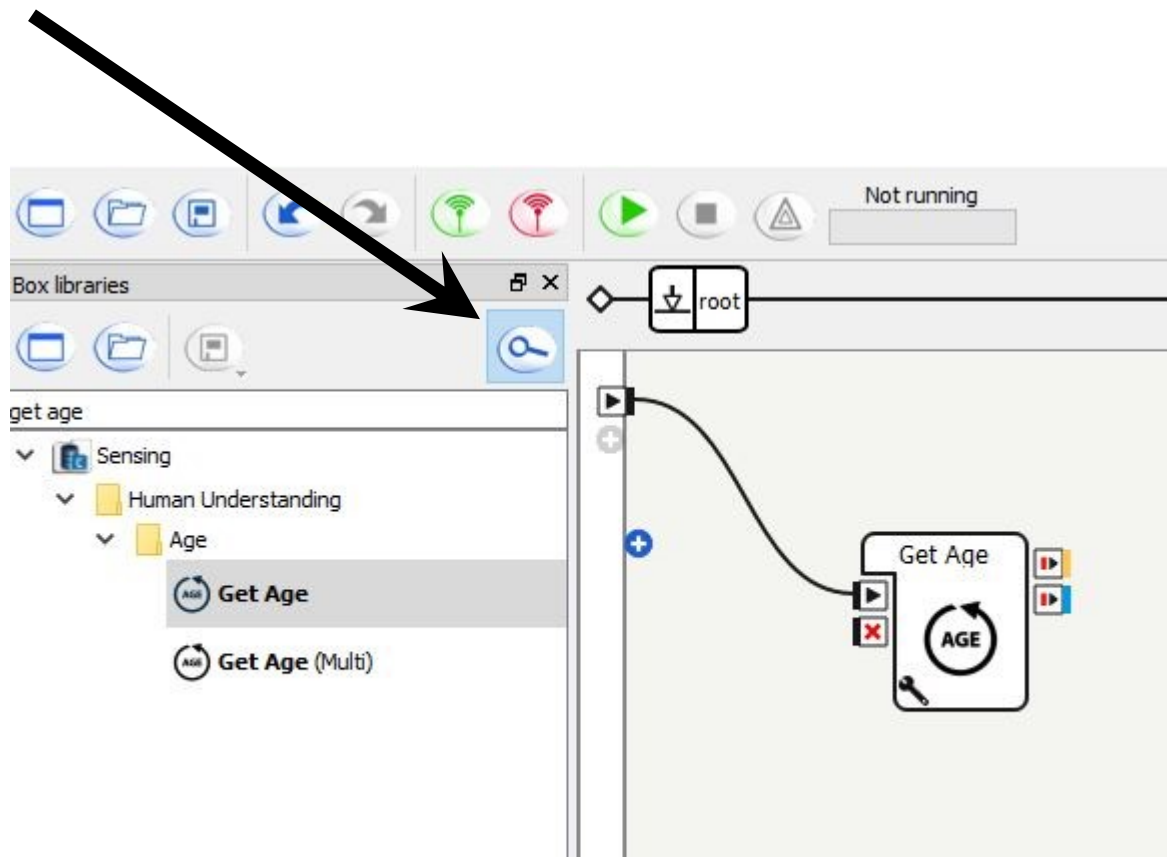


Fun Features — Just some fun pre-programmed boxes you can use.

Get Age:

Drag the “Get Age” box onto the workspace.

You can use the search feature of the box library. Click on the magnifying glass and type in the name of the box you are looking for

