

Teo 2: emotional Teo
Advanced User Interfaces project
Advanced User Interface tutoring discussion #1

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Target group and its needs

Primary users

- School children/NDD-affected children
- Teachers/Therapists

Needs

- Learn to recognize emotions from others
- Interact socially with others
- Convey emotional rewards to the children throughout learning activities

Goals

- Develop empathetic behaviors
- Include socially correct spatial management
- Produce emotional reactions that make Teo 2 more emotionally natural than Teo1

Main requirements of the system

Functional requirements

- The user has to be able to talk with Teo
- The system has to understand the user mood
- The system has to be empathetic towards the users
- The system has to provide user statistics

Non-functional requirements

- Short response time
- Unharming materials
- Adequate battery autonomy

It's time to

Scenarios

Scenario 1: Marco-Polo game



Marco?



Scenario 1: Marco-Polo game

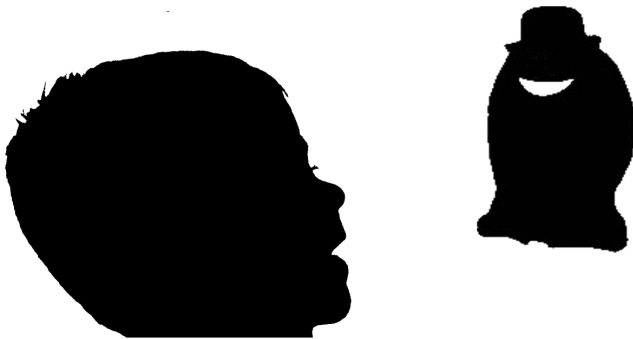


Marco?

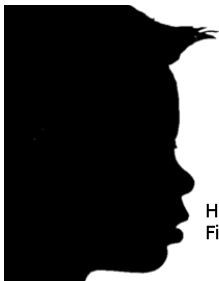


Polo!

Scenario 1: Marco-Polo game

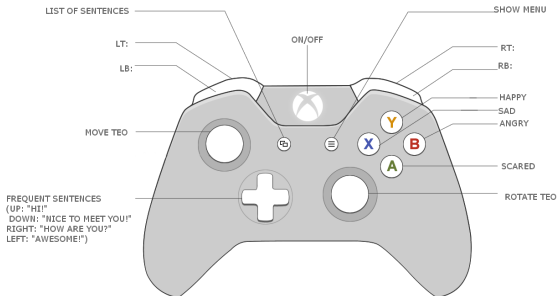


Scenario 2: Talk2Teo



Hi, nice to meet
you!!
My name is Teo.
How are you?
Awesome!
(*backchanneling*)

Hi, I'm Oliver!
Fine, thanks!



Thanks!



THE BEST THESIS DEFENSE IS A GOOD THESIS OFFENSE.

<http://www.xkcd.com/1403>