Mood Ring Ideas: [can also be concentration ring…maybe less sexy, but perhaps more valuable]

1. Concepts to have
   1. Not only estimation, but also prediction and validation.
   2. Ability to manipulate the user, have agenda, a machine that desires.
   3. Experiment on user: what makes him sad or happy, try things.
2. Cues:
   1. Face cues with computer vision
      1. [Cordelia Schmidt].
      2. Where is he looking at? Does he look on the mood ring?
   2. Mic cues:
      1. Yelling, talking to himself
      2. Overall Noise
   3. Browser cues
      1. What kind of tabs does he open and when
   4. Overall cues:
      1. Relative keyboard tapping speed
      2. Hands on/off time.
      3. Kind of programs he opens.
3. Prediction ideas:
   1. Seems sad -> predict opening facebook
   2. New Mail / Facebook message -> looks hopeful
4. Manipulations:
   1. Lie about estimated mood
   2. Change colors of the screen
   3. Pop something annoying up
   4. Do windows error beeps [I hate that!]
   5. Pop something happy, like someone's picture.
5. Other Cool ideas
   1. ?
6. R&D&T plan:
   1. First phase [can also act as control or what you call "h0"]
      1. Collect all passive feed-forward cues.
      2. Analyze the data, try to also have some ground truth.
      3. Develop a passive estimation tool.
   2. Second phase:
      1. Work with estimation tool to estimate, but also try to predict. Check estimation and prediction hypothesis with user help, but also with developed estimation tool.
      2. Does prediction [or intended self-biasing] improve estimation?
      3. Use new data from this experiment to improve passive estimation tool.
      4. Use prediction experience to develop another layer- the prediction tool. This adds the timing factor to considerations.
   3. Third phase:
      1. Estimate and predict with developed tools- again have them also assessed.
      2. Try to influence the user, check his reaction to initiated manipulations and other real world events: here we estimate and also predict reactions.
      3. Have we succeeded in manipulation? Have we foreseen the effect of it?
      4. Use this experience to develop the manipulation tool. Also use it to improve prediction and estimation.
      5. Does the fact we initiated a manipulation improve our ability to estimate? Or to predict?
   4. Consolidate: Build a machine that uses these 3 layers on some random user. Try to understand the link between estimation, prediction and manipulation. Of course some estimation ability is a pre-condition: people who don't have low-level vision can't have visual perception and imagination, and will probably never think of making you smile.
   5. Maybe think of more layers