



**CHRIST**  
(DEEMED TO BE UNIVERSITY)  
BANGALORE · INDIA

# Playemos

*Project Proposal Presentation*

*by*

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Project Guide

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## MISSION

CHRIST is a nurturing ground for an individual's holistic development to make effective contribution to the society in a dynamic environment

## VISION

Excellence and Service

## CORE VALUES

Faith in God | Moral Uprightness  
Love of Fellow Beings  
Social Responsibility | Pursuit of Excellence



# AGENDA

1. Existing System
2. Limitations of Existing System
3. Proposed System
4. Functional Description
5. Solution Architecture
6. Software & Hardware Requirements
7. Benefits of Proposed System
8. Plan of Work
9. References

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# 1. Introduction

Music plays an important role in shaping one's emotions in different aspects of life. It is a way to express how he/she is feeling, and traditional music players or digital music service applications in a way help anyone enjoy the music on the go but they do not personalize the playlist according to the user's emotion/mood, instead there are a series of selections to be made in order to get desired songs automatically in the playlist. This often makes the user experience unpleasant and also is time-consuming. With the increasing usage of artificial intelligence and machine learning in different day-to-day applications. There is a need for music players to be smarter and have a better user experience. The project "Playemos" is to develop an Emotion Based Music recommendation system which is a web-based application meant for users to minimize their efforts in searching large playlists. This application is not targeted for a specific group or audience but for the general users as a whole.

# 1. Existing System

- Spotify is one of the most popular digital music player application in the world. It is an upgrade over the traditional music player which completely depends on downloaded music in the system.
- It lacks the ability to recommend songs to users based on their mood rather it has the same traditional approach to create desired playlists manually.
- Recommendation is determined after learning the user preferences over a period of time.

## 2. Limitations of Existing System

- Does not provide personalized playlist to users automatically.
- Does not recommend songs based on users emotion.
- Users have to manually search for songs/music.
- Not very user friendly.

### 3. Proposed System

- Playemos new approach to song recommendation, where the mood of a person is determined from his picture and based on the mood predicted song recommendations are made that best suit the mood predicted.
- This approach makes the system user friendly and easier for the user to interact with the application.

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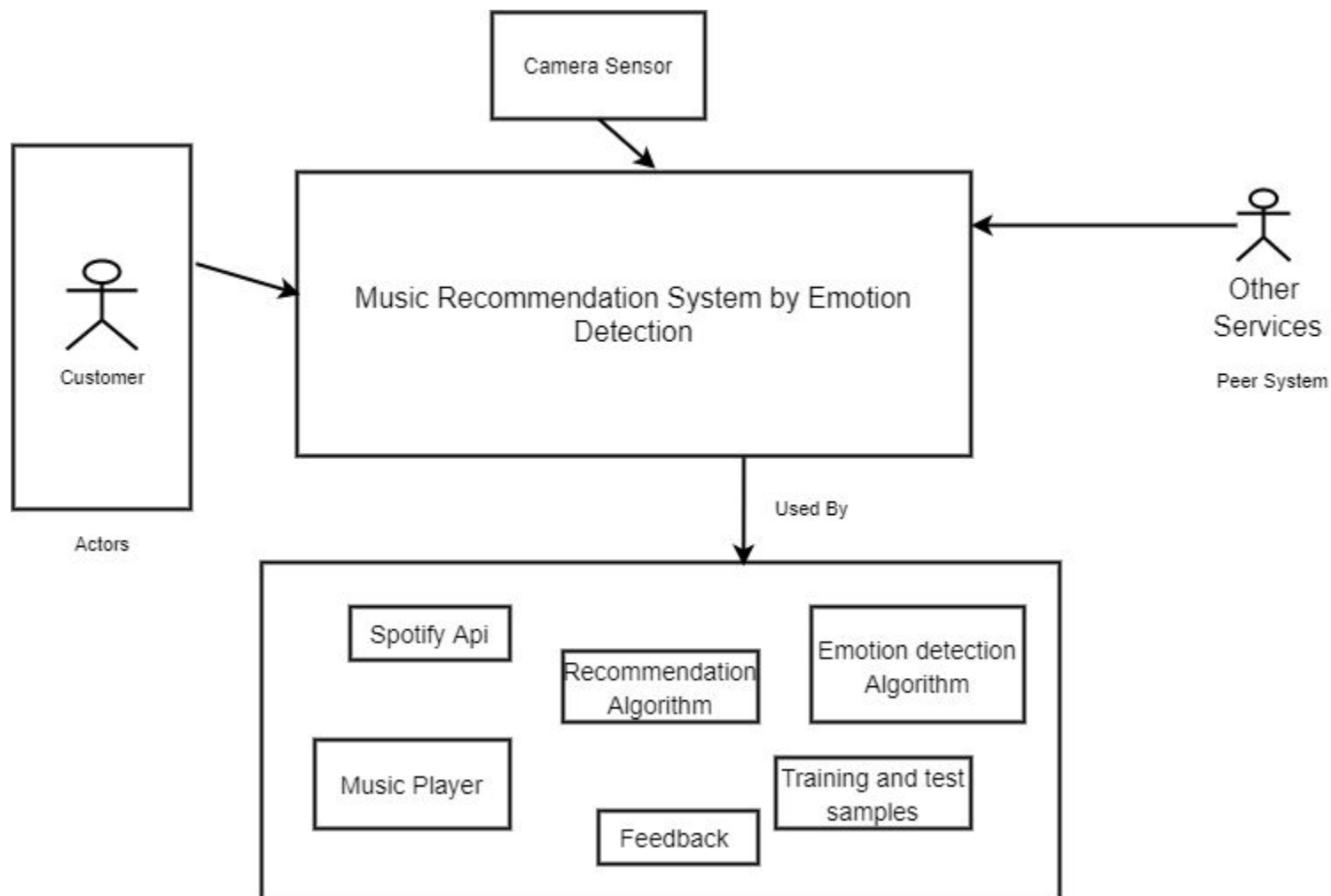


## 4. Functional Description

Functional description defines the functionality of a system or one of its subsystems. It also depends upon the type of software, expected users and the type of system where the software is used. Functional system descriptions describe clearly about the system services in detail. The functional description contains Login modules. They are the login module, registered users' module, normal users' module, administrator module and server module.

