

Figuring Out Where to Go Next

July 8th: I started off my day working on the Favorite Things app, to fix the excel reading issue. Basically this involved commenting out all of that code (not deleting, in case we need it later for some reason...I don't like redoing work) and adding in a drop down menu to select the correct condition instead, as per Samantha's request. Then I made some minor code modifications so this worked with the rest of the programs

I then moved back to working on the Sticker app, which involved trying to think of other ways of doing this, instead of using buttons, since I just can't get them to work correctly. I tried a medley of other forms, but all had the same issue upon trying to anchor them.

After messing around with a ton of other forms, I decided to use MATH! I guess it's been a while since I did any, so it obviously wasn't my first thought to figure out mathematically where the cursor clicks were occurring.

After I thought of using math, it was quite simple. I find the width of the scale image, which changes based on the screen size, and divide that by 100, so we get 100 sections. This Width/100 number is the number of points that are inside each section. So then you take the cursor X value, and divide it by the section length value, and voilà! You get the 1-100 equivalent location value! Hurray for math! Kind of sad how long I messed around with all the forms before thinking of mathematically doing it. I guess it just shows how people are used to having technology do all the work for them.

For the rest of the day I was thoroughly testing the laptops with the Assemble apps.

July 9th - 12th: The rest of the week was me trying to figure out what I was supposed to do next. I completed a few menial tasks, like renaming the application files and folders to more appropriate names, but for the most part this week consisted of a lot of researching.

I talked to Evelyn first, who recommended I do a lit review about the possible uses for Kinect. Some of the questions she gave me were:

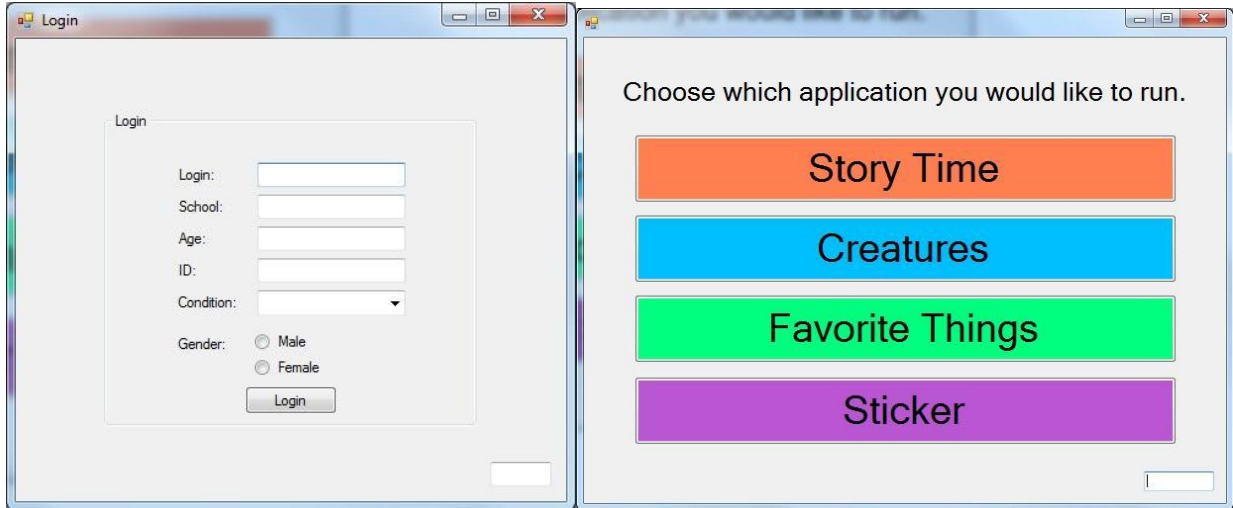
- can we automatically add any gesture to the Alex system in real time, such that it seems to fit well within the bounds of a conversation?
- can our system support such technology?
- how fine grained can we get? can we do both as broad as body lean and as fine grained as brow furrow and individual finger movements?
- what sort of additional accommodations do we need to make in order to instantiate a Kinect into our study paradigm?

I began working on this, and the next day I met with Dave about lit reviews, as Evelyn suggested. He gave me a bunch of tips and a few other tasks to complete along with the lit review. Finally, I talked to Anders, who wanted me to look into using the Kinect with Smartbody,

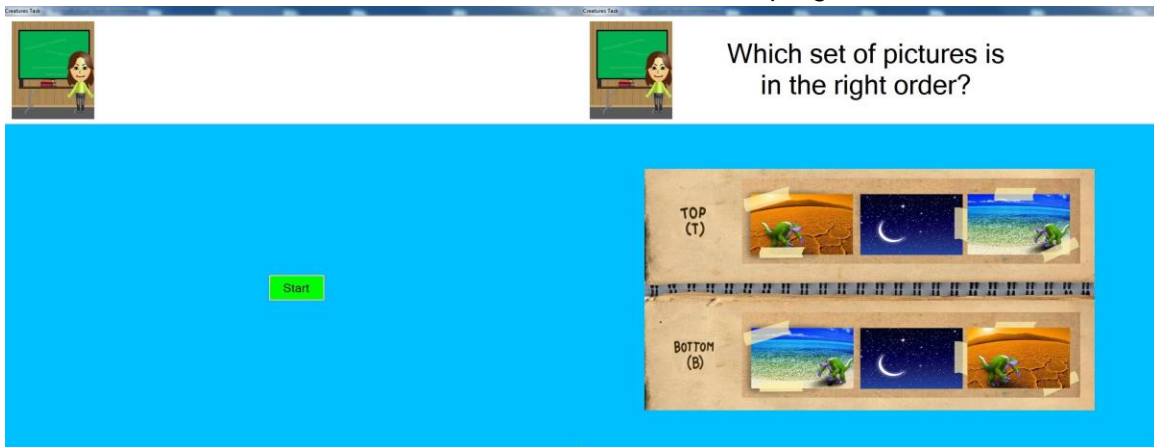
so we can hopefully control Alex in real-time. For the rest of the week, I spent time working on both of these tasks.

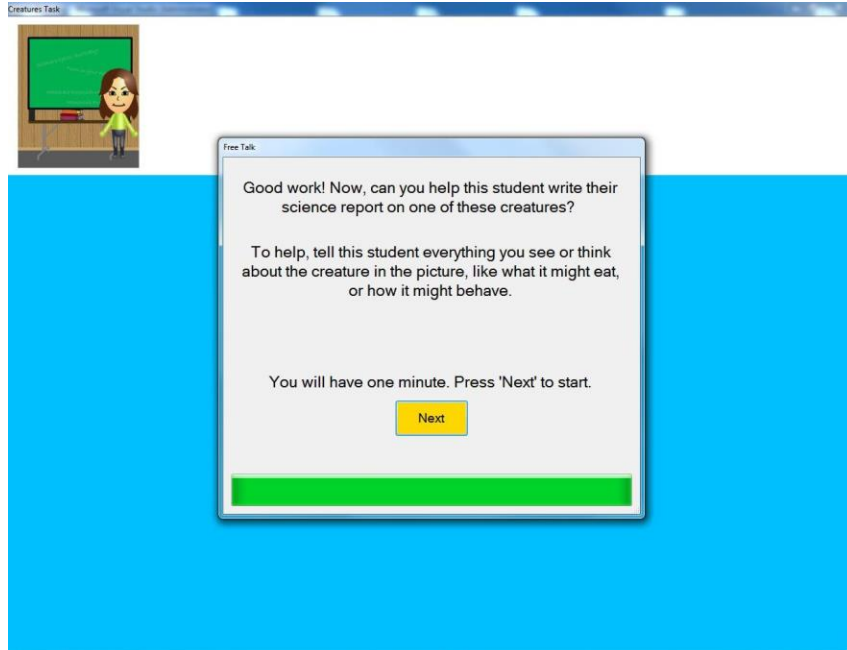
And since this week was probably pretty boring to read, here's some images of the final versions of the programs.

The login screen, which then moves onto the chooser program.

