Abstract

Music is one of the basic human needs for recreation and entertainment. As song files are digitalized now a days and options for random play of songs are common in use as shuffle. Shuffle randomly picks a song and has a tendency to stick around mostly played songs. Thus there is a need to retrieve and recommend songs on the basis of one's mood just by his/her first made choice. In this paper we will present a well-defined architecture to play songs on basis of song chosen using audio content analysis and audio detector. In audio content analysis we will use features such as intensity, timbre and rhythm to map related feature music. Finally, audio detector will detect and play similar featured songs.
- Owen Craigie Meyers, A Mood-Based Music Classification and Exploration System, MS thesis, MIT, 2007
- Architecture for Automated Tagging and Clustering of Song files According To mood TSSN 2010.

Index Terms

Computer Science

Algorithms

Keywords

Shuffle’s alternative  automatic playing  playing on one’s mood