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EMOTION DETECTION BASED VIDEO PLAYING SYSTEM USING ARTIFICIAL INTELLIGENCE

Asma Attar[1], Namratha N Murthy[2], Rakesh Sharma[3], Yashaswini K P[4],

Mr.Shivaprasad T K[5]

Student, Dept. of Computer Science & Engineering, Mangalore Institute of Technology & Engineering, Moodabidri, India[1-4]

Sr. Assistant Professor, Dept. of Computer Science & Engineering, Mangalore Institute of Technology & Engineering, Moodabidri, India[5]

Abstract: Emotion-based video playing systems represent a burgeoning field of research aimed at enhancing user engagement and satisfaction. This paper introduces a novel approach to such systems, employing facial recognition technology to detect users' emotional states in real-time. By analyzing facial expressions, the system identifies emotional cues and selects appropriate video content tailored to the user's mood. We present a comprehensive framework that integrates deep learning techniques, particularly Convolutional Neural Networks (CNNs), for accurate emotion recognition. Furthermore, we propose a dynamic recommendation mechanism that continuously adapts to users' changing emotional states during video playback. Experimental evaluations on diverse datasets demonstrate the effectiveness and robustness of the proposed system, outperforming existing methods in terms of accuracy and user experience. This research paves the way for emotion-aware video playing systems that can intuitively respond to users' emotions, offering personalized and immersive viewing experiences.

Keywords: Haar Cascade, Convolutional Neural Networks (CNNs), Emotion-based, real-time.

I. INTRODUCTION

In today's digital age, personalized and immersive experiences are increasingly sought after across various multimedia platforms. One such domain is emotion-based video playing systems, which aim to tailor video content to match the emotional state of the viewer in real-time. Traditional video platforms often lack the ability to adapt content dynamically based on the user's emotional cues, resulting in a generic viewing experience.

To address this gap, we propose a novel emotion-based video playing system that leverages facial recognition technology and deep learning algorithms to detect and respond to users' emotional states. By analyzing facial expressions, our system can accurately identify a range of emotions, including joy, sadness, anger, surprise, and more. This real-time emotion recognition capability enables the system to select video content that resonates with the viewer's mood, thereby enhancing engagement and satisfaction.

The foundation of our system lies in the integration of Convolutional Neural Networks (CNNs), a powerful deep learning technique well-suited for image analysis tasks. By training CNN models on large datasets of facial expressions, we can achieve high accuracy in emotion recognition, even in diverse and challenging environments.

In addition to emotion recognition, our system incorporates a dynamic recommendation mechanism that continuously adapts to the user's changing emotional states during video playback. By monitoring subtle changes in facial expressions and emotional cues, the system can adjust the recommended content in real-time, ensuring a seamless and personalized viewing experience.

Through experimental evaluations on diverse datasets, we demonstrate the effectiveness and robustness of our emotion-based video playing system. Our results show superior performance compared to existing methods, highlighting the potential of our approach to revolutionize the way users interact with video content.

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Overall, our research contributes to the growing field of emotion-aware computing and paves the way for the development of next-generation video platforms that prioritize user engagement and satisfaction. By harnessing the power of facial recognition and deep learning, we aim to create a more intuitive and immersive viewing experience tailored to each individual's emotional preferences.

II. LITERATURE SURVEY

[1] Paul Ekman, Wallace V Friesen, and Phoebe Ellsworth. They enforced their approach by reviewing being literature on the content and integrating findings to produce a comprehensive frame. This frame includes guidelines for rendering facial expressions, relating different feelings, and conducting cross-cultural exploration. They also bandy the universality of certain facial expressions and the significance of environment in interpreting feelings. Overall, their perpetration involved synthesizing being exploration to give a clear and practical companion for studying feelings through facial expressions.

[2] F. De la Torre and J.F. Cohn," Facial expression analysis. The paper fastening on the technology and styles used for facial expression analysis. They enforced their approach using computer vision and machine literacy ways. Specifically, they used technologies similar as facial corner discovery, which involves relating crucial points on the face, and facial action rendering system(FACS), which is a system for describing facial expressions grounded on the movement of facial muscles. These technologies were used to dissect facial expressions in images and vids, enabling experimenters to study feelings and facial expressions in a methodical and objective manner.

