

Final Year Project Report

Project Name: Emotion Based Music Player



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Dedication

We dedicate this project to our Parents and Teachers who are the consistent guidance and support for us and stood with us in every difficult situation and make us believe that we can do this project.

Final Approval

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- Our thanks and appreciations also goes to our colleagues for helping us and also who have willingly helped us out with their abilities.

Project Title	Emotion Based Music Player
Objective	To provide user to play music according to their moods from their internal collection of device.
Undertaken by	Basirat Afroz (13005065312), Waqas Khalid Butt (13005065364)
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Co-Supervised by	Muhammad Abubakar Siddique
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Abstract

EBMP is a music application that will allow the user to scan his mood for listening tracks. It will generate the appropriate playlist that will match to the current mood of the user. Instead of searching the tracks from never ending collection EBMP will reduce this searching effort by tagging and scanning. EBMP also allow the user to manually select the pre-defined moods and allow him to listen their corresponding playlists along with the countdown.

REVISION CHART

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Definitions and Acronyms

Acronym	Definition
EBMP	Emotion Based Music Player
app	Application

Table 1: Acronyms & Definitions

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1. INTRODUCTION

1.1 Motivations

We select this project because this is the era of trends and technologies everyone is having a memory of 32GB's and more so in this memory many of the users having a tracks collection of almost half of the memory and in this there are approx. 1K+ tracks in the local library or in internal space. The user is listening track which he use to listen but he never delete the rest of the tracks. So we decided to introduce an appEBMP which is actually playing all track of user library by scanning user facial expression and play according to the mood.