# Expression Tracker : Sentiment Analysis for Dyslexic Kids During Gameplay

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## SCOPE

- The project aims to develop a sentiment analysis system designed to monitor and evaluate the emotional states of dyslexic children during gameplay.

- The system will captures the images of the child while playing the game which are then analyzed to detect emotions such as happiness, sadness, anger, and fear.

- This information will be used to provide feedback to game developers and therapists..

# Business Case

❑ **Understand Emotional States**

Closely observe the emotional responses of dyslexic learners as they play to develop more captivating educational games through this personalized approach

❑ **Address Student Needs**

Through this personalized approach, students can play better games that are specifically made from them unlike the traditional games.

❑ **Better Games**

understanding the emotional states of dyslexic children during gameplay can help in creating more engaging and effective educational games.

❑ **Improve Learning**

Through this tailored tools dyslexic students can get a better platform to learn and play

# Typical Users of the Solution



Game Developers



Therapists



Researchers

# Benefits for Typical Users

## Game Developers

**Game Developers** can create better games that are more suitable for dyslexic kids
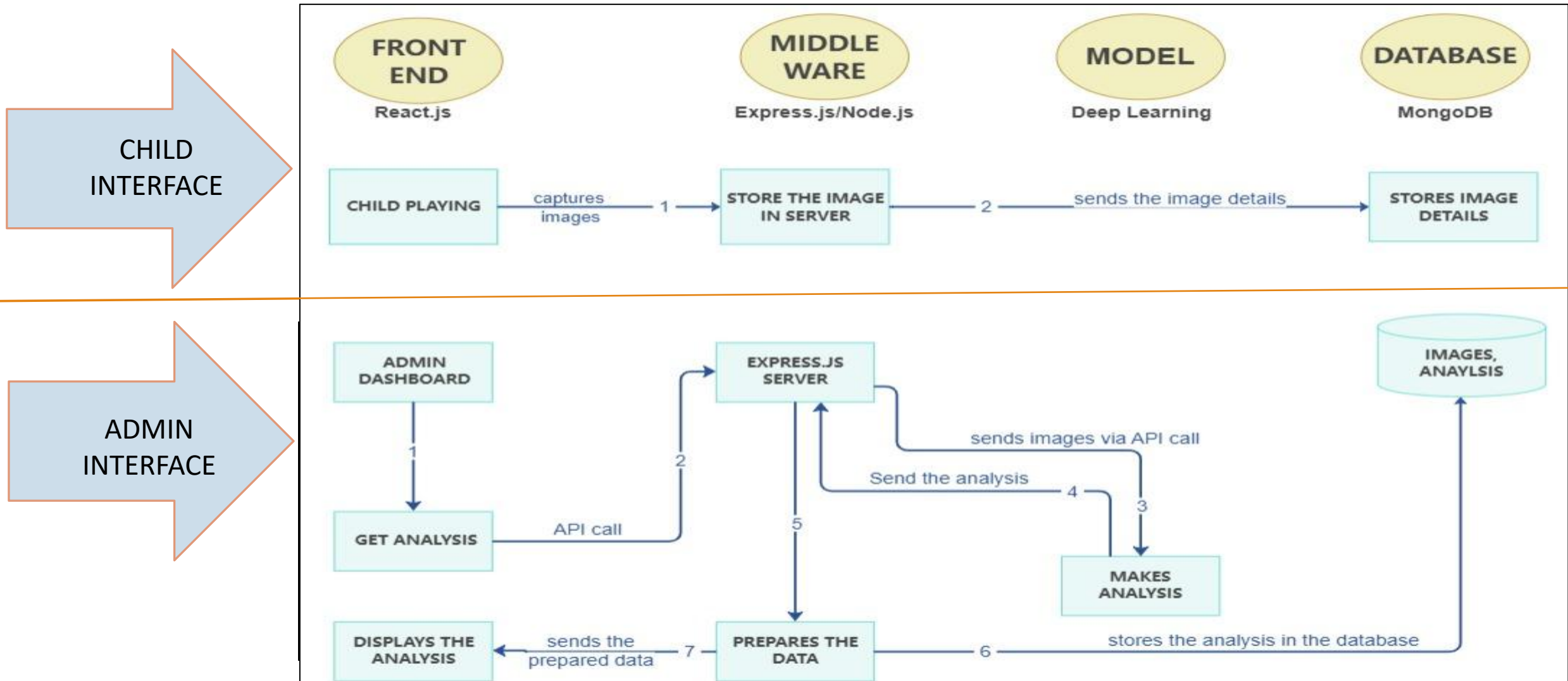
## Therapists

**Therapists** can analyze the data generated and improve their efficiency of treatment

## Researchers

**Researchers** can study the relationship between emotional states and learning in dyslexic kids with the vast amount of data generated

# WORKFLOW

# THANK YOU