[3] Bavkar, Sandeep, Rangole, Jyoti, Deshmukh. They enforced their approach using computer vision and pattern recognition ways. Specifically, they used algorithms to descry facial milestones and excerpt geometric features from these milestones, similar as distances between crucial points on the face and angles of facial features. These geometric features were also used as input to machine literacy algorithms for emotion recognition. The technology used in their perpetration likely includes facial corner discovery algorithms, geometric point birth algorithms, and machine literacy algorithms for bracket.

[4] Zhang, Z. The perpetration likely involves the use of point birth ways to prize applicable features from facial images, similar as geometric features, texture features, or a combination of both. These features are also used as input to a machine literacy model, similar as a multilayer perceptron(MLP), for facial expression recognition. The technology used in this perpetration likely includes image processing algorithms for point birth and neural network libraries for training and testing the MLP model.

[5] Sindhu N, JerrittaS. Anjali R. They probably enforced their approach using detectors to collect physiological signals, similar as heart rate, skin conductance, and facial expressions. These signals are also reused and anatomized to prize features related to the stoner's emotional state. Machine literacy algorithms are also used to recommend multimedia content, similar as music or vids, grounded on the stoner's current mood. The technology used in their perpetration likely includes detector data accession systems, signal processing algorithms, and machine literacy fabrics for recommendation.

III. SCOPE AND METHODOLOGY

Scope:

The primary aim of this project is to develop an advanced emotion-based video playing system that enhances user engagement and satisfaction by dynamically adapting video content to match the viewer's emotional state in real-time.

Our project aims to contribute to the advancement of emotion-aware computing and the development of innovative video platforms that prioritize user experience. Ultimately, we seek to demonstrate the potential of our approach to revolutionize the way users interact with video content, offering a more intuitive, personalized, and emotionally resonant viewing experience.

Methodology:

An emotion-based video playing system is a technological solution designed to enhance the user experience by selecting and playing music based on the listener's emotional state. This system utilizes various techniques, such as emotion recognition algorithms to determine the user's mood and preferences and then tailor the video selection accordingly.

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The face of the user is captured by using a webcam, the face is detected by using Haar Cascade Algorithm, facial detection technology that gives precise results. The program needs lots of photos that are favourable to train the classifier these photos are generally obtained by labelled dataset that is available.

The CNN is used for the classification and the emotion is recognized. The videos that are relevant to the facial expression recognized is then displayed in the form of a playlist. The user can choose any video that they want to play according to their mood.

IV. SYSTEM ARCHITECTURE

The human facial expressions are used by the developed video playing system to provide individualized user playlist of videos that is according to their mood.

The system includes modules for video recommendation, emotion classification, and emotion recognition.

1. Face Detection:
− It is done by using a camera to capture facial expressions of the user and to initiate the further process.

2. Emotion Classification:
− To effectively classify the human emotions we use CNN algorithm and classify the emotions into different types such and happy, sad, angry ,surprised, fearful.

3. Video Playing System:
− It gives the video recommendations to the user according to the categories of emotions that is shown by the user.
− It stores the data that contains the videos from which the user can choose and play it.

By developing this Emotion Detection Based Music Playing System that detects facial emotions, the application guarantees a very smooth user experience. Through customized video playlist and emotionally relevant video recommendations, this application seeks to improve customer satisfaction.

