

# P.E.T.

Personal Emotion Trainer

By: TeamX (Pronounced TeamX)

*04-12-2017*

Ivana Jovasevic | [ijovasev@sfu.ca](mailto:ijovasev@sfu.ca)

Shayne Kelly II | [skellyii@sfu.ca](mailto:skellyii@sfu.ca)

Aaron Nguyen | [ahn6@sfu.ca](mailto:ahn6@sfu.ca)

Peter Saffold | [psaffold@sfu.ca](mailto:psaffold@sfu.ca)

Jerry Liu | [liuyal@sfu.ca](mailto:liuyal@sfu.ca)

# Executive Summary



P.E.T System Summary

---

System Architecture Including SDK

---

QA & Missing Features

---

User Feedback

---

Project Team Analysis

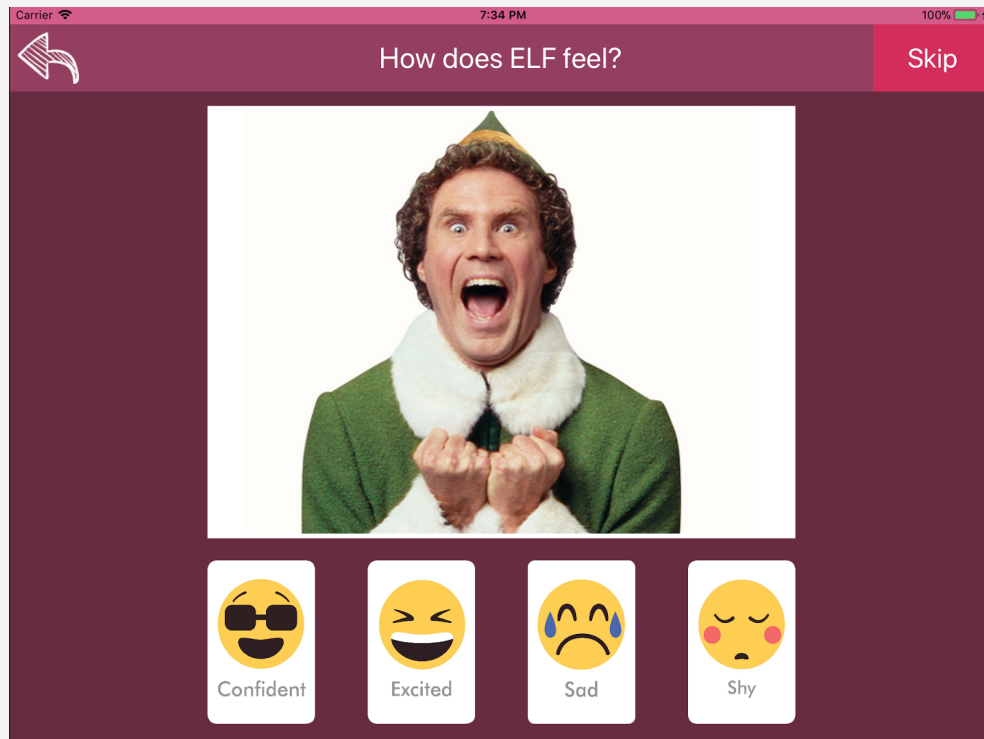
---

# PET System Summary

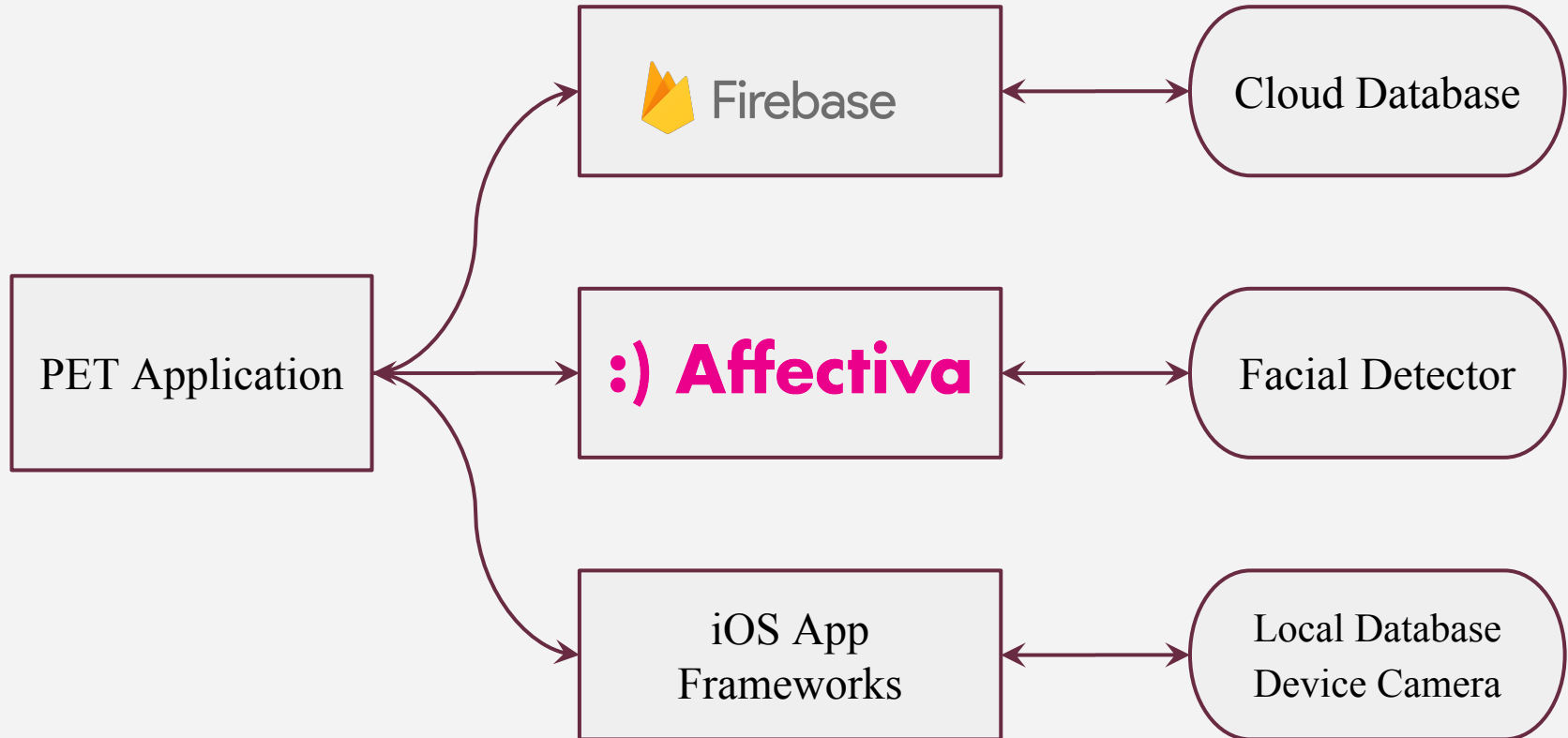
- Targeted for those with mid to high functioning Autism
- (PET) Personal Emotion Trainer
- Game based training system
- Designed to improve emotion recognition

# Distinguishing Features

- Level based game
- Custom question maker
- Question sharing
- Facial expression analyzer
- Support for data collection