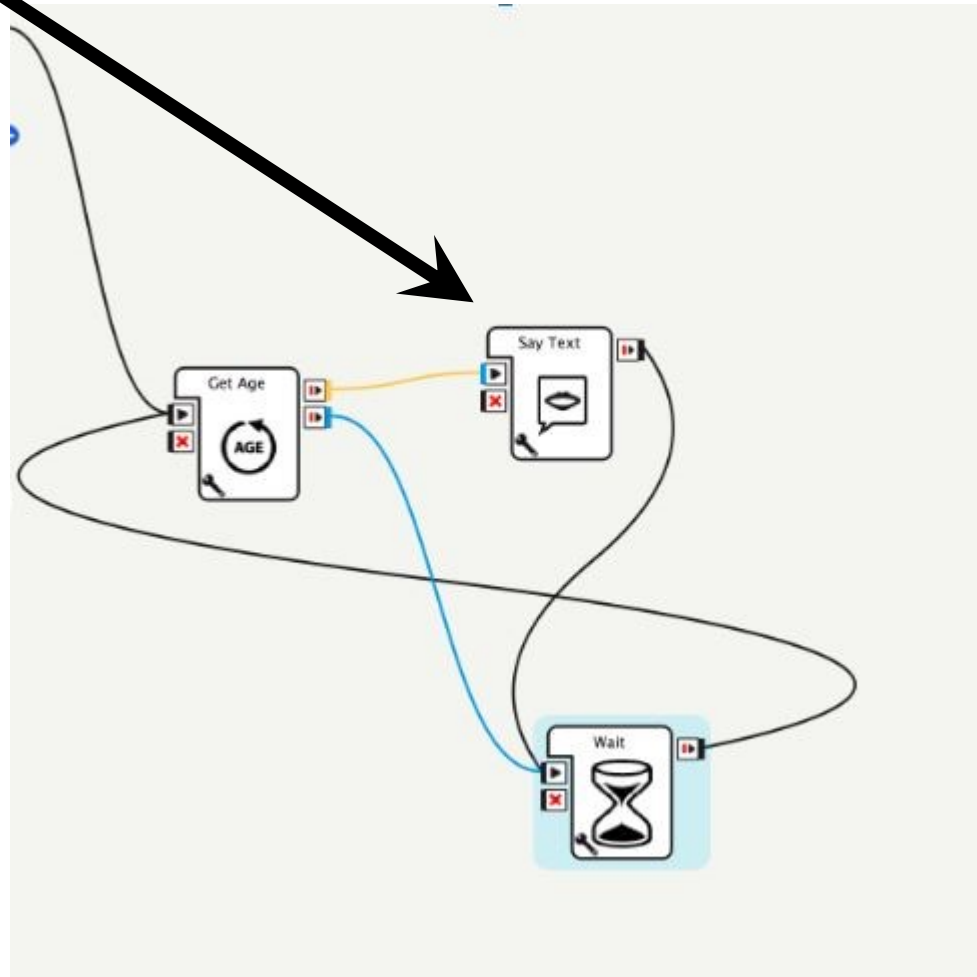


Combined with the "Say Text" box and the "Wait for Signals" box, the robot will guess the age of the face it sees.

These boxes don't need to be closed if you don't want.

It's a way to let many people use the box in a row.

