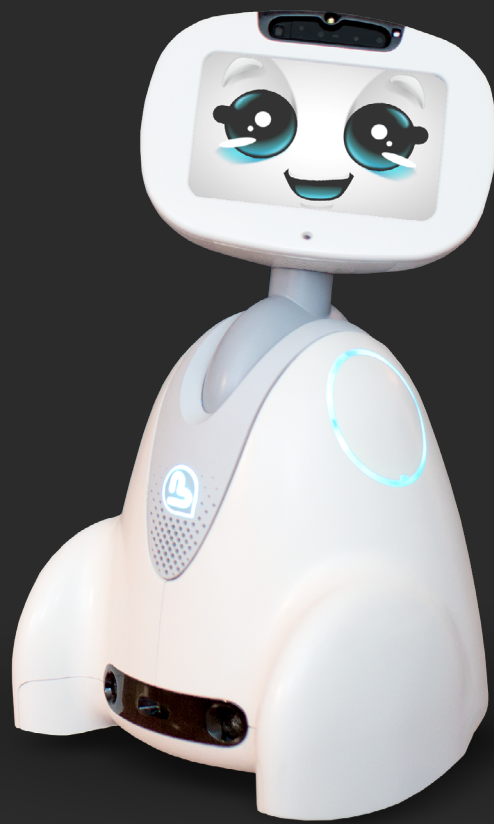
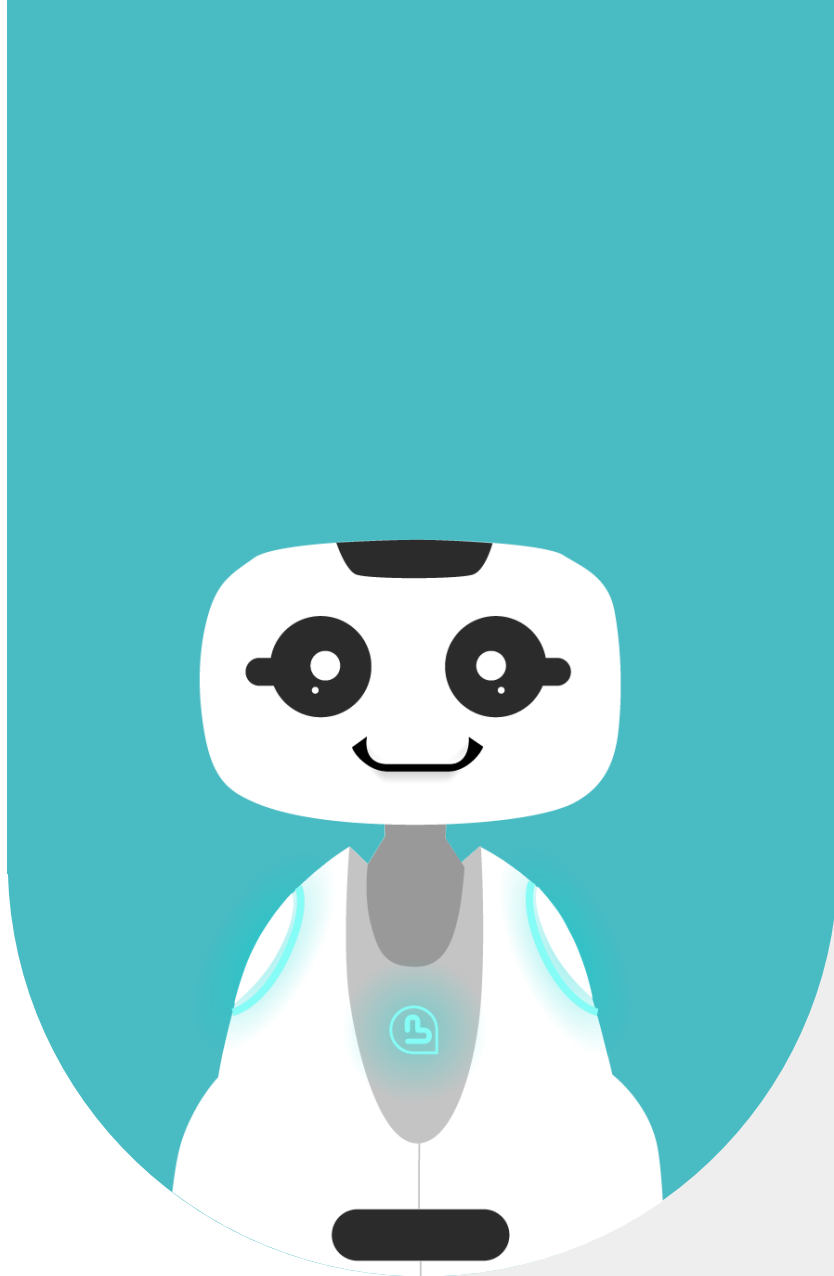


