

NAO AS A COACH FOR COGNITIVE STIMULATION THERAPY

GOAL: The goal of this assignment is to create at least five interactive games for elderly in the domain of cognitive stimulation therapy (CST) using the NAO robot. In general, CST serves for keeping the elderly's mind fresh and slowing down their mental decline. The games can be from various disciplines, such as math, geography, Slovak, etc. During the interactions the facial emotions of the subject should be recorded and visualized.

EXAMPLE: The following video shows an example of such a game in an elderly-care facility:

<https://www.youtube.com/watch?v=6OEpHJsCeUM>

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