PROJECT REPORT
VIDEO RECOMMENDER SYSTEM USING
NAIVE BAYES ALGORITHM

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13.02.0108
2017

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PROJECT REPORT

Video Recommender System Using Naive Bayes Algorithm

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ABSTRACT

In watching YouTube’s videos, of course every user has their own criteria. There are users who open YouTube site to watch some specific category of videos like music, sports, education, and etc. There are users who open YouTube site to watch some videos which shared by specific users. Other users may open the YouTube site because of many specific reasons. With so many categories and active registered users on YouTube, then there will be many possibilities that can indicate that a video has an attribute like the user’s criteria or not.

To help the users to choose the video, recommender system can be used. There are many ways to build video recommender system, one of them is by using Bayesian Theorem especially Naive Bayes Algorithm. The Naive Bayes algorithm is an algorithm that works based on the principle of probability. Then, to collect the data that needed such as the video datas, this project use the YouTube API features.

The result in this project shown that Naive Bayes Algorithm can be applied to build video recommender system. The system works well. It is indicated by the similarity of the result with YouTube’s recommendation. The system works better when the seen datas has a same channel id for each videos.

Keywords: recommender system, naive bayes algorithm, YouTube API
A solution to help the users to choose the video which is have similarity with their criteria can be done using video recommender system which is build by using Naive Bayes Algorithm. Chapter I contains background of the selected problems, scope of this project, and the objectives of this project. Chapter II is about the researches about recommender systems or naive bayes algorithm that has been done before by anyone and the differences between this project with their research. Chapter III is about the steps to finish this project. Chapter IV is about describing the analysis of the algorithm, the flowchart of program, and the output of program. Chapter V contains implementation and testing part. Implementation is about interface of the program and a part of code that is used to built that interface. Testing part is about the result of the program. Chapter VI is the conclusion of this project and provides input for future research.
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