**Project Name**: **Education**

Week of: 9/10 – 9/17

Submitted by: Bryan Jensen

**Brief Summary:**

Our goals for this week were:

1. Gain a deeper understanding of the Leap Motion SDK
2. Look into a machine learning approach (tools (?): Neural network, Pytesser, OCR stuff, etc.)
   1. See what data we can get from Leap
   2. Look into image recognition
   3. Get data of movement on Leap
   4. Defining start and end of drawing (visual feedback for ending motions: green light?)
3. Creating hover icon that scales as you get closer or farther from “touch” zone
4. Zone in on a definite name (Leap.edu)

**This week:**

1. Our “wins”

Everyone understands PyGame and Leap and the supplied tools therein

Rob got more RAM

Talked with Mark about Machine Learning options – not using SVM, maybe not using Neural Networks, looking at Decision Trees

Got a name: L(EAPS)E(ducational)A(pp)(for)P(roblem)S(olving).edu

1. Outstanding issues

Still haven’t nailed down one specific machine learning technique.

**Next week plans:**

Some goals:

1. Meet more often and work more often together, but also more focused on app functionality.
2. Get image recognition working for grammar / vocab (English portion) and apply those to our Math and English early education portions.