* Get hardware system and controls back up and operational.
  + Such that we can make clear emotional states
* Then build system underneath that produces model of emotional states.
  + State vector, matrix operator for transitions
  + Transition matrix corresponds to personality
  + Can build tweakable personalities
* Jim becomes a personality platform.
  + Software becomes the personality
  + Hardware is just the physical embodiment
* Mood model is amenable to math students and computational interested psych students and computer science students.
* Evolution of mood from previous inputs influences current mood state.
  + Needs to be plausible.
* Emotion AI is big in gaming.
* Need to find emotion AI models.
* Low cost tunable tweakable hardware
* Open Source Software with complex model tweaking
* Couple it with AI classes rooms
* Emotional expression is more engaging and easier to get and learn that they are getting it compared to just learning about machine learning. It is compelling.
* How to people model personality?
* Personality engines in academe.
* Gets people introduced to AI and how easy is it to create a personality?

TODO:

Rob: make project intent

Deb: find AI stuff, where to look for funding

Jon: Talk more about the platform and organize stuff and clean things up.