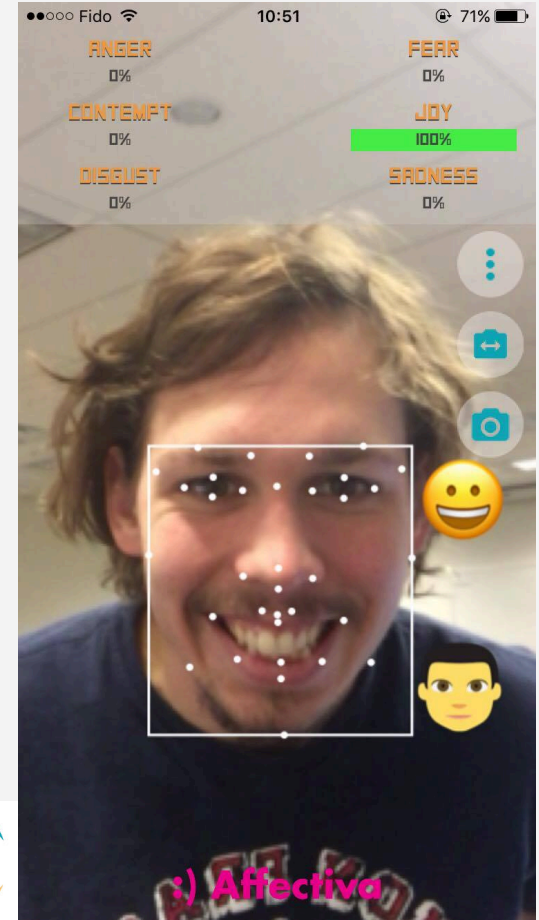


# System Architecture

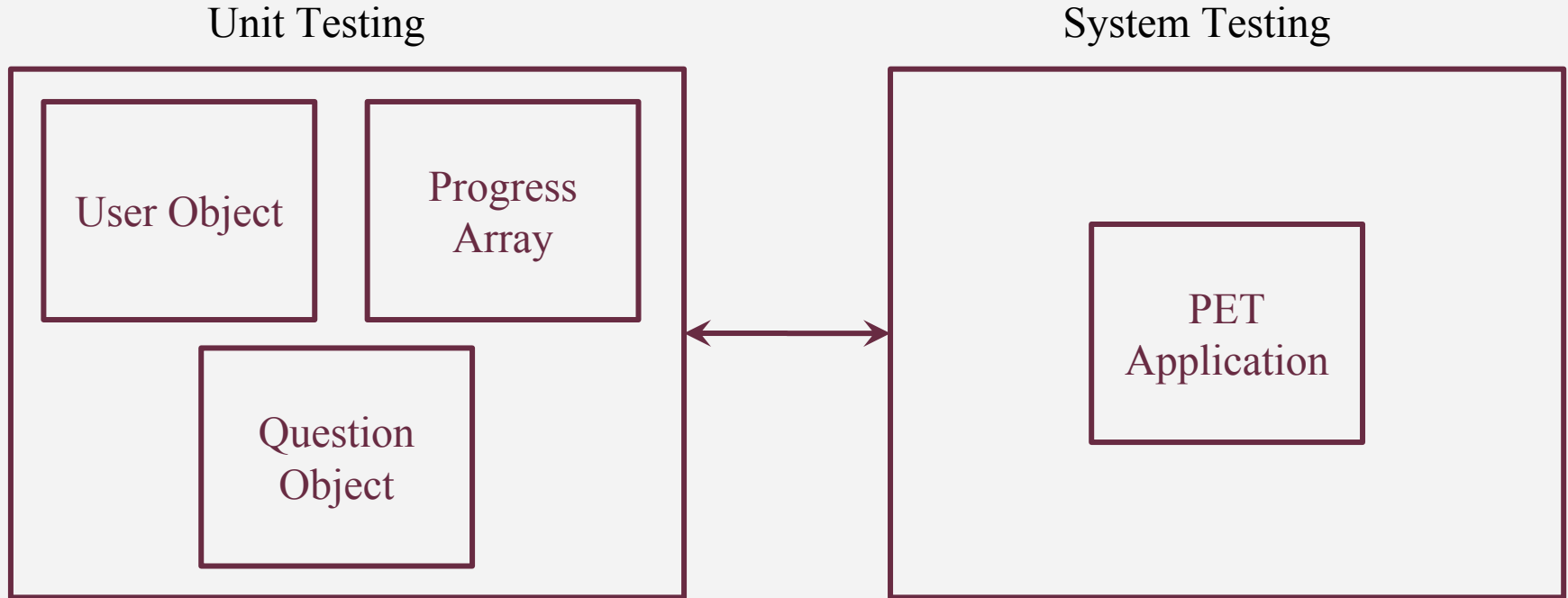


# Emotion Recognition with :) Affectiva

- ✓ Free Emotion Recognition SDK
- ✓ World's Largest Emotion Database
- ✓ Real-time Tracking of Facial Expressions
- ✓ Wide Range of Functionality
- ✓ Easy to Integrate



# QA Measurements



# Bug? Missing Features?

## Missing Features

- Text to speech narration
- Support for different devices

## Reason

- Low priority features
- Ran out of time



# User Feedback

No users in target audience

Users outside of target audience feedback:

- Clear UI
- Confirmed that good pictures were chosen for gameplay

# Project Team Analysis

## Project Management Techniques



Collectively setting deadlines



Constant communication & regular updates



Self-management

# Technical Problems



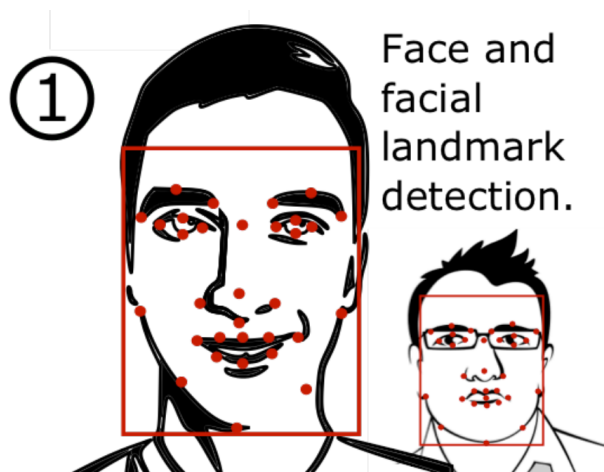


# Thank You

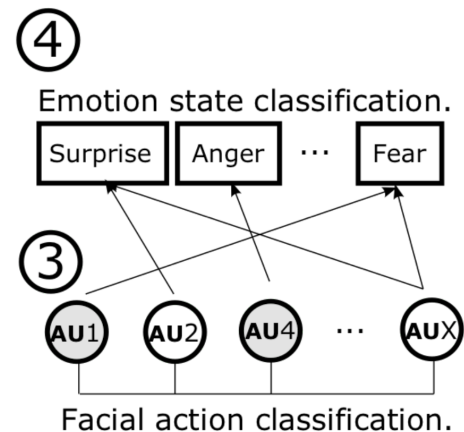
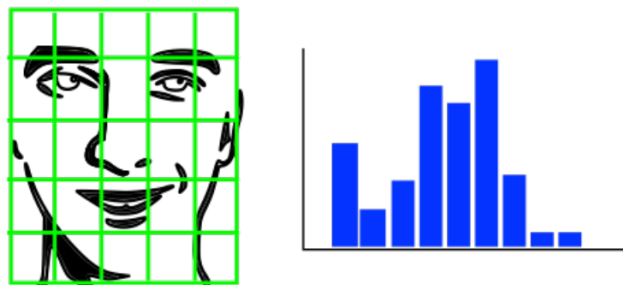
## Questions?

