A common issue that language learners face is identifying word emotion in their non-native language. Translations that they reference may provide a literal translation, without consideration for the emotional information a word carries. There is a limited amount of word emotion lexicons available that could help with this problem, therefore we attempt to create a system that automatically classifies word emotion using movie scripts as training data. We then create a learner-friendly application called Cono, that allows language learners to view emotion lexicons in a more accessible way by providing analysis for their input text and then identifying emotion words along with their synonyms with emotion label predictions.