BuddyEmoi

User guide V1.01

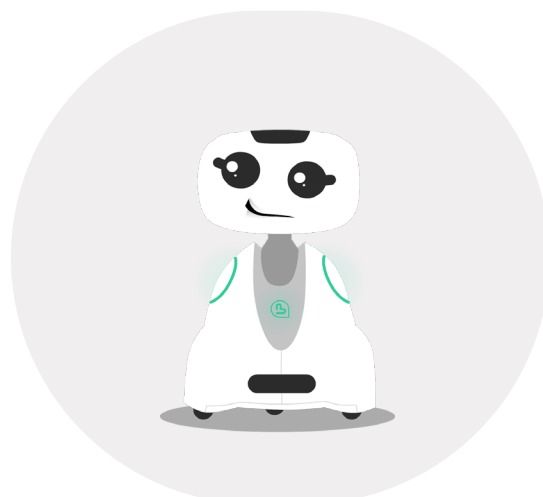


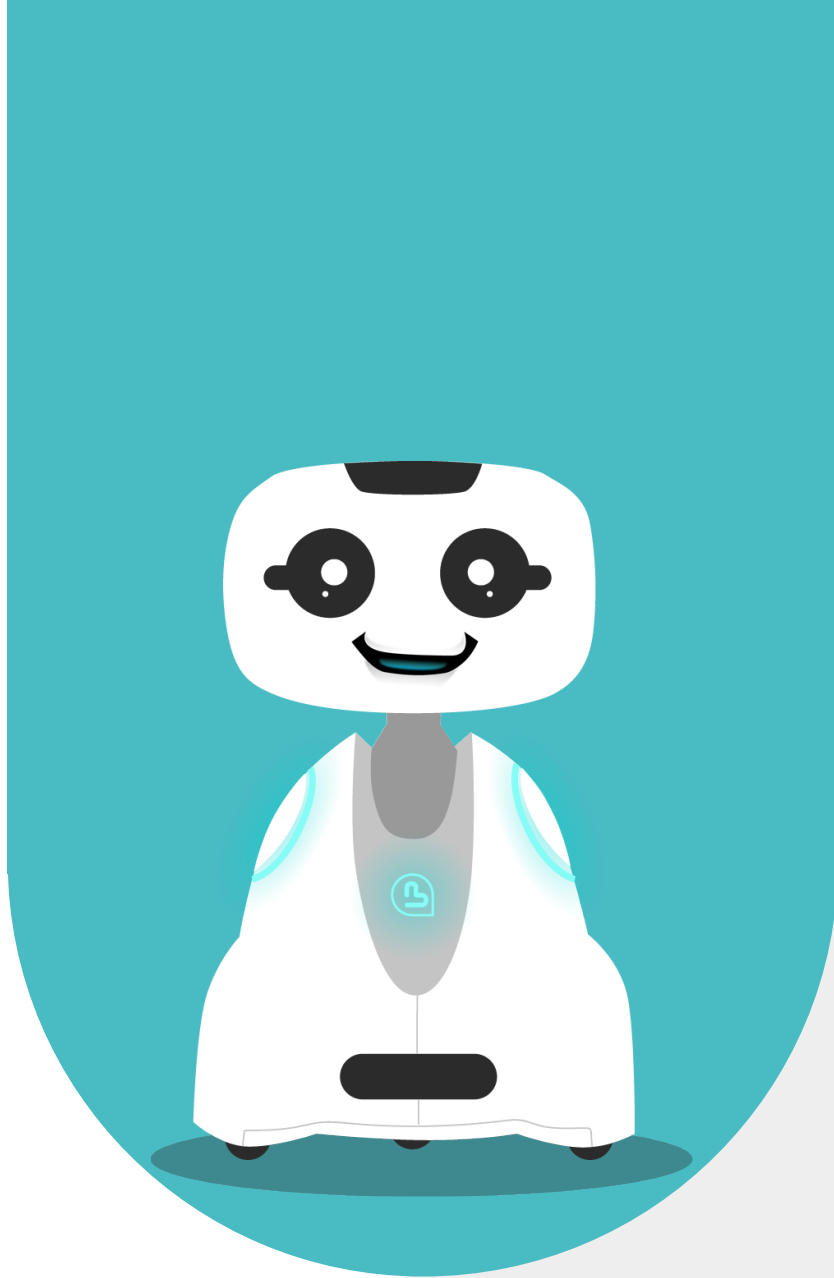
Buddy[®]
The Emotional Robot



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2 - ABOUT



2.1 - ABOUT BUDDY

BUDDY is an emotional robot capable of improving the quality of life of its users, and more specifically, of creating social links, offering educational activities for children, and looking after our elders.