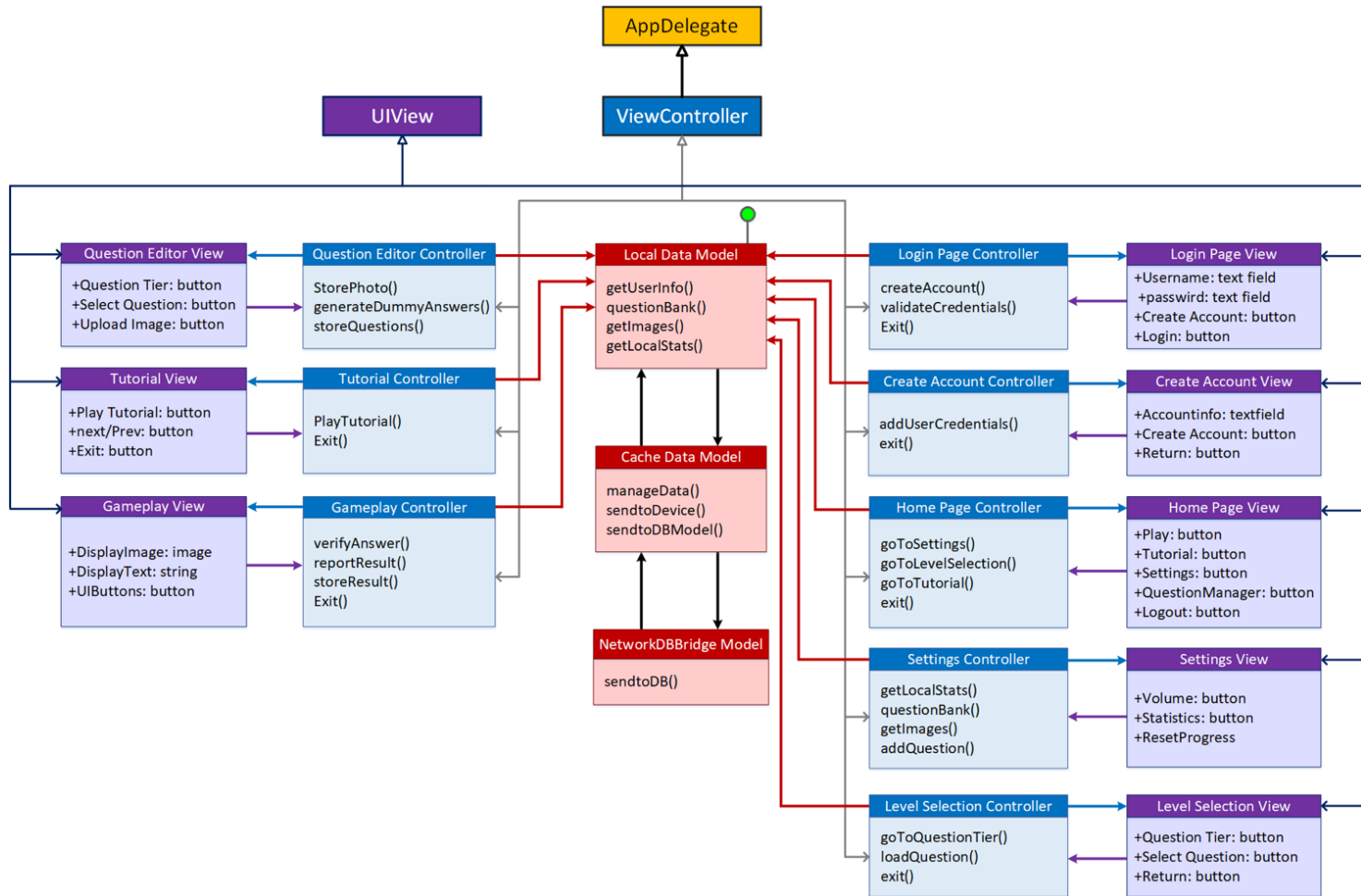
# Backup Slides

## :) **Affectiva** How it