

# Cherrity Pick

Table Flip (ノಠ益ಠ)ノ彔—————

# Recap

---

- Helpt goede doelen kiezen**
- Automatisch met lichamelijke indicatoren**

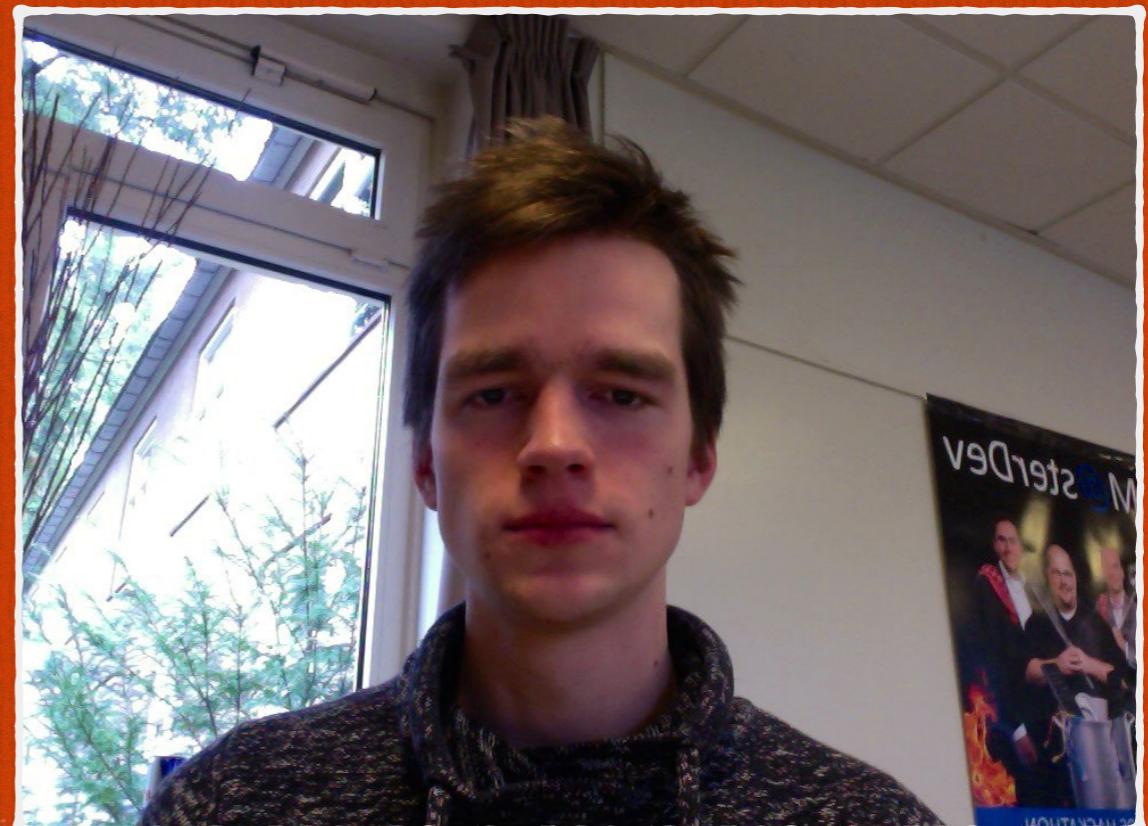
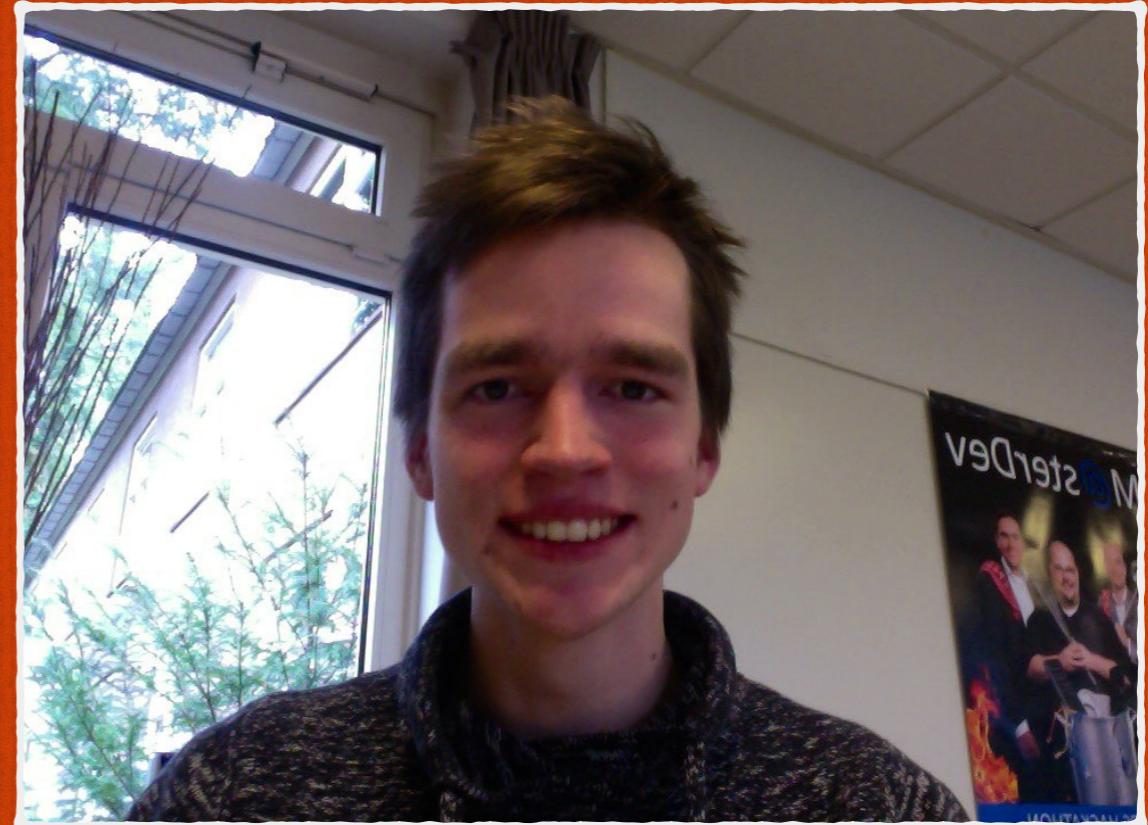
# Indicatoren

