**Group 1**

**Rock Paper Scissors/High low**

Having trouble with the kids talking loud enough for the robot to hear. Wasn’t a problem with the second kid, just with the first, who was a bit quiet. Robot almost fell over completely when he lost at high-low. Need to fix that. Hips went limp on the motion.

**Star Wars**

Demo quit in the middle of the story.

**Chicken Dance**

They really enjoyed this one. Definitely look into fixing the hip motion so it’s better.

**Fist Bump**

They liked it pretty well.

**Fighting thing**

Worked fine.

Feedback – I spy, bubble gum. Disco dancing. Having him play a song. Twinkle twinkle little star was suggested. Perhaps the ABCs as well.

**Group 2**

**Paws paws**

Slight chuckles

**RPS/HL**

Paper/paper. It says that the person wins when they tie. Recommend fixing. Kids were better about volume for the robot. Didn’t play high-low.

**SW**

Well received.

**CD**

Not shown.

**FB**

Good.

Feedback – hide and seek (perhaps with a red shirt or jacket for the person hiding?) Marco polo (voice location)

**Group 3**

**Paws paws**

Fine

**RPS/HL**

Scissors/scissors – announced tie. Scissors/scissors – froze up on the program and went back to main menu. Paper/rock – announced player win. Scissors/rock – froze again and didn’t hear the player choice. Didn’t play high low.

**SW**

Not shown.

**CD**

Good. Short though. Recommend extending and working on the hip motion.

**FB**

Not shown.

Feedback – Tag suggested. Turning around in a circle. Crazy dance.

**Group 4**

**Paws paws**

Good.

**RPS/HL**

Difficulty recognizing the right words when the kids say more than just “rock”. Paper/rock – announced player win. Scissors/paper – announced player win.

**SW**

**CD**

Liked it. Definitely extend and edit.

**FB**

Feedback – ran out of time with group.

**Group 5**

**Paws paws**

Not shown

**RPS/HL**

6 – high. 3 – low. 4 – low. 2 – low, showed response for not listening. Accidentally listed “this is stupid” in the possible response list.

**SW**

Not shown

**CD**

Again well received. Definitely edit and extend. Kids left singing the chicken dance.

**FB**

Not shown

Feedback – walking around.

**Group 6**

Having difficulty recognizing the right words sometimes. Went into emotions demo twice when not intended. Got really confused and was going through multiple behaviors at the same time for some reason.

**Paws paws**

One kid in between groups 5 and 6 really really liked that he did this. Overall the kids that had already seen it do other cooler things didn’t really care all that much.

**RPS/HL**

Scissors/paper – announced player win. Rock/rock – announced tie. Rock/paper – announced Nao win. Paper/paper – announced tie. Paper/scissors – announced Nao win.

**SW**

Most of them that know star wars know the force awakens. Perhaps adding something into the demo that ties into the new movie? Again Jack crashed after the defeat pose.

**CD**

Well received.

**FB**

Not shown.

Feedback – Ballet (some difficulties with this. Perhaps use the yoga demo balance poses as a starting point, and add functionality to them?) Walking again suggested.

**Whole class – Go nao**

**Paws paws**

They liked it.

**CD**

Much excite. Very giggle.

**SW**

When asked if they were SW fans, they all got excited. The pause between Darth Vader and the next line is too long. They start looking around wondering if it froze. Didn’t freeze after enemy was defeated this time. They all liked the ending.

**High-low/RPS**

Accidentally selected middle school level and again suggested the this is stupid option. 5 – low. 5 – low. Froze with multiple people talking and eventually went back to main menu. Then went into rock paper scissors and didn’t talk at all.

**Swapped to Jack**

Rock/paper – announced Nao win. Froze up for a second, then went back to menu. Rock/scissors – announced player win.

**FB**

They liked it.

**Dance**

Liked it.

Feedback – Consider adding celebration animations into the winning parts of games.

**General Feedback**

Gangnam style/thriller already made, look into getting the code for them. Perhaps adding in one of Aesop’s fables as another story telling demo, something to teach a good lesson. In RPS, maybe have Nao start by saying what he threw, then asking what the player threw.

**Emotion demo with Mrs Hadfield**

Question – Good.

Confusion – Good.

Tired – Fix the vocal part for the tired.

Feedback - She liked them overall. Just need to edit the vocal part, and then add more emotions.

**Emotion demo with Mrs McMichaels**

Question – Good.

Confusion – Fine.

Tired – Again just the vocal part. Really liked the good action though.

Feedback – She really liked the idea when initially told. Was very excited about it, wanted to show her kids.