works

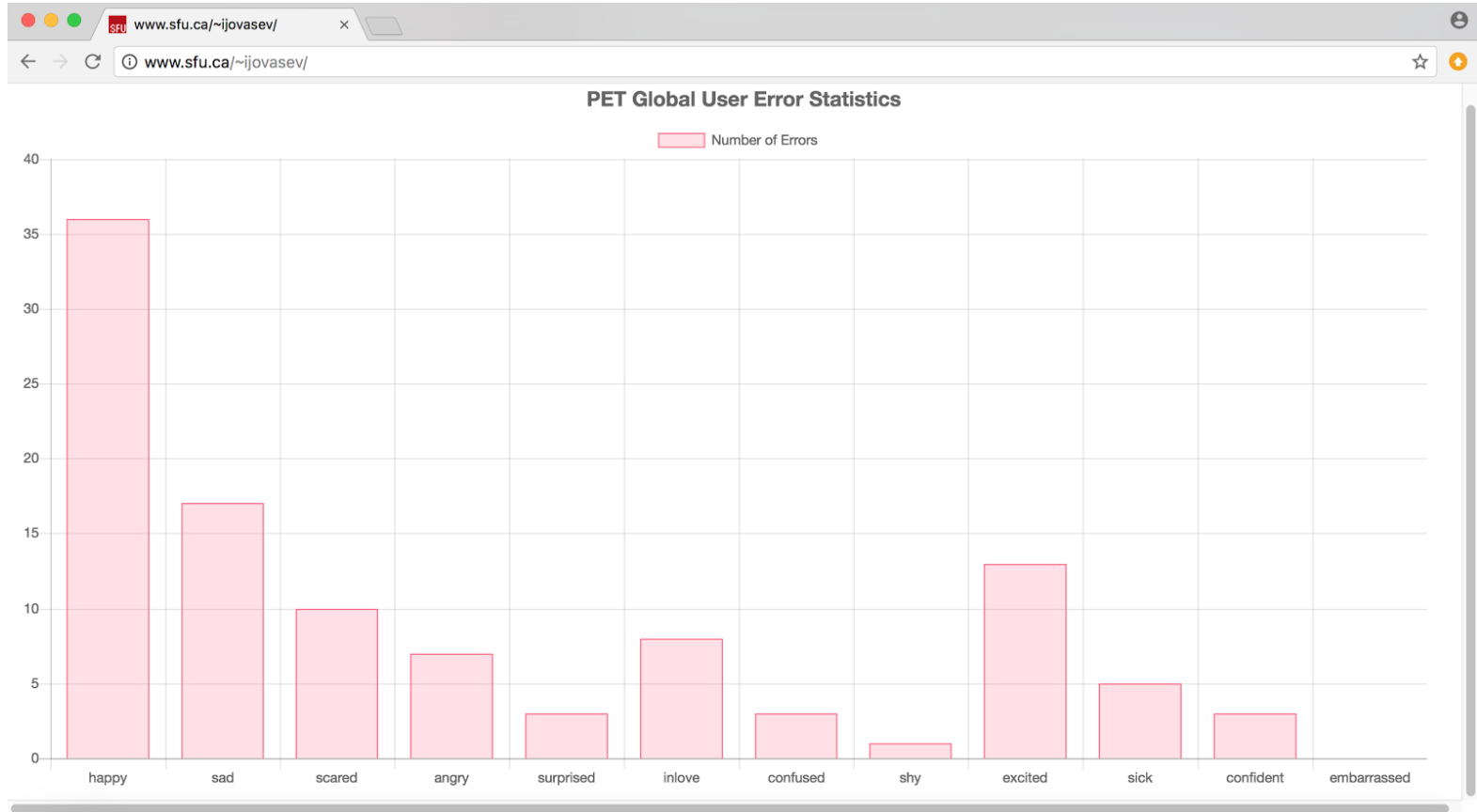


② Face texture feature extraction.