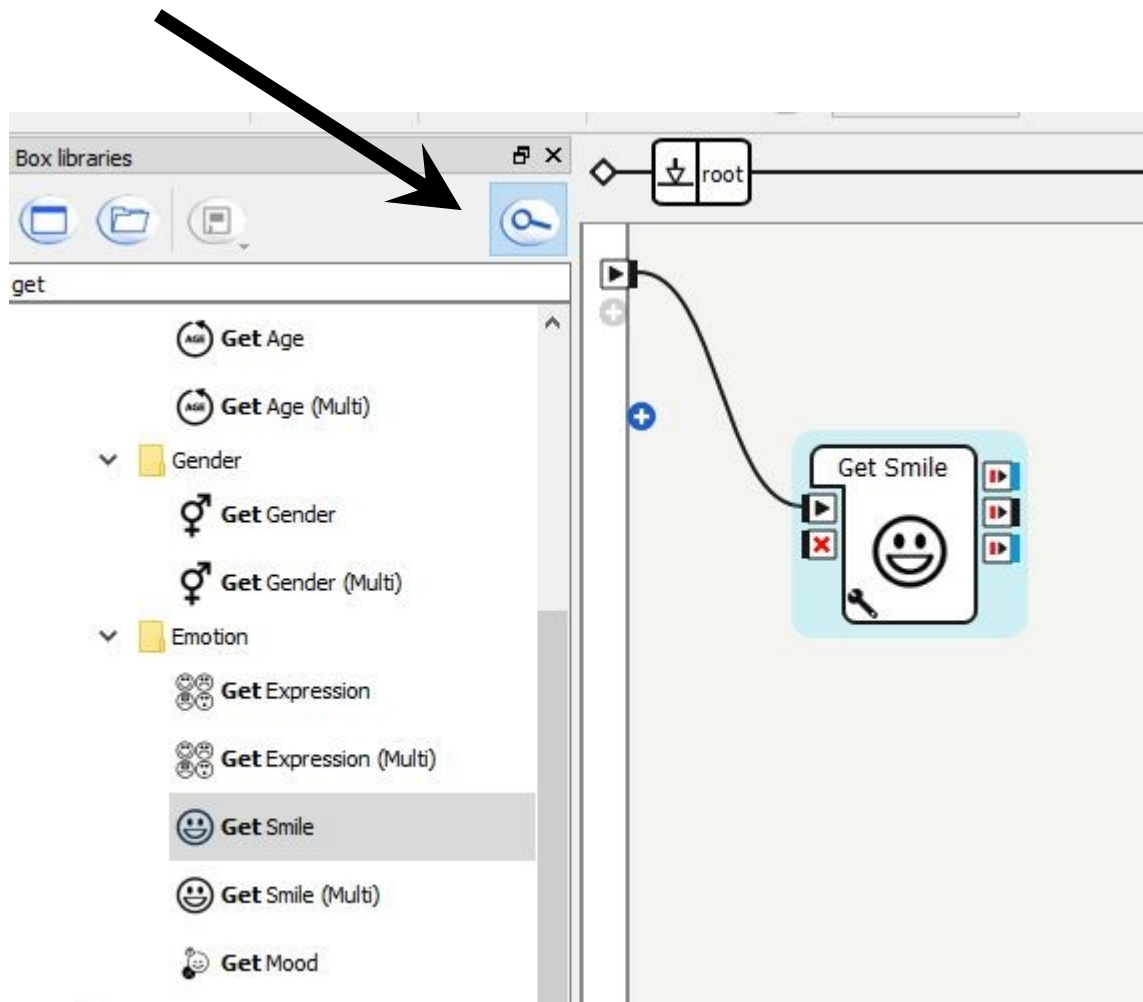
It will just continue looking for a face until the stop button is pressed.



Get Smile:

Now let's try the "Get Smile " Box.

