

PROJECT SCHOOL (2024)

2nd YEAR 1st SEMESTER

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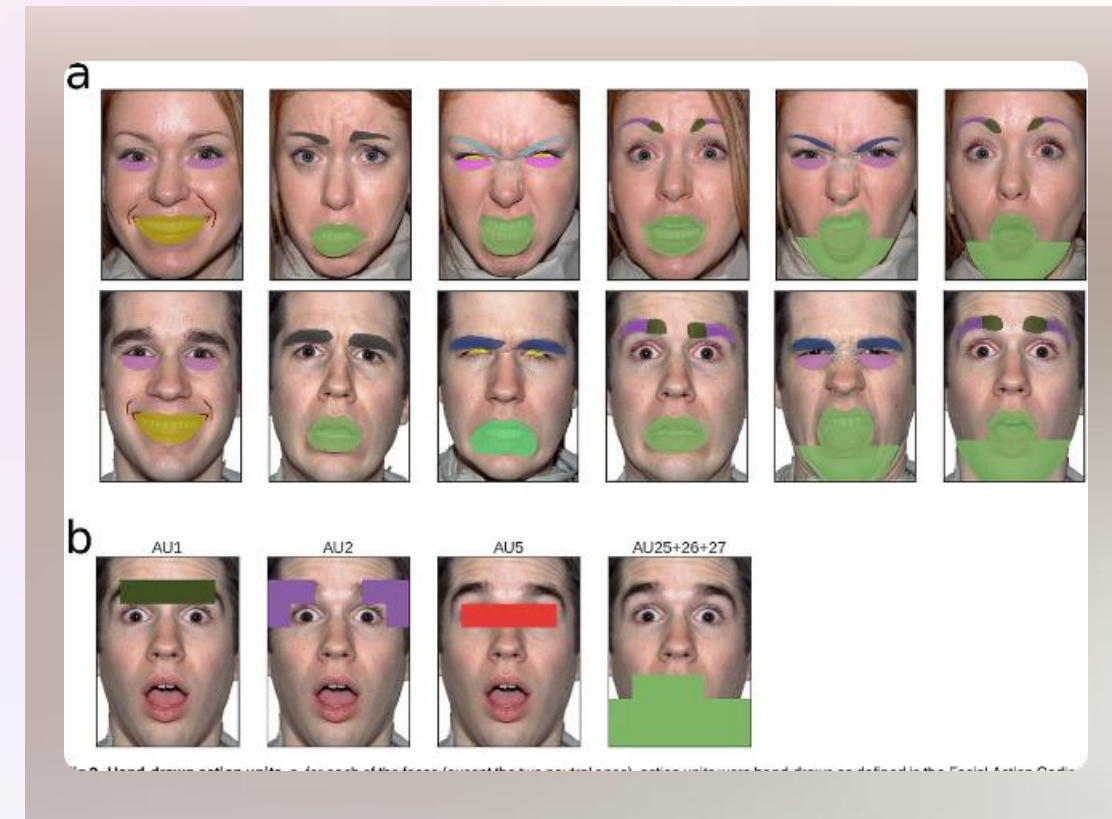
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**PROJECT : Expression Tracker –
Sentiment Analysis for Dyslexic Kids During Gameplay**

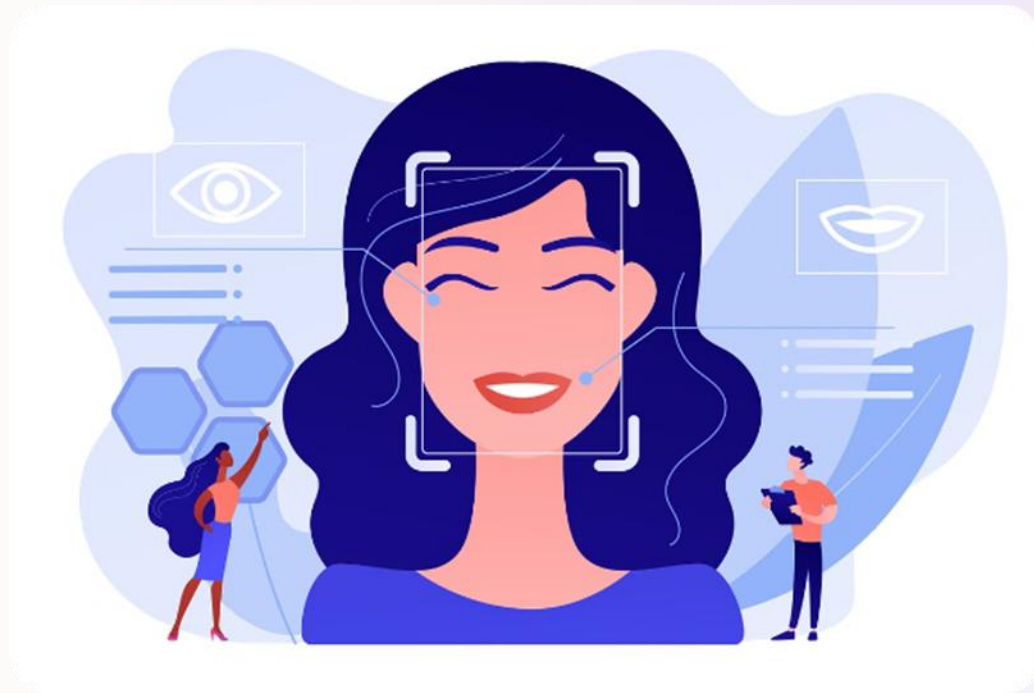
Project Title: Expression Tracker

Scope:

- ❖ The project aims to create a system that tracks and analyzes the emotions of dyslexic children while they play educational games.
- ❖ The project aims to develop a sentiment analysis system designed to monitor and evaluate the emotional states of dyslexic children during gameplay.
- ❖ The system will capture the images of the child while playing the game which are then analyzed to detect emotions such as happiness, sadness, anger, and fear.
- ❖ This information will be used to provide feedback to game developers and therapists.



