



An interactive game with children using QTrobot

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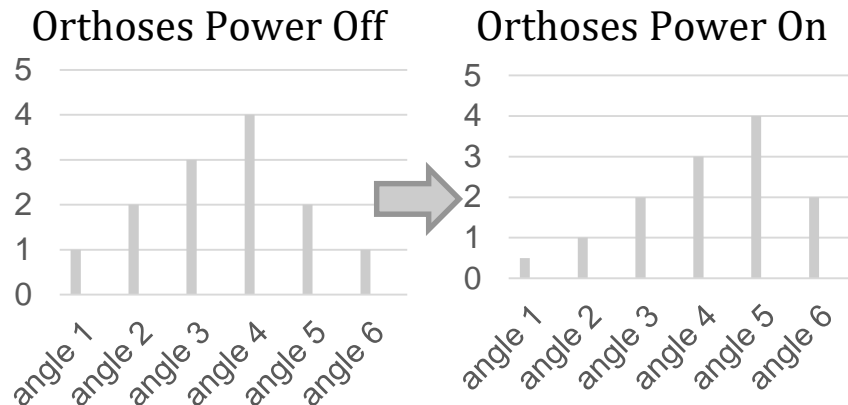
Background: The Experiment



Children with DYSTONIA:

a movement disorder in which your muscles contract involuntarily, causing repetitive or twisting movements.

Orthoses Experiment



QTrobot Experiment

Playing with a screen Playing with QTrobot
The number of times
they want to play

day1	day2
Orthoses Power Off & Playing with a screen	Orthoses Power Off & Playing with QTrobot
Orthoses Power On & Playing with a screen	Orthoses Power On & Playing with QTrobot

Thumb Angle Detection



Tools: OpenCV, Astra pro camera, ROS CV_bridge

Steps:

1. use ROS subscriber to get camera images from ROS topic
2. use Gaussian Mixture-based Background/Foreground Segmentation Algorithm to get the mask and then get the foreground image(hand)
3. use image erode algorithm and Gaussian filter to remove noise
4. find the center of hand
5. find the contour of hand and get the point furthest away from the center, and then calculate the angle by connecting the two points
6. use the result to define thumb up/down

Thumb Angle Detection -- Video Demo



QTrobot -- NumberGame



Steps:

- Qtrobot Introduction

- Game Rules Introduction: using thumb up/down to say yes/no

- Level Initialization: do thumb up/down both for one time

- Enter The Game:

 - while playing:

 - think a number between 1~100

 - while wrong:

 - QT guess it

 - right/wrong?

 - higher/lower?

 - play again?

Play NumberGame:

Ask questions -> Thumb up/down -> Detect the angle -> Give encouragement or reward



QTrobot -- Behaviors and Functions



Gesture: 18 different gestures for 6 different categories

Emotion: 10 different emotions for 6 different categories

Talking: 4 or 5 sentences for every step

Encouragement: for not doing well

Reward: for doing well

Methods:

use camera result, fatigue level, past responses and past encouragement/reward to decide the probability of encouragement/reward of this step

MDP?

QTrobot -- Video Demo



Later Works



1. Combine all parts
2. Find a proper way to record different kinds of data
3. Do the experiment



Thanks for listening

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