UNIVERSITI TEKNOLOGI MARA

REAL-TIME FACIAL EMOTION RECOGNITION AND MOOD CORRECTION WITH SPOTIFY INTEGRATION

ADAM ZIKRI BIN ZAILANI

BACHELOR OF COMPUTER SCIENCE (Hons.)

JULY 2023

ACKNOWLEDGEMENT

I would first and foremost would like to thank my family for the unwavering support they have showed throughout my journey in completing my studies and this report.

To my father, thank you for showing me that to conquer the world, we must conquer ourselves first. That to navigate this world we call our own we must rely on no one but ourselves but in the face of overwhelming challenges and obstacles that it's always okay to ask others for help and guidance and that the only thing that's undeniably worth its weight in gold is the unsatiable curiosity that drives ourselves to try new things and meet new people.

To my mother, thank you for teaching me to be humble in my endeavours, and that no one likes to deal with an egotistic and selfish person. Thank you for teaching me empathy and to show kindness towards other, not expecting anything in return, out of the goodness of one's own heart and that there's more to this world to explore and learn other than just academia.

Thank you both for shaping me into who I am today.

I would like to also take this opportunity to express my sincerest of gratitude to all those who have supported and assisted me throughout the course of this project. First and foremost, I extend my heartfelt appreciation to my supervisor and mentor Dr Ahmad Firdaus Bin Ahmad Fadzil, whose guidance, encouragement, and expertise have been invaluable in shaping the direction of this research. I would also like I would like to acknowledge the support and resources provided by UiTM Kampus Jasin Melaka which have been essential in facilitating the completion of this project. I would like to thank the faculty members, experts, and colleagues who have provided valuable insights, feedback, and encouragement throughout this research journey. Furthermore, I am deeply grateful to my family and loved ones for their unwavering support, understanding, and encouragement during this undertaking. In conclusion, this project has been a challenging but rewarding experience, and I am sincerely thankful for all the support and guidance I have received. The successful completion of this research would not have been possible without the collective efforts and contributions of all those mentioned above. Thank you for being a part of this journey with me.

ABSTRACT

This project presents the development of a mobile application aimed at enhancing driver well-being through real-time facial emotion recognition and mood correction. The application utilizes deep learning-based emotion recognition, employing the MobileNetV2 convolutional neural network, to identify four primary emotions - sad, happy, angry, and neutral - in drivers. Upon recognizing negative emotional states, such as anger and sadness, the app responds by playing music from Spotify to uplift the driver's mood. The successful implementation of the mobile app showcases its potential to mitigate negative emotions in drivers, providing a novel approach to promote emotional well-being during driving experiences. Accuracy obtained from controlled environment testing using python coding snippets proved promising with over 90% accuracy across all four emotions. However, the paper also acknowledges certain limitations, including the app's limited emotional spectrum, individual variability in emotional expression, and the challenge of distinguishing genuine anger from naturally angry resting faces. Additionally, technical constraints related to CNN architecture and hardware requirements are discussed.

TABLE OF CONTENTS

CONTENT

PAGE

SUPERVISOR APPROVAL	i
STUDENT DECLARATION	ii
ACKNOWLEDGEMENT	iii
ABSTRACT	iv
TABLE OF CONTENTS	v
LIST OF FIGURES	ix
LIST OF TABLES	xiii

CHAPTER ONE: INTRODUCTION

1.1. Background of study	1
1.2. Problem statement	2
1.3. Project Objectives	3
1.4. Project Scope	3
1.5. Project Significance	4
1.6. Summary	4

CHAPTER TWO: LITTERATURE REVIEW

2.1. Introduction	5
2.1.1. Driving Safety	5
2.1.2. Human emotions	8
2.1.3. Music	9

2.2. Related Works
2.2.1. AutoEmotive
2.2.2. Emosic
2.2.3. EMP
2.3. Feature analysis on related works
2.4. Facial emotion recognition techniques
2.4.1. Alex-Net
2.4.2. VGG-19
2.4.3. MTCNN
2.4.4. Xception
2.4.5. MobileNet V2
2.5. Comparison between CNN architectures

CHAPTER THREE: METHODOLOGY

3.1. Introduction	3
3.2. Requirement analysis phase	\$5
3.3. Design	6
3.3.1. Overall system design	\$7
3.3.2. Facial Emotion Recognition Module	\$8
3.3.3. Music Recommender Module	1
3.3.4. User interface design	2
3.4. Implementation Phase	15
3.4.1. Data Collection	15
3.4.2. System Implementation and creation	17
3.5. Testing Phase	8
3.5.1. Functionality testing	8