

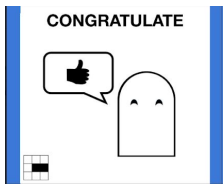


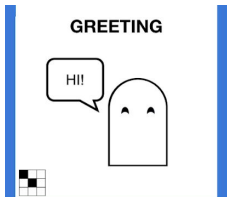
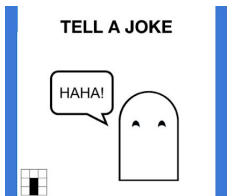






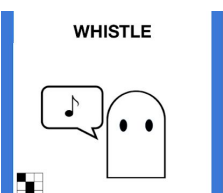




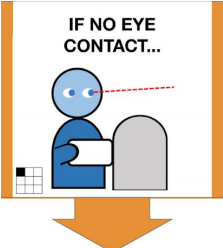


Module	Description	Front of Card	Back of Card
assessment.py	Give an assessment	 <p>The card features a blue border. At the top, the text 'GIVE EXPERIENCE SURVEY' is displayed. Below the text is a speech bubble containing a survey form with several lines of text. To the right of the speech bubble is a simple line drawing of a ghost with two dots for eyes. In the bottom left corner, there is a small 3x3 grid icon.</p>	<ul style="list-style-type: none"> <li>- Ask “Are you willing to take a survey?”</li> <li>- Administer survey and record answers</li> </ul>
break.py	Take a break	 <p>The card features a blue border. At the top, the text 'TAKE A BREAK' is displayed. Below the text is a speech bubble containing a pause symbol (two vertical bars). To the right of the speech bubble is a simple line drawing of a ghost with two dots for eyes. In the bottom left corner, there is a small 3x3 grid icon.</p>	<ul style="list-style-type: none"> <li>- Say “Let's take a break”</li> <li>- Pause exercise</li> <li>- Continue exercise when ready to resume</li> </ul>
congratulate.py	Congratulate	 <p>The card features a blue border. At the top, the text 'CONGRATULATE' is displayed. Below the text is a speech bubble containing a thumbs-up icon. To the right of the speech bubble is a simple line drawing of a ghost with two dots for eyes. In the bottom left corner, there is a small 3x3 grid icon.</p>	<ul style="list-style-type: none"> <li>- Say "Great job!"</li> <li>- Celebrate</li> </ul>
farewell.py	Say goodbye	 <p>The card features a blue border. At the top, the text 'FAREWELL' is displayed. Below the text is a speech bubble containing the word 'BYE!'. To the right of the speech bubble is a simple line drawing of a ghost with two dots for eyes. In the bottom left corner, there is a small 3x3 grid icon.</p>	<ul style="list-style-type: none"> <li>- Say "Thank you and goodbye"</li> <li>- Smile and play sound</li> <li>- Go to sleep</li> </ul>
giggle.py	Giggle	 <p>The card features a blue border. At the top, the text 'GIGGLE' is displayed. Below the text is a speech bubble containing the text '“HEE HEE”'. To the right of the speech bubble is a simple line drawing of a ghost with two dots for eyes. In the bottom left corner, there is a small 3x3 grid icon.</p>	<ul style="list-style-type: none"> <li>- A short giggle</li> </ul>

greeting.py	Give a greeting		<ul style="list-style-type: none"> <li>- Say "Hi!"</li> <li>- Ask "Ready to start?"</li> <li>- Nod "yes" when ready</li> </ul>
joke.py	Tell a joke		<ul style="list-style-type: none"> <li>- Tell a joke</li> <li>- Giggle</li> </ul>
mindfulness_exercise.py	Execute a mindfulness exercise		<ul style="list-style-type: none"> <li>- Talk the user through a mindfulness session</li> <li>- Say "fantastic job" at the end of the exercise</li> </ul>
mindfulness_instructions.py	Give instructions about the mindfulness exercise		<ul style="list-style-type: none"> <li>- Give instructions about the exercise</li> </ul>
number_game.py	Give the number game exercise		<ul style="list-style-type: none"> <li>- Play a number game with the user</li> <li>- The user reads numbers, and the user enters the sum of the previous two numbers into the tablet</li> </ul>

number_game_instructions.py	Give instructions and an example about the number game		<ul style="list-style-type: none"> <li>- Give instructions about the game</li> <li>- Go through an example together</li> <li>- Provide encouragement</li> </ul>
play_music.py	Play music		<ul style="list-style-type: none"> <li>- Play a short song</li> </ul>
sneeze.py	Sneeze		<ul style="list-style-type: none"> <li>- Sneeze</li> </ul>
whistle.py	Whistle		<ul style="list-style-type: none"> <li>- A short whistle</li> </ul>
word_game.py	Do the word game exercise		<ul style="list-style-type: none"> <li>- Play a word game with three levels with the user</li> <li>- Each level has 16 words</li> <li>- The robot reads the words, and the user enters as many words as they can remember into the tablet</li> </ul>

word_game_instructions.py	Give instructions and an example about the word game		<ul style="list-style-type: none"> <li>- Give instructions about the game</li> <li>- Go through an example together</li> <li>- Provide encouragement</li> </ul>
score_high.py	Signals that the current score is high		<ul style="list-style-type: none"> <li>- Check if the user's score is over 50% at the end of a game</li> </ul>
tactile_interaction.py	Signals whether or not the robot's head has been touched		<ul style="list-style-type: none"> <li>- Check if the user touches the robot's head</li> </ul>
user_engaged.py	Signals whether or not the user is looking at the robot		<ul style="list-style-type: none"> <li>- Check if the user looks away from the robot for more than ten seconds</li> </ul>