2.2 - ABOUT BUDDY EMOI

BUDDY EMOI is an application for learning to recognize emotions. Buddy displays facial expressions and performs behaviors to play emotions. The user must recognize Buddy's emotions. The application works with touch and voice commands and is part of a positive pedagogy. The player can never fail, as Buddy accompanies him throughout the game.



3 - GENERAL PRESENTATION

3.1 - OPERATION

The Buddy robot can display facial expressions on its face and act out behaviors. In this way, it simulates and verbalizes emotions.

2 play modes are available.

The child can choose to display «Buddy's facial expression menu», and practice recognizing the emotions played by the robot. Simply select an emotion and Buddy instantly plays the associated behavior. In game mode, Buddy plays emotions and asks the child to recognize them. This application is part of a positive pedagogy dynamic, so that the child can never find himself in a situation of failure.

When the child gives a correct answer by voice or touch, Buddy congratulates him. If the user gives a wrong answer, or Buddy detects no voice command answer at the end of the allotted time, the robot displays answer options in the form of buttons. If the child selects a wrong answer (by voice or touch), Buddy deletes the selected answer in favor of 2 others, and so on until the child finds the right answer. At the end of the exercise, Buddy asks the user how he expresses this emotion and displays a camera feedback. Buddy then displays the results table.

3.2 - USE CASES

At school or at home, you want to help a youngster learn to recognize emotions and express them. With the BuddyEmoi application, Buddy simulates emotions and asks the player to recognize and name them. Buddy first asks the student to respond by voice command. If the student fails to do so, response options are displayed. The names of 3 emotions are displayed, including the correct answer. At the end of the game, Buddy congratulates the child and asks

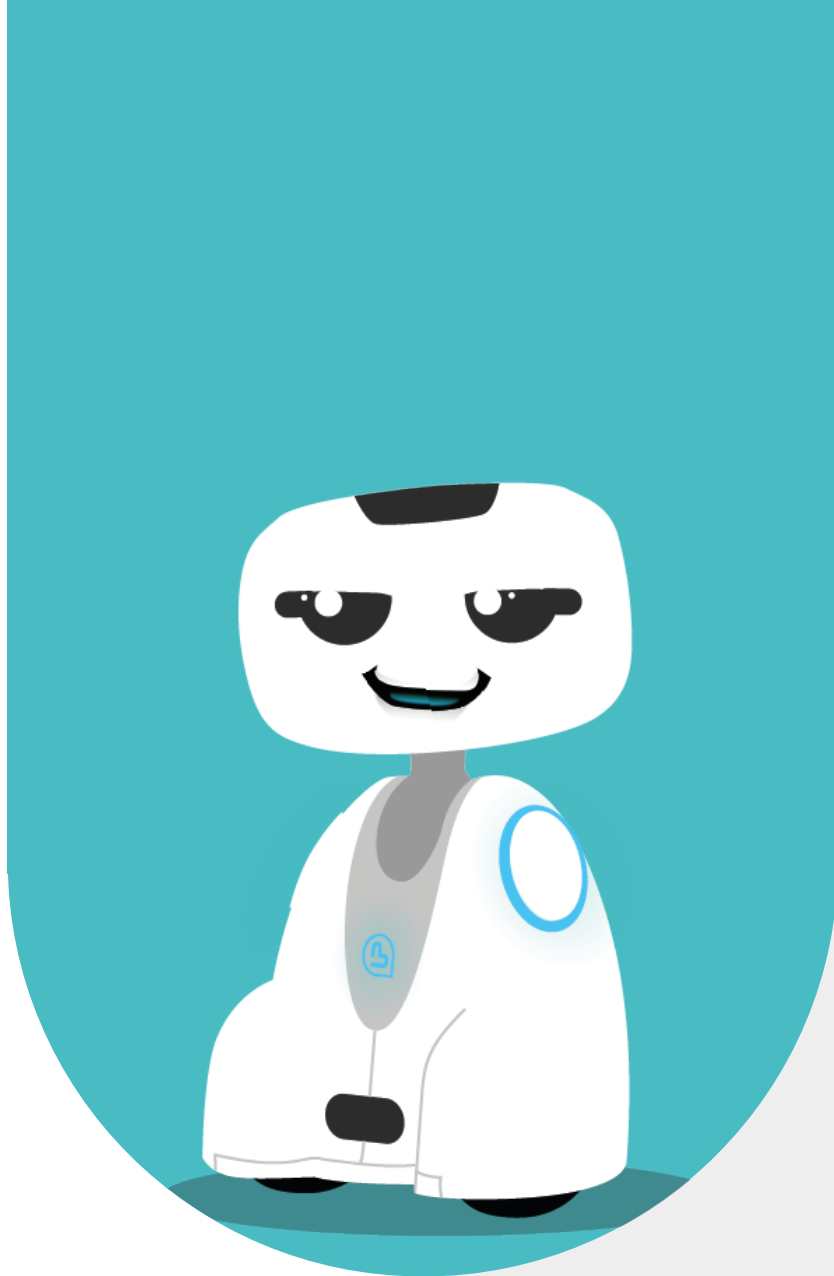
how he expresses the emotion. The aim is not to ask the child to mimic a behavior in which he doesn't recognize himself, but to invite him to show his own mode of expression. At the end of the game, Buddy congratulates the child and invites him to play again. When the camera return is displayed, Buddy doesn't record any video. This application is particularly suitable for autistic children.

