age-appropriate AI readiness program since January 2019 based on experiential methodologies covering both social and technology skills. The initiative enabled youth to demystify AI, equip them with skillsets, a relevant mind-set and democratize access to AI-tools. Youth are trained to build meaningful social impact solutions as an evidence of achievement.

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