Business Case



1 Understand Emotional Responses

Track the emotions of dyslexic children while they play to develop more captivating educational games.

2 Cater to Individual Need

Tailored games improve learning for students with unique needs, unlike conventional ones.

3 Enhanced Gameplay

Analyzing dyslexic kids' emotions during play can inform the design of more engaging educational games.

4 Boost Learning Outcomes

These personalized tools offer dyslexic students an improved platform for both learning and play.

Typical Users of the Solution



Game Developers



Therapists



Researchers

Benefits for Typical Users



Game Developers

Empower game developers to design games that are specifically tailored to benefit dyslexic kids.



Therapists

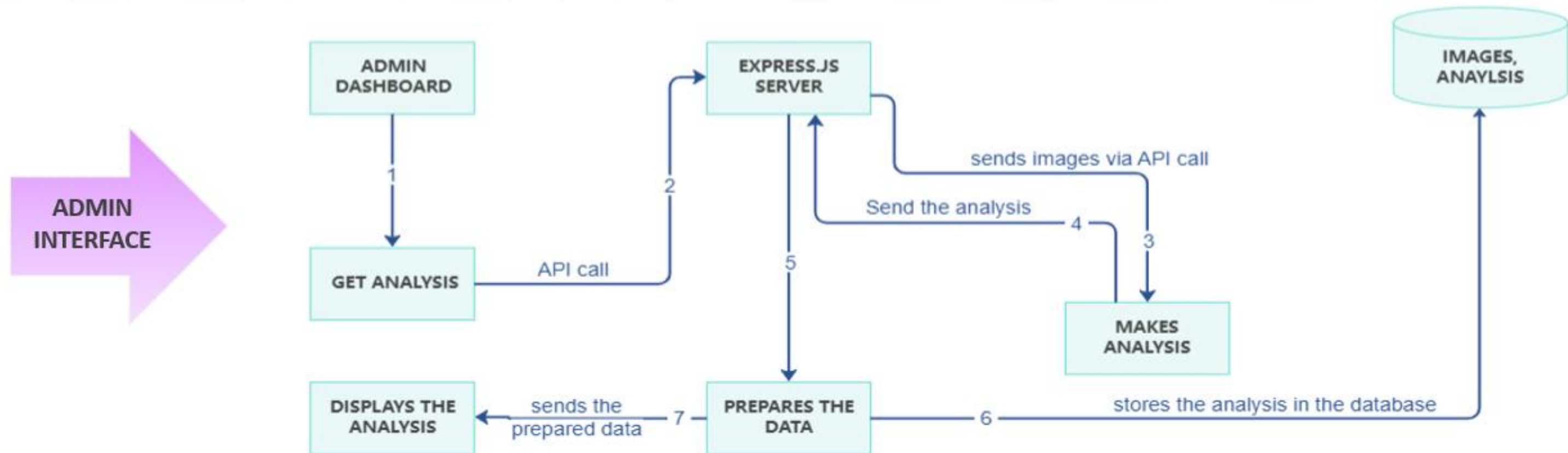
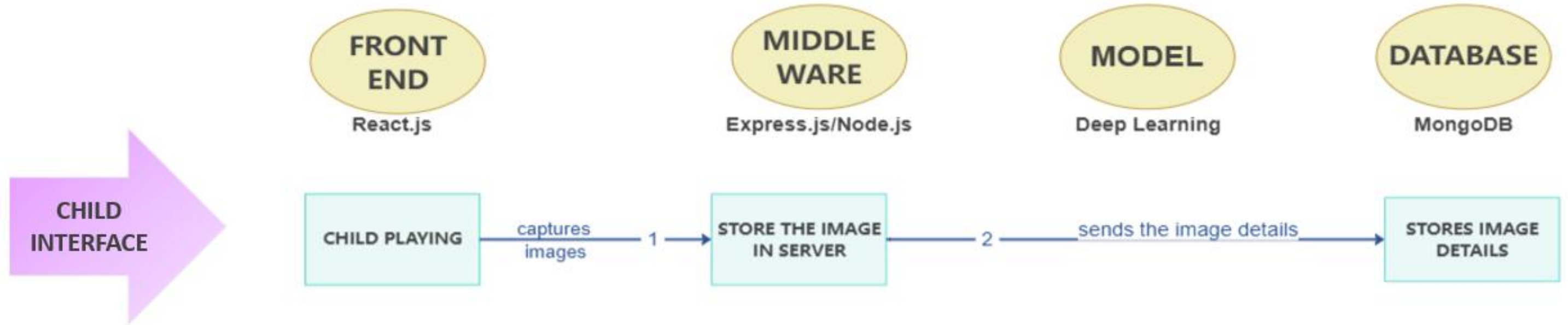
Therapists can analyse the data generated and improve their efficiency of treatment.



Researchers

Researchers can explore how emotional states influence learning in dyslexic children by analyzing the extensive data generated.

WORKFLOW



THANK YOU!