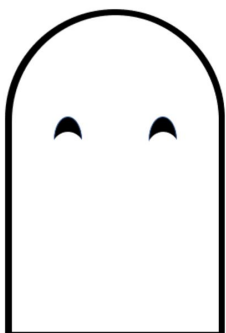
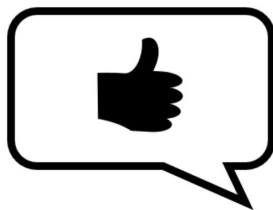


CONGRATULATE



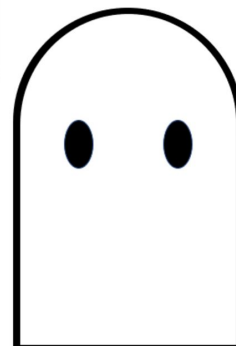
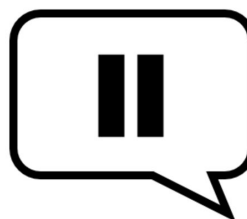
FAREWELL



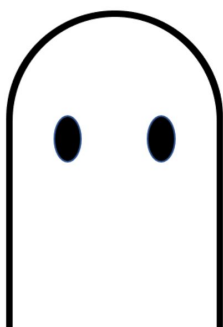
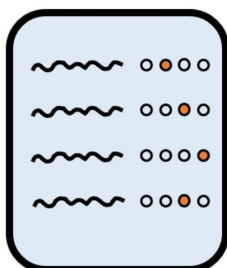
GREETING



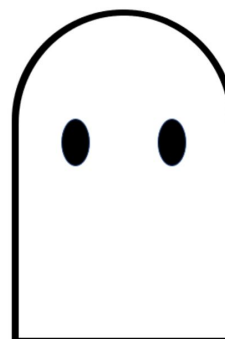
TAKE A BREAK



GIVE EXPERIENCE SURVEY



GIVE NUMBER GAME INSTRUCTIONS



FAREWELL

Say "Thank you and goodbye"

Smile and play sound

Go to sleep

CONGRATULATE

Say "Great job!"

Celebrate

TAKE A BREAK

Say "Let's take a break"

Pause exercise

Continue exercise when ready to resume

GREETING

Say "Hi!"

Ask "Ready to start?"

Nod "yes" when ready

GIVE NUMBER GAME INSTRUCTIONS

Give instructions about the game

Go through an example together

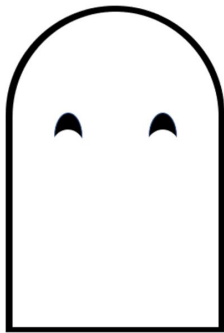
Provide encouragement

GIVE EXPERIENCE SURVEY

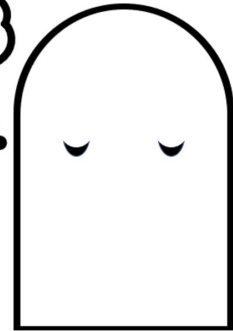
Ask "Are you willing to take a survey?"

Administer survey and record answers

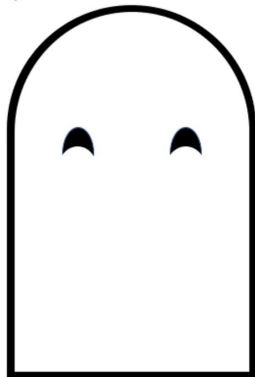
TELL A JOKE



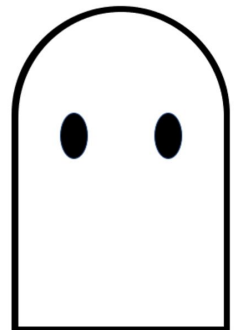
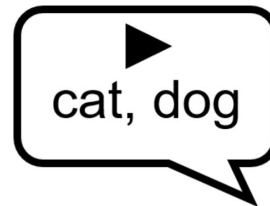
MINDFULNESS EXERCISE