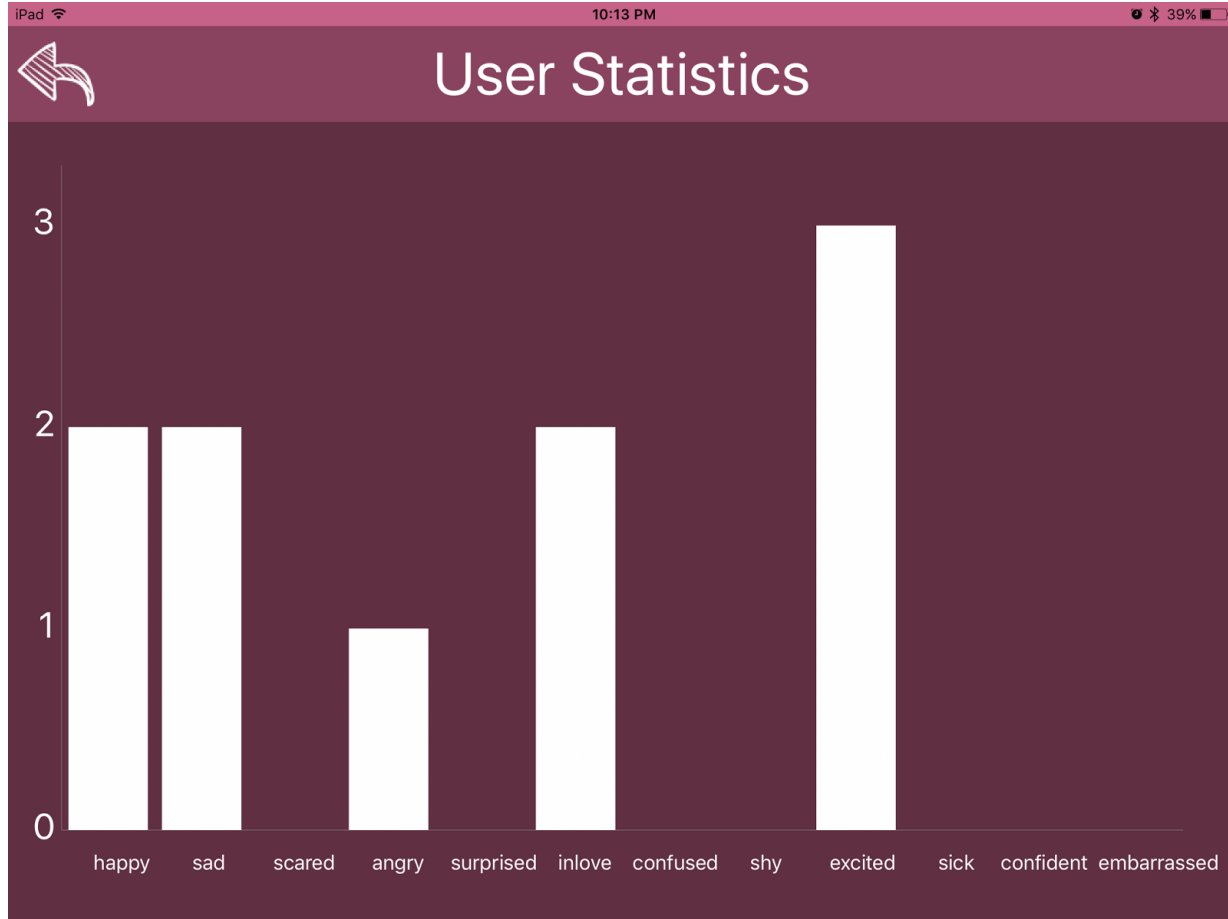


# Global Statistics





# Local/User Statistics



Level 4  
0%

Level 5  
0%

Level 6  
0%



Facial Fun



Question Bank



Global Playlist