3.3 - APPLICATION BENEFITS

This application offers several advantages:

It makes learning about emotions fun.

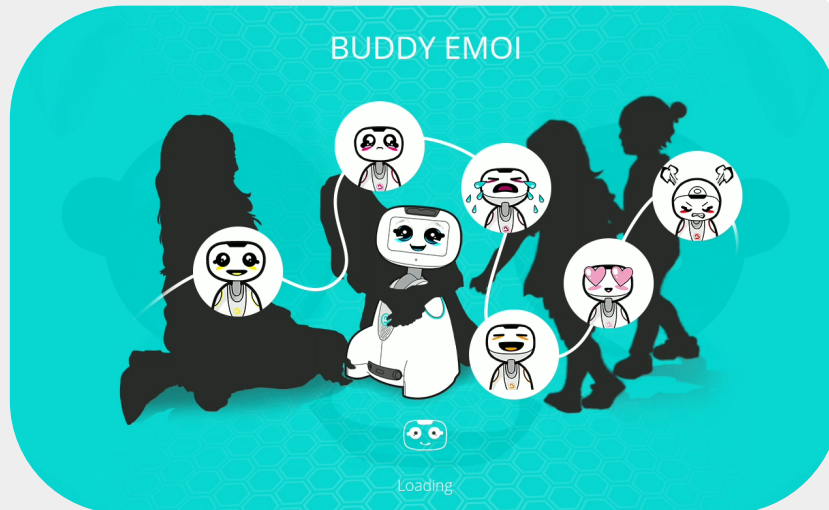
For children with autism, or who have difficulty recognizing and expressing emotions, it enables them to initiate interactions with their peers.



4 - PREPARATION

4.1 - LAUNCHING THE APPLICATION

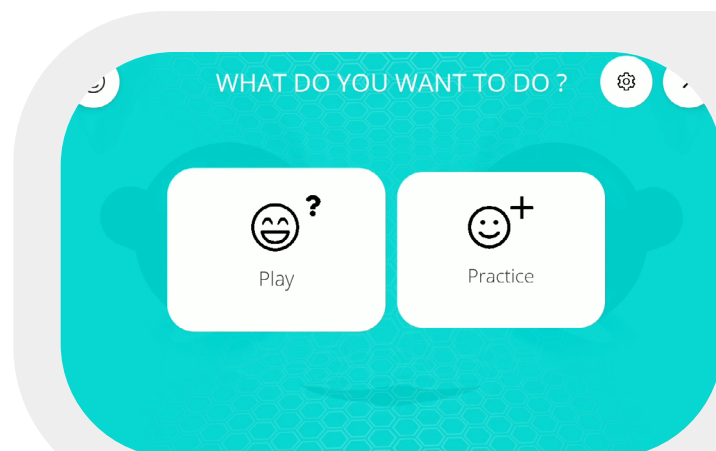
This application is launched from the BuddyCore menu. To open the application, simply click on the «BuddyEmoi» application icon. When the application is launched, the application loading page is displayed for a few seconds. The application's main menu then appears.