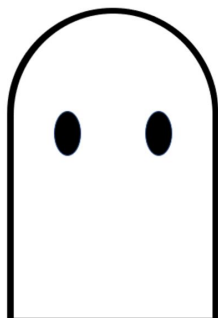
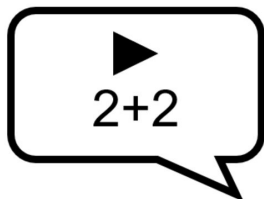
PLAY MUSIC



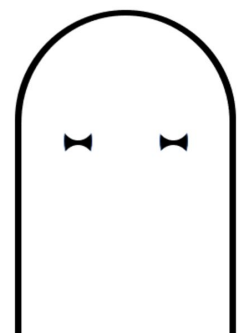
PLAY ME-CCT WORD GAME



PLAY ME-CCT NUMBER GAME



SNEEZE



MINDFULNESS EXERCISE

Talk the user through a mindfulness session.

Say “fantastic job” at the end of the exercise.

TELL A JOKE

Tell a joke

Giggle

PLAY ME-CCT WORD GAME

Play a word game with three levels with the user.

Each level has 16 words.

The robot reads the words, and the user enters as many words as they can remember into the tablet.

PLAY MUSIC

Play a short song.

SNEEZE

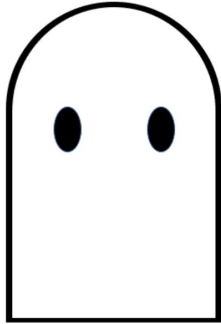
Sneeze

PLAY ME-CCT NUMBER GAME

Play a number game with the user.

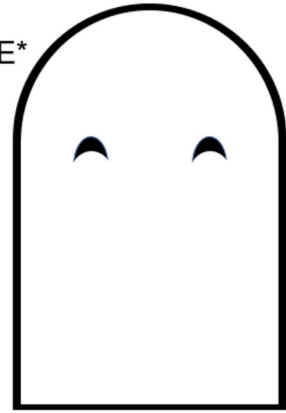
The user reads numbers, and the user enters the sum of the previous two numbers into the tablet.

WHISTLE

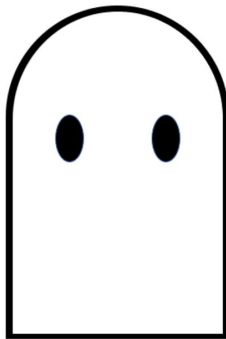


GIGGLE

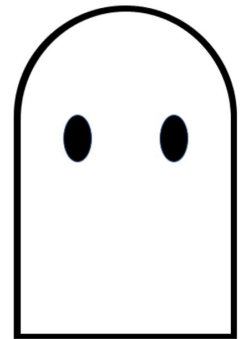
HEE HEE



GIVE WORD GAME INSTRUCTIONS



GIVE MINDFULNESS INSTRUCTIONS



GIGGLE

A short giggle

WHISTLE

A short whistle

GIVE MINDFULNESS INSTRUCTIONS

Give instructions about the exercise

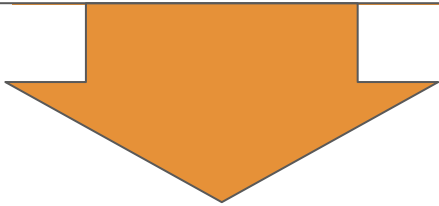
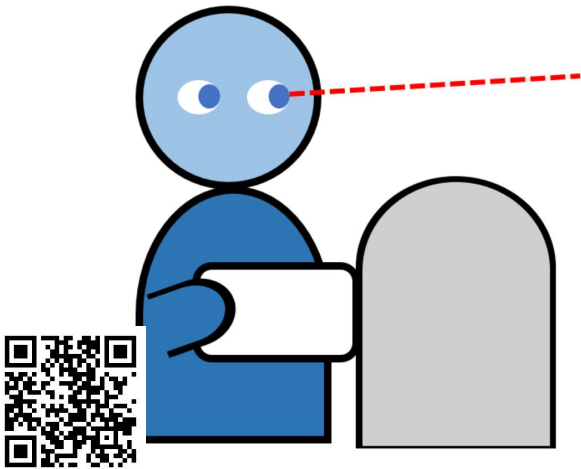
GIVE WORD GAME INSTRUCTIONS