---



- FitBit hartslag  
**NOPE!**
- Gezichtsherkenning  
**YAY!**

```
{"persons": [{}  
  "head": {  
    "yaw": { "value": 13.28 },  
    "roll": { "value": 0 },  
    "pitch": { "value": 21.47 }  
  },  
  "mood": {  
    "confidence": 3,  
    "value": "Positive"  
  },  
  "gender": {  
    "confidence": 78,  
    "value": "Male"  
  },  
  "age": {  
    "range": 5,  
    "value": 41  
  },  
  "clothingcolors": [],  
  "face": {  
    "y": 186,  
    "x": 436,  
    "w": 390,  
    "h": 390  
  },  
  "expressions": {  
    "sadness": { "value": 70 },  
    "neutral": { "value": 0 },  
    "disgust": { "value": 5 },  
    "anger": { "value": 3 },  
    "surprise": { "value": 10 },  
    "fear": { "value": 13 },  
    "happiness": { "value": 0 }  
  },  
  ...
```



# Technische Uitdagingen

---

- Nieuw voor ons: Devven voor Windows**
- 1 Windows-bak**
- Nieuw voor ons: async en await**
- Camera calibratie**

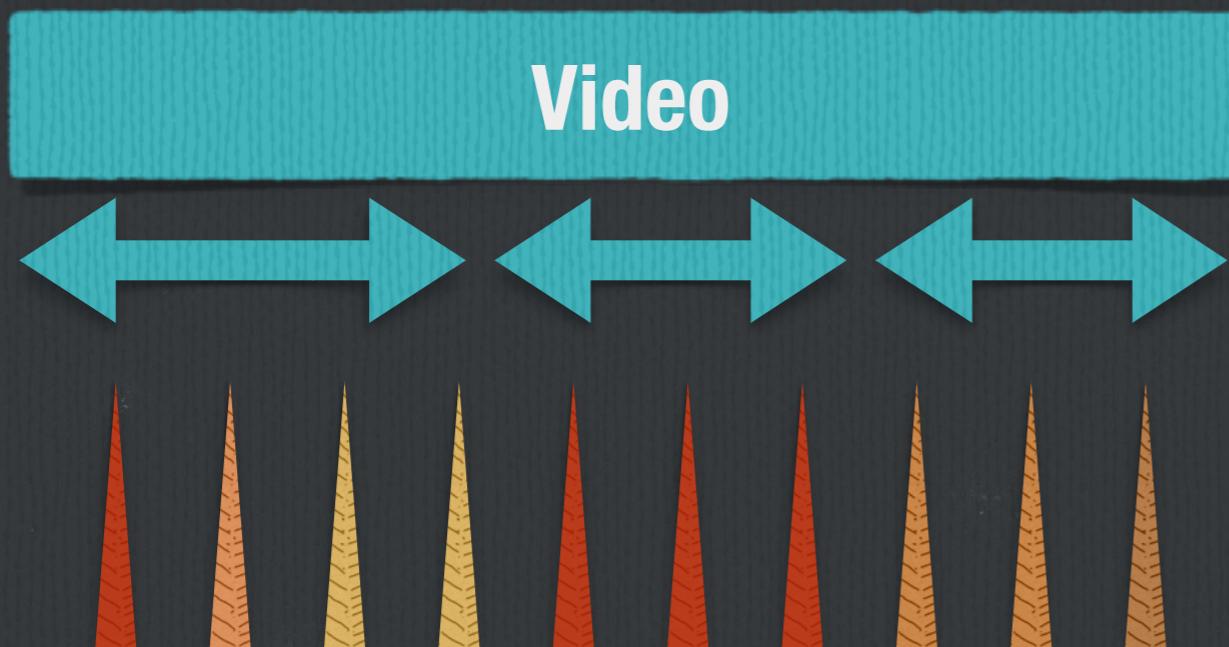


# Gebruikte technieken

---

- Unit tests 😊
- F.A.C.E.: Face Analysis ☁ Engine  
(Async., JSON, REST)
- XAML
- Github
- Tableflips

# Algoritme



- Video heeft partjes**
- Elk partje heeft een onderwerp**  
e.g. "Africa", "Animals"
- Foto's analyseren**
  - "Happiness", "Sadness" geven betrokkenheid
  - "Neutral" niet
- Combineren geeft onderwerp met hoogste betrokkenheid**
- Onderwerp -> Goed doel**

# Demo-tijd