4.2 - MAIN MENU

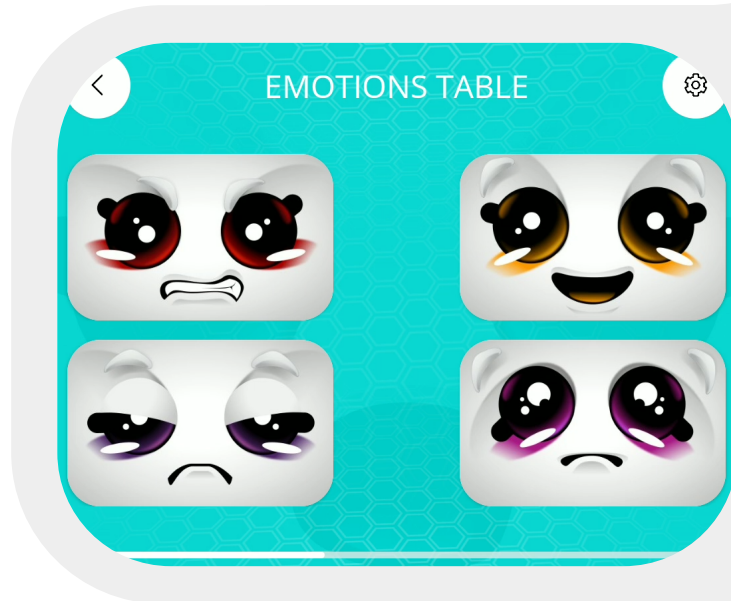
The application's first screen lets you choose whether to launch the «Recognize Emotions» game mode or «View Emotions chart» for autonomous practice. This choice can be made by touch or voice command.

- The button at the top left of the screen allows you to return to the robot's application menu
- The arrow button returns you to the previous page. This is a back button.
- The button representing a cross is used to exit and close the application



4.3 - THE EMOTIONS CHART

On the emotion board, you can select a facial expression by touch or voice command. Buddy plays the associated behavior and names the emotion, so you can learn which emotion his expression corresponds to. You can also use the emotion board to practice Buddy's emotions before launching the «Recognize Emotions» game mode.



4.4 - RECOGNIZE EMOTIONS

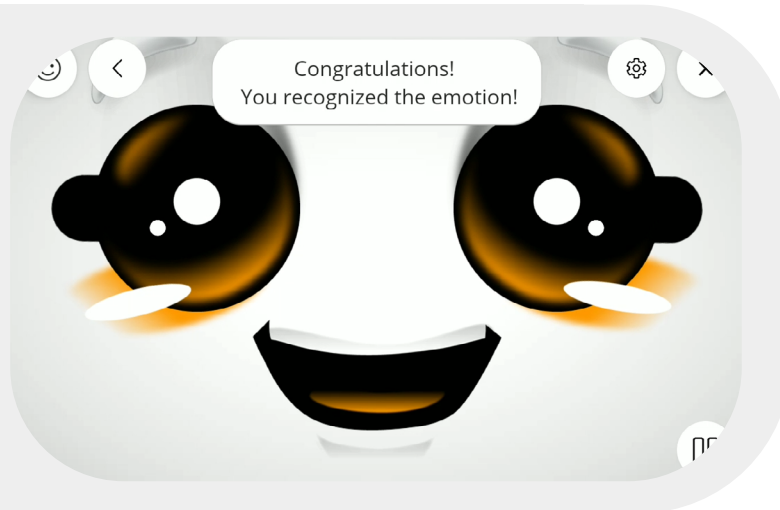
When you launch the «Recognize Emotions» mode, Buddy launches a game in which you have to recognize the emotions Buddy is miming. At the start of the game, Buddy gives the instructions.



At the end of the robot's behavior, Buddy switches to listening mode. You can give the answer by voice command. If Buddy detects no response from you or a wrong answer, it displays 3 responses options. The timer at the bottom left of the screen tells you how much time you have left to answer. ([see settings, p.13](#)).

