Research Questions:

* How do otters interact with the toy?
* Can the toy be used to gain insight into the otters' health?

Data Collection:

* Accelerometer data
* Gyroscope data

Prototype:

* Similar to dog tug toy
* Handler will hold one end and drag the toy around getting the otter to chase and tug on the toy
* Needs a handle for the handler to hold onto - makes it easy for retrieval
* 2 sensors on each end of the kelp toy
* If otter is allowed to play with toy alone, then we need to figure out how the handler will retrieve it since the otter will probably not give it back

Procedure:

* Otters
  + 4 otters - 10 minute playtime with toy for each otter
  + Handler will need spend some time to introduce & familiarize the otter with the toy
  + Collect data after each trial
* Dogs
  + 1 dog
  + A few trials (2?) with about 10 minutes of playtime with dog chasing and tugging on the toy
  + Collect data after each trial

Data Analysis:

* Need to figure out how to determine through data which side is held by the handler and which side is held by the animal (data from sensors on each end)

Experimentation: Monday (11/28): 11:00 AM – 1:00 PM @ TSRB