Give instructions about the game

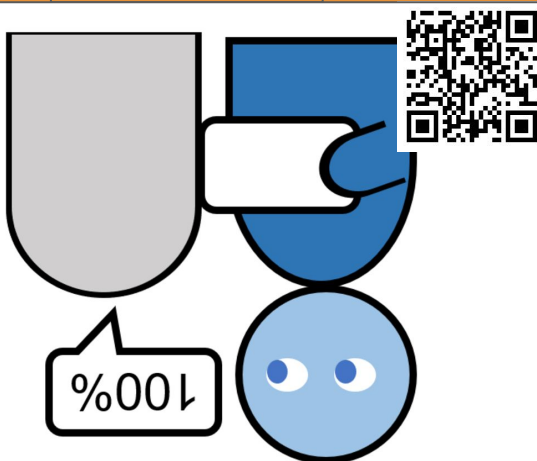
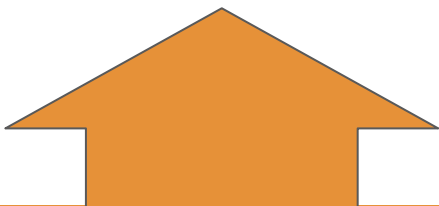
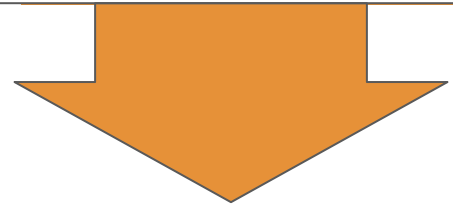
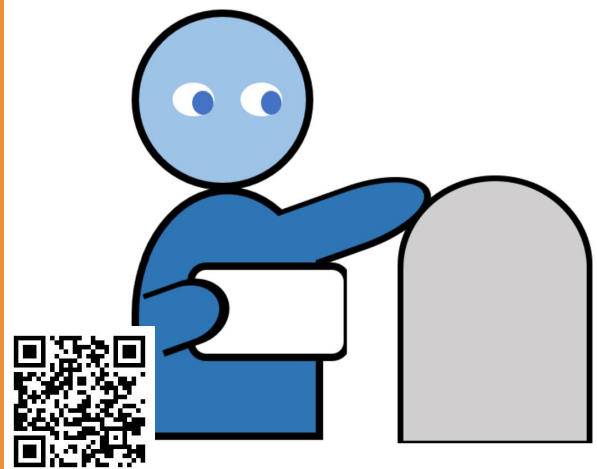
Go through an example together

Provide encouragement

**IF NO EYE
CONTACT...**



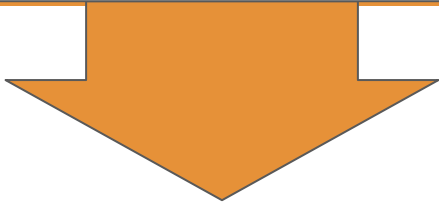
**IF TACTILE
INTERACTION...**



**IF GAME SCORE IS
HIGH...**

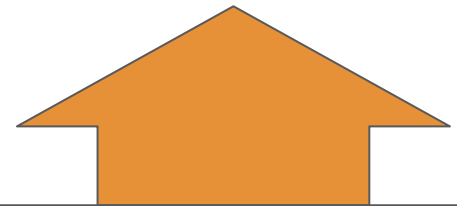
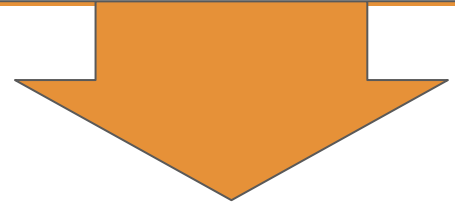
IF TACTILE INTERACTION...

Check if the user touches the robot's head.



IF NO EYE CONTACT...

Check if the user looks away from the robot for more than ten seconds.



IF GAME SCORE IS HIGH...

Check if the user's score is over 50% at the end of a game.