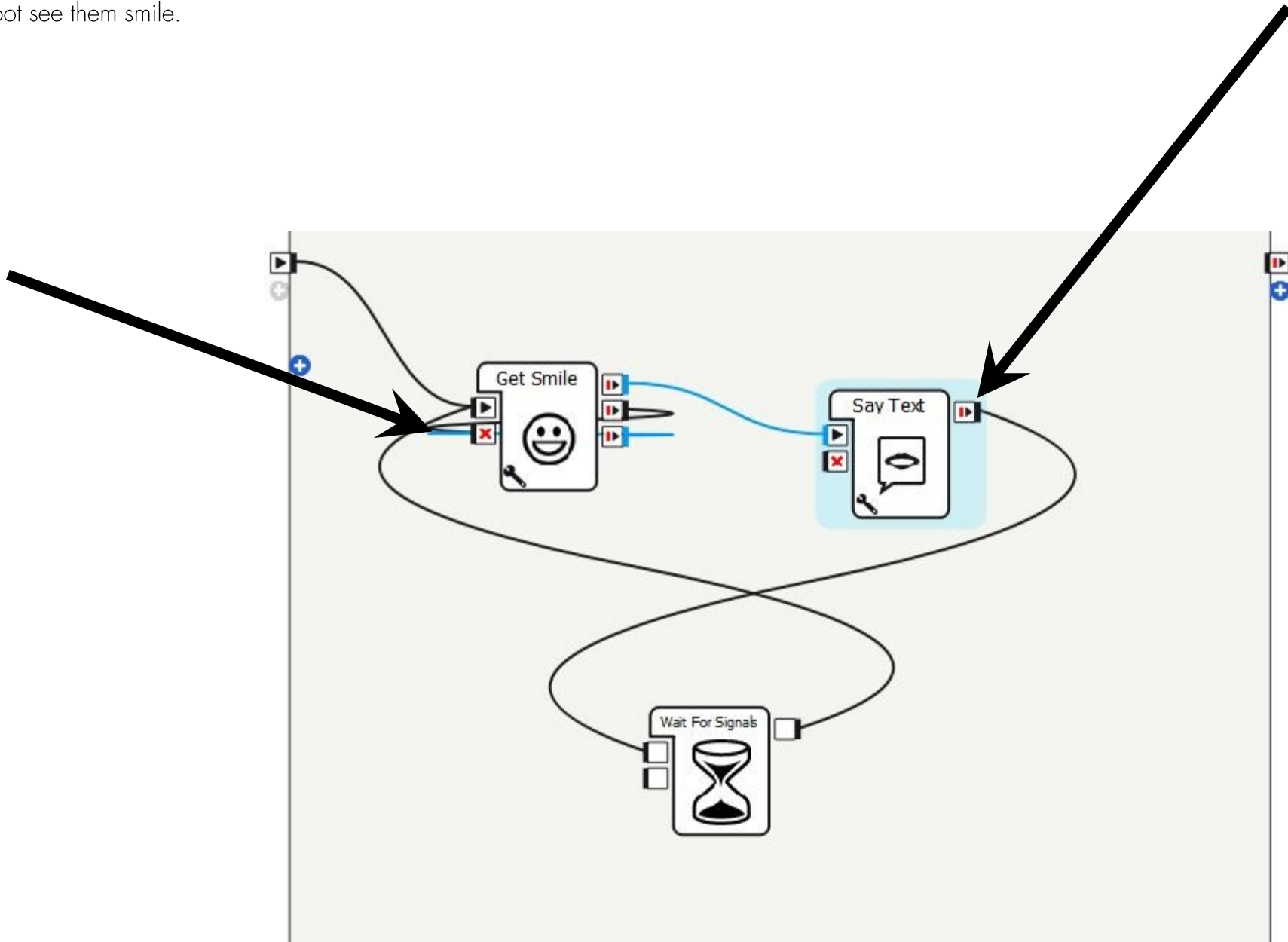
Again, I have used the search feature of the box library to find the box I want.



Combined with the "Say Text" box and the "Wait for Signals" box, the robot will say whether it sees a smile or not.

Don't forget to loop the "Get Smile" box back on itself so it knows to move on from searching.

We have again left this program unconnected to the end of the workspace so multiple people can come up and have the robot see them smile.



Get Expression:

Search for the "Get Expression" box using the search feature of the Box Library and drag the box onto your workspace.

When you click the wrench in the corner of the box, you can see the box allows you to choose up to five different expressions it can identify. Here, we have picked all five emotions.

The image shows a software interface with a 'Box libraries' panel on the left and a workspace on the right. The 'Box libraries' panel is expanded to show the 'Emotion' category, with 'Get Expression' selected. The workspace contains a 'Get Expression' box with a wrench icon in its corner. A dialog box titled 'Set parameters of Get Expression' is open, showing the following parameters:

- Confidence Threshold: 0.350000
- Timeout (s): 10.000000
- neutral:
- happy:
- surprised:
- angry:
- sad:
- Auto-update parameters on robot:

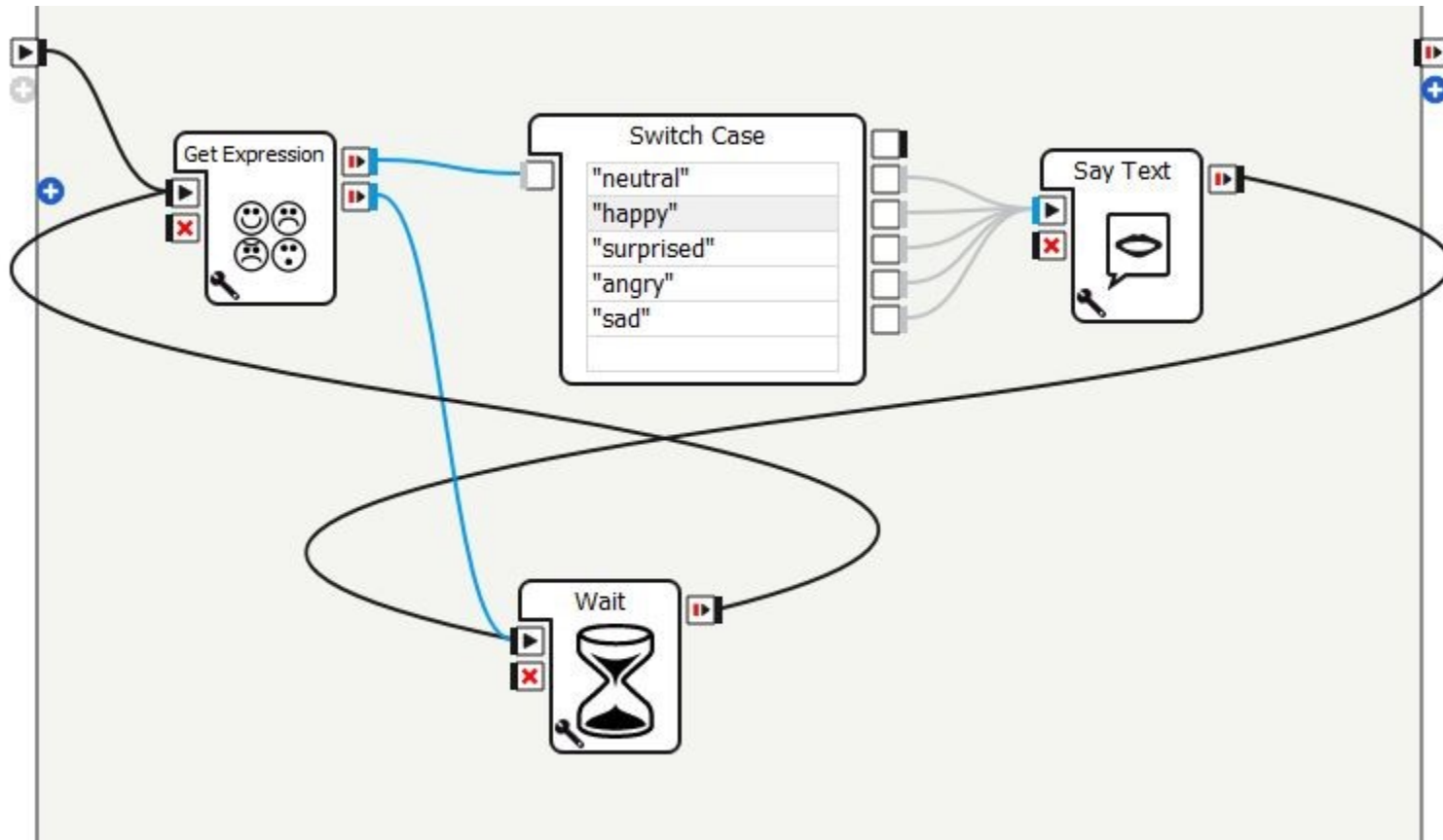
The dialog also includes a 'Reset to default' button and 'OK' and 'Cancel' buttons. A large black arrow points to the 'surprised' checkbox.

The "Get Expression" box is used with the "Switch Case" box, the "Wait" box, and the "Say Text" box.

In the "Switch Case" box, write the list of up to five emotions that you want the robot to be looking for (based on how many you chose in the "Get Expression" box). In our example, we picked all five. Write the emotions, one word to a line with the word in quotes. Then connect all the words to one "Say Text" box.

Rather than using a "Say" box as you do when programming a conversation, using the "Say Text" box makes the robot say the words it identifies in the "Switch Case" box.

We leave this program unconnected so multiple people can test the program without having to start the program each time. It will cycle through the program until we tell it to stop.



Red Ball:

This box makes the robot look for and walk towards a red ball.