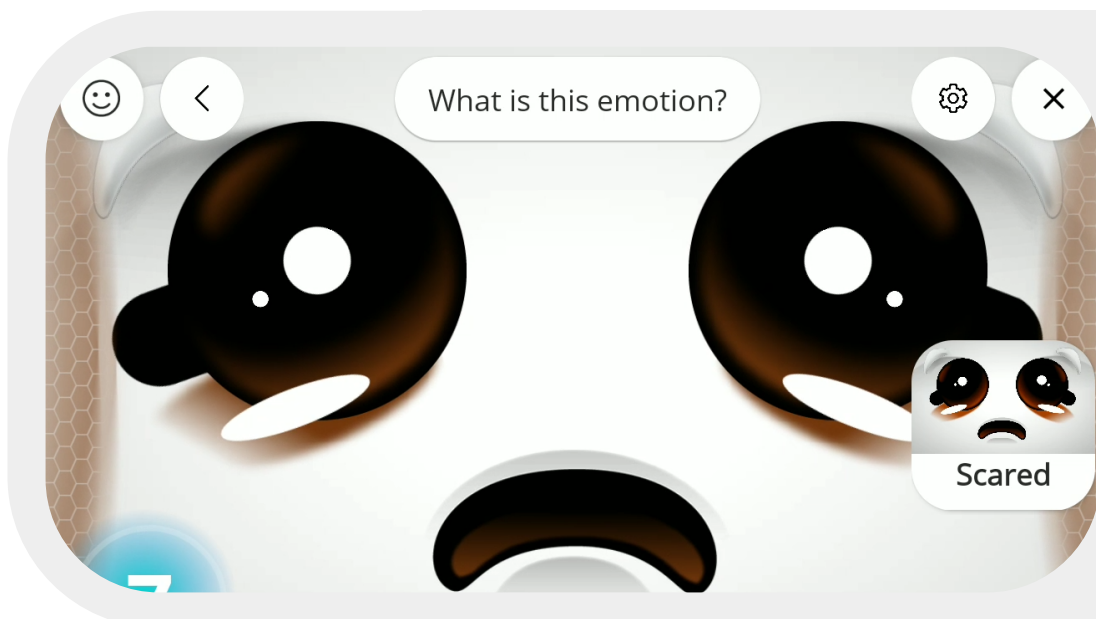
4.5 - GIVE THE RIGHT ANSWER

If you give a correct answer, Buddy congratulates you and plays a “Happy” behavior



4.6 - GIVE THE WRONG ANSWER

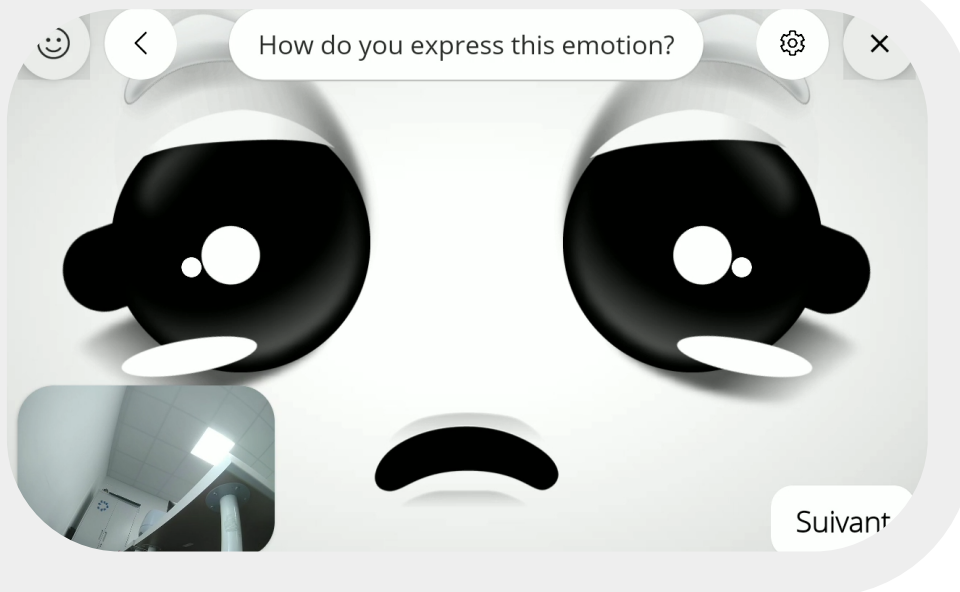
If you give a wrong answer or don't answer the question, Buddy adopts a positive pedagogy: it displays answer options among which the correct answer can be found. If you persist in giving wrong answers, these disappear in favor of the right answer until you select it and win the game.



4.7 - EXPRESS AN EMOTION

Once you've recognized Buddy's expression, it displays a camera feedback (Buddy doesn't record video). Buddy then asks you to show him how you express this emotion.

The aim here is to encourage users to answer the question «How do you feel?». This exercise is designed to open the door to interaction. The camera feedback allows users to see themselves and acts as a reinforcer for autistic children.

