Improving Learning with Technology

Safety and Success Criteria

Safety

Communication Standards
- There are no bad ideas or stupid questions
- One business day turnaround for e-mail if at least an acknowledgement of receipt
- Source control for code, repository for design documents
- If a deadline can't be met communicate this to the group

Group organization
- Democratic majority rule
- Work as a team, not individually
- Shared resources (Such as the SDK equipment)
- General expectation that if you commit to something you will do it

Success Criteria
- Effective use of the SDK
- Skills improved/learned: C#, SDK, Visual Studio, source control
- Use of Kinect features to monitor the face and skin tone and elaborate broad emotions at a minimum
- Workable prototype complete with UI and meaningful output

Stretch Goals
- Sophisticated algorithms to accurately detect emotion, focus, and distraction to reliably determine is a person is studying at an optimal time
- Detect emotional states and presence to a reliable degree
- Usable to a layperson (prototype demonstration)