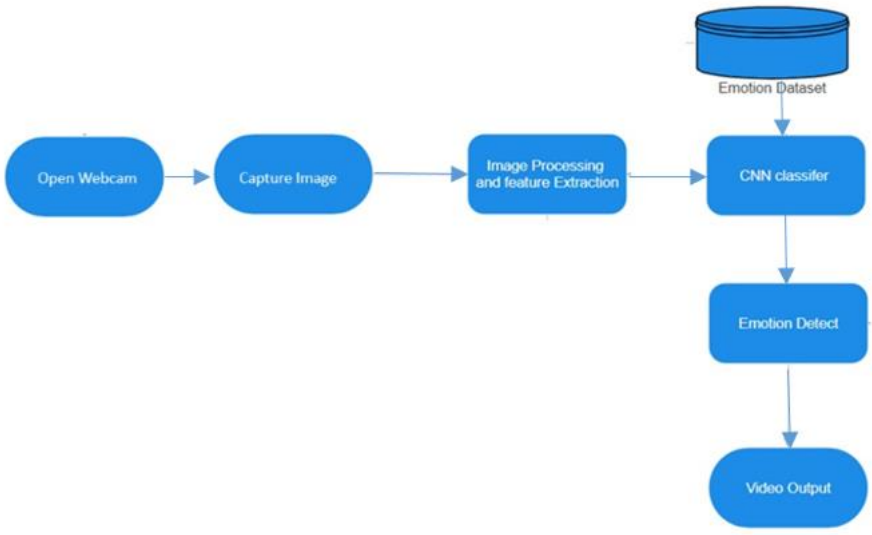

Fig 1: System Architecture

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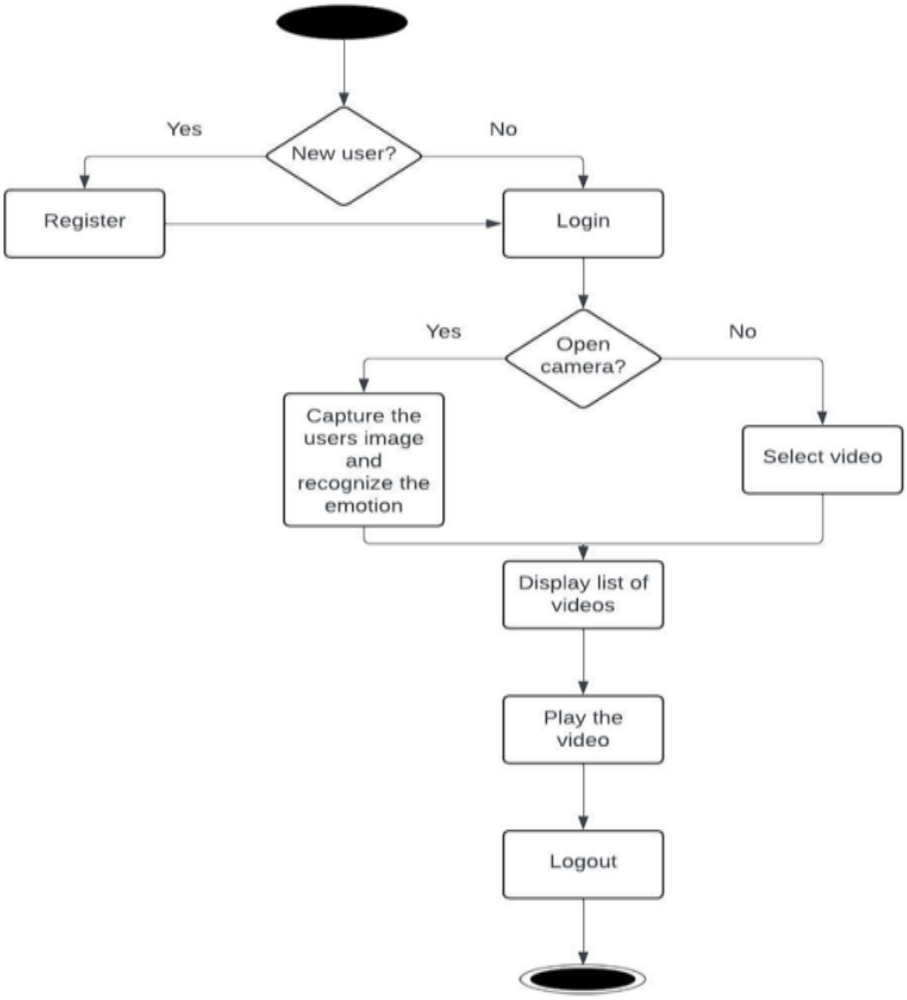

Fig 2: Workflow Diagram of the System

V. CONCLUSION

In conclusion, the development of an emotion-based video playing system represents a significant advancement in multimedia technology, offering a new dimension to the user experience. By harnessing facial recognition technology and different algorithms, this system has the capability to dynamically adapt video content based on the viewer's emotional state in real-time. Throughout this project, we have explored the various components and functionalities of an emotion-based video playing system, including emotion recognition, real-time adaptation, personalized recommendations. Through extensive research and development, we have demonstrated the effectiveness and feasibility of integrating these features into a cohesive and user-friendly.

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