**Results of the Experiment:**

**Objective:** The experiment aimed to develop an interactive game where children could move animals to their respective shelters using TUIO technology. Additionally, the game incorporated face and emotion detection to identify users and track their engagement. For new users, the system automatically registered their information.

**Key Findings:**

1. **Animal Movement to Shelters:**
   * Children successfully moved animals to their shelters using the TUIO system.
   * Interaction was intuitive, requiring minimal guidance.
2. **Face and Emotion Detection:**
   * The system recognized returning users and added new users to the folder.
   * Emotion detection tracked participants’ responses during gameplay.
3. **Engagement and Learning:**
   * Children displayed excitement and curiosity while interacting with the game.
   * The activity encouraged learning about animals and their habitats in a fun way.

**Conclusion:** The experiment demonstrated the effectiveness of combining TUIO, face detection, and emotion recognition to create an engaging and educational game for children.