

Learn Taste with Cozmo!

Contents

1. Summary, page 3
2. Requirements, page 4
3. Walkthrough, page 5-6
4. Complete Plate Figure, page 7
5. Walkthrough Figure, page 8
6. FAQ, page 9
7. Index, page 10
8. Team Members 11

Summary

The purpose of this game is to educate children about the sense of taste and nutrition.

The game uses a Cozmo robot, a laptop, and various plastic food items.

The children will be tasked with creating a healthy plate of food for Cozmo. They will learn by thinking critically and selecting foods based on their nutritional value and Cozmo's reactions.

Requirements

You will need the following items provided by the IT department:

- A laptop that has been set up for you by your IT department. This laptop should have the game installed, as well as other necessary software.
- A cell phone and USB cable.
- A Cozmo robot with USB dock.
- Various plastic food objects that Cozmo has learned.

Walkthrough

Before you begin make sure you have been given a laptop, cell phone, and Cozmo robot that have been properly set up by the IT department. They should handle hooking up the phone and Cozmo to the laptop for you, as well as any installation needs. You will also need the plastic food objects that Cozmo will identify.

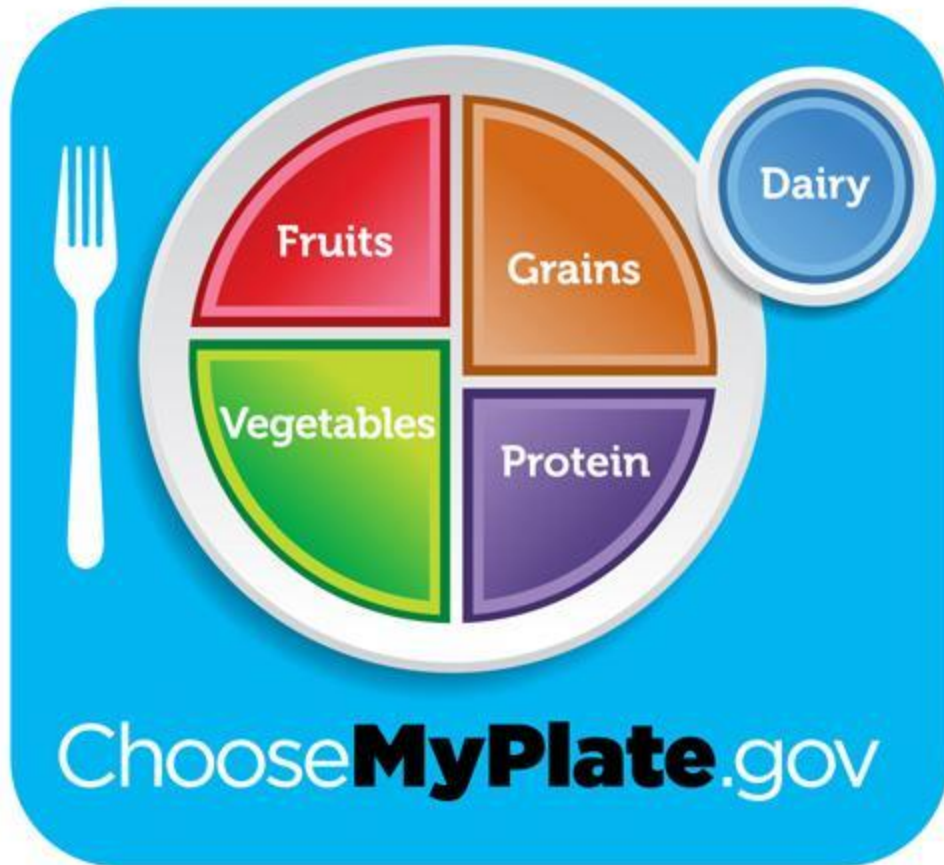
1. To start, make sure Cozmo is on and ready. Then **place Cozmo on a table** facing the provided backdrop. You will also **place the food objects on the table**, however be sure they are not in front of Cozmo. If they are, he might recognize them too early.
2. At this point you should have both Cozmo and the plastic food on the table, waiting to begin the game. You should **launch the game** from the laptop screen.

3. Once the game has started, Cozmo is ready to try to identify foods. Have the children **select a food and place it in front of Cozmo** as seen below. The food should be about 6 inches from his screen.



