Rice Games Internship Session 5P

Image Processing and Deep Learning

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A. Play with the optional parameter **tolerance** and see what interesting information you can find from higher and lower tolerances (when you are done with all of the steps). Write your findings in the PDF report.

Initially each face is recognized once with a default tolerance of 0.6. As I lower the tolerance, some faces are not recognized. For example, with a tolerance of 0.5 Kendrick is no longer recognized. This may be a result of the fact that he is wearing sunglasses so he is harder to recognize. When I lower the tolerance to 0.2 no one is recognized. Faces are recognized multiple times as I raise the tolerance.

B. Read through the second resource listed in the **Debugging & Resources** section and write a couple sentences explaining how *Shujinkou* could possibly use this massive library of Kanji characters that have been broken down in *so much detail*.

Writing is an incredibly important part of language and to full learn one, you must know how to write. *Shujinkou* right now does not currently have a component that requires players to write. However, Rice Games could implement this kind of feature using this library and deep learning to identify user input. This would be ideal for the touch screen of the Nintendo Switch, the touchpad on PS4 controllers, and phone screens, if Rice Games expands to mobile. If it were implemented, it would be a great selling point to customers interested in fully learning Japanese.