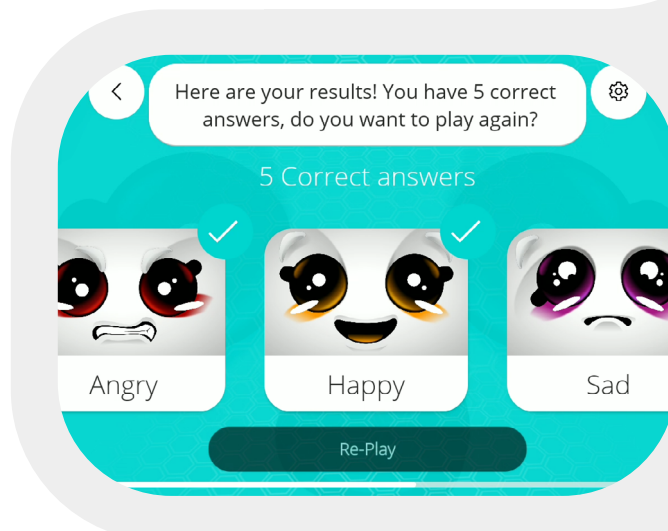


4.8 - END OF GAME

At the end of the game, Buddy displays the results table. By default, the results are always positive.

Depending on the number of answers, you can scroll through the answers by sliding your finger from right to left on the screen.

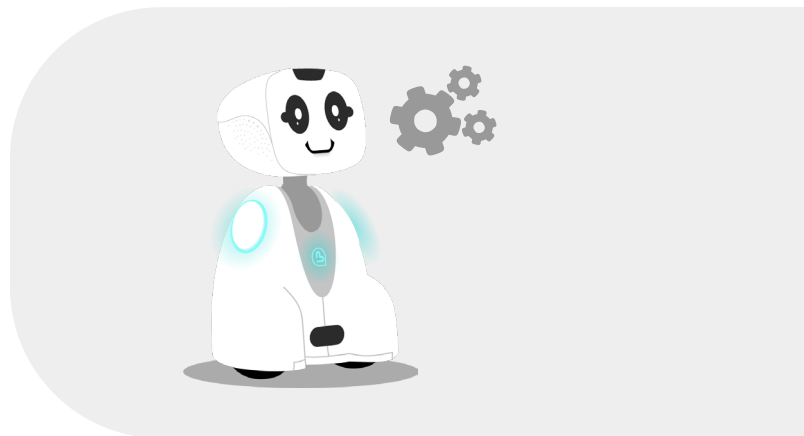
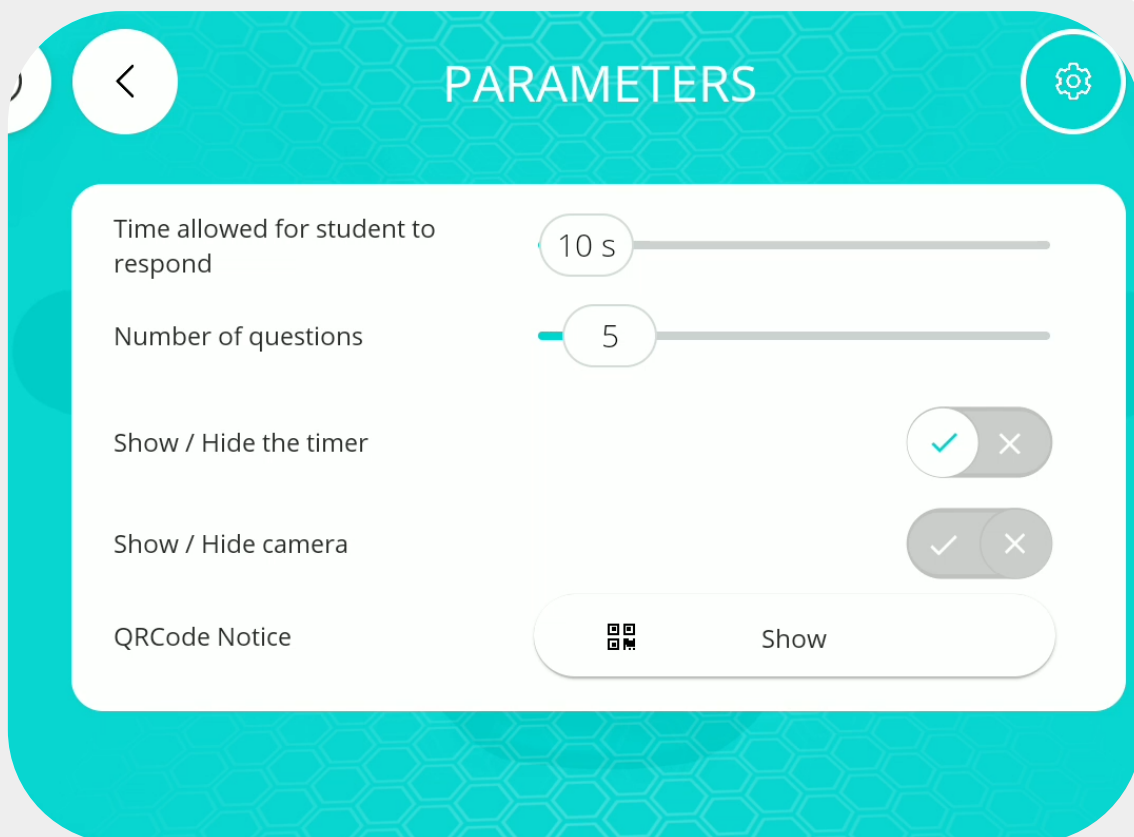
If you wish to play again with these game settings, click on «Replay».