- Login Module
- User Module
- Admin Module

## 5. Solution Architecture



## 6. Software and Hardware Requirements

- Hardware Requirements
  - Processor: Intel i5 processor or higher
  - RAM: 8 GB or higher
  - Disk space : 10GB HDD
  - Webcam

- Software Requirements
  - Front End
    - HTML
    - CSS
    - Javascript
  - Back End
    - Python
    - Pycharm
    - JavaScript

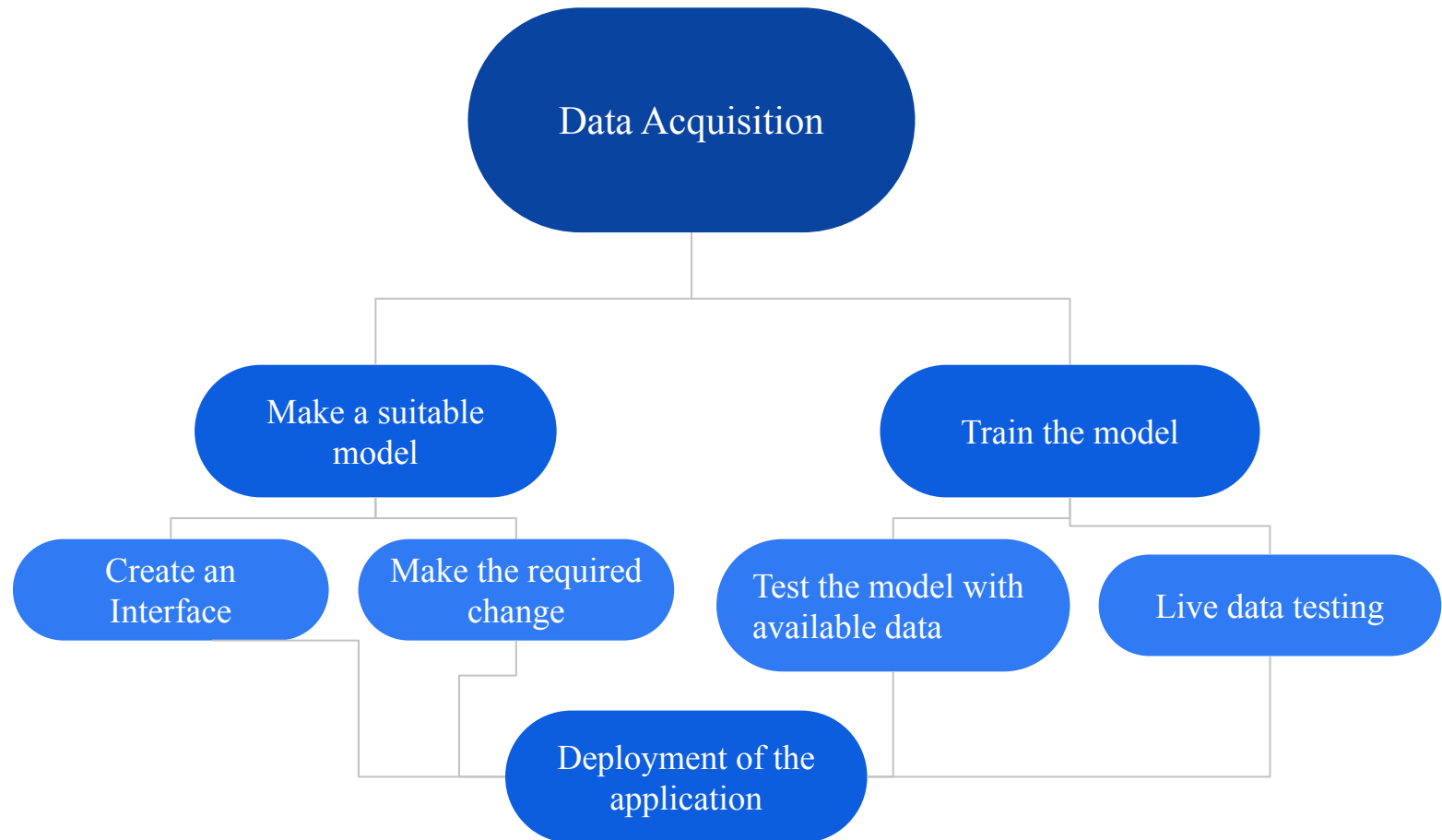
## 7. Benefits of Proposed System

- Provides emotion based music recommendations.
- Makes user experience much easier than traditional approach.
- Playlist is created in real time.
- Better personalized experience for the user.

## 8. Plan of work

1. Set goals and objectives
2. Establish team responsibilities
3. Work based on task assigned
4. Understand the usage of different algorithms.

## 8. Plan of work





## 9. References

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