4. **Wait** approximately 5 seconds. If Cozmo identifies the food, he will let you know whether it's a healthy option for his plate or not. If it is healthy then **place the food on the plate**, otherwise do not. If his plate is complete he will let you know, and you can **remove all the food from the plate** to play again. If it's not complete, go back to step 3 and repeat.

A Complete Plate

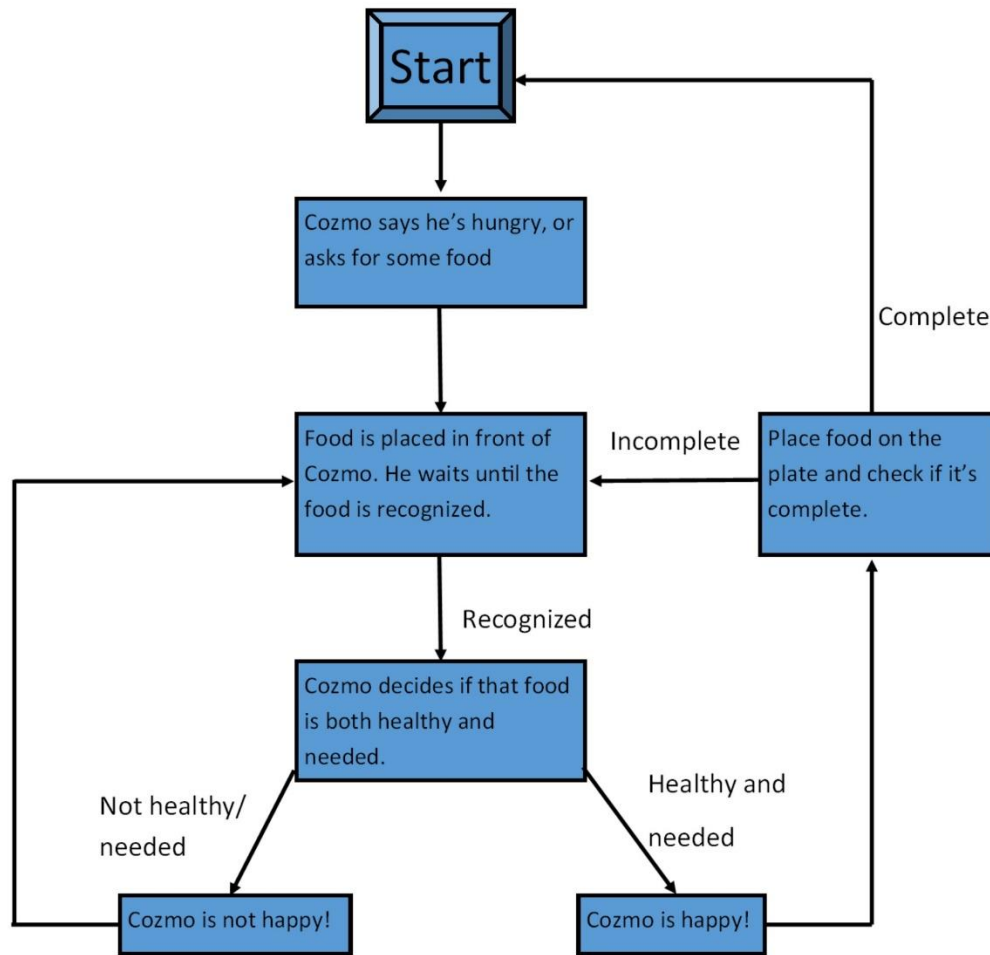


A complete plate contains a healthy balance of foods.

There should never be more than 1 of each type of food on the plate.

Each plate should contain a food item from each of the above categories.

Walkthrough Figure



FAQ

Q: Why doesn't Cozmo recognize my food?

A: It's possible Cozmo was trained wrong, or that you have been given the wrong plastic food pieces. Contact your IT department.

Q: Why doesn't the game run?

A: Make sure that the phone and Cozmo are both charged. Also make sure you're clicking the right icon on the desktop. Ask your IT department if they've set up the computer properly.

Index

C

Cozmo, page 3, 4, 5, 6, 7, 8

F

FAQ, page 8

Food, page 3, 4, 5, 6, 7, 8

I

IT, page 4, 5, 8

L

Laptop, page 3, 4, 5

Launch, page 5

P

Purpose, page 3

Phone, page 4, 5, 8

R

Requirements, page 4

S

Summary, page 3

U

USB, page 4

W

Walkthrough, page 5-6

Walkthrough Figure, page 7

Team Members

Alec Roques

Connor Ries

Greg Held

Matt Sherman