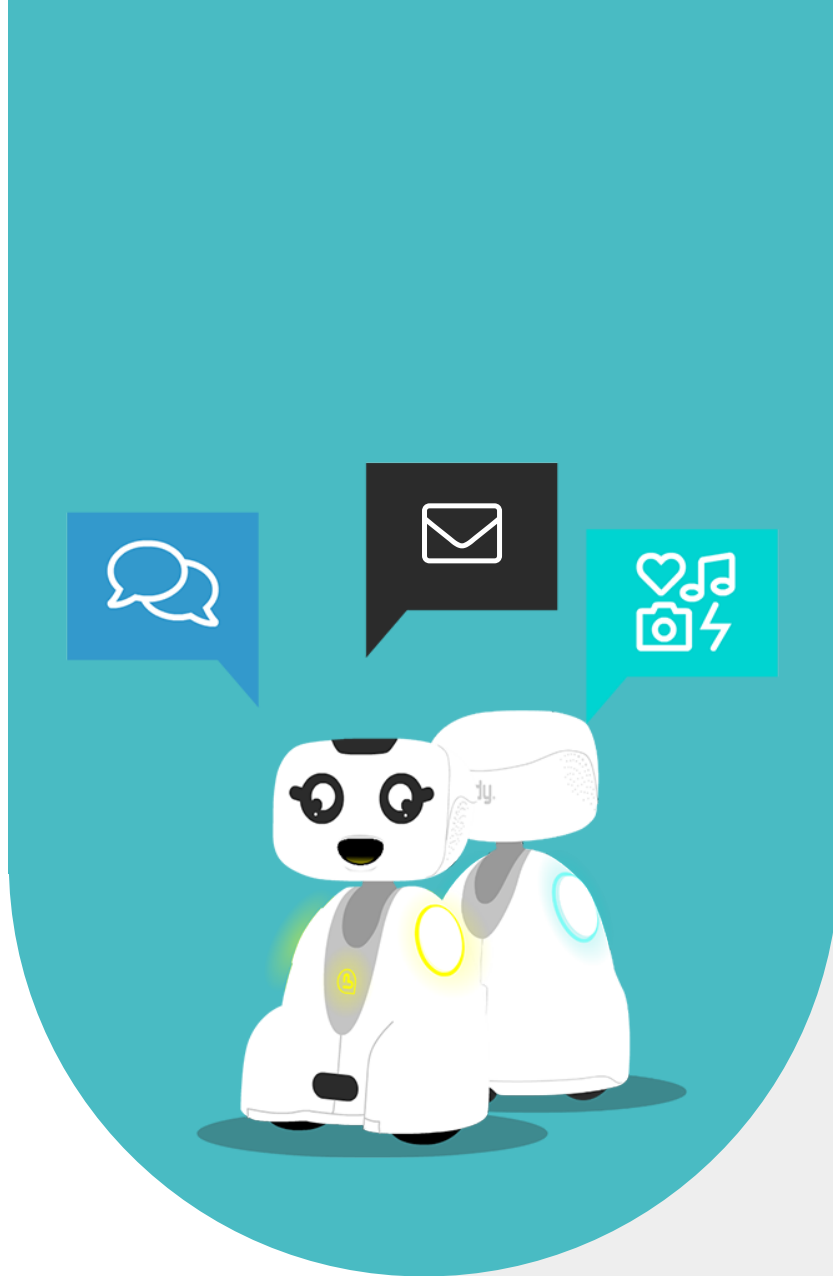


4.9 - SETTINGS

In the settings menu you can :

- Modify the time allowed for answer
- Set the number of questions per game
- Choose to show or hide the timer
- Access the user guide in front of you





5 - CONTACT US



5.1 - CONTACT INFORMATION

If you wish to contact us for further information, please refer to the following address:

SUPPORT
support@bluefrogrobotics.com

GENERAL INFORMATION
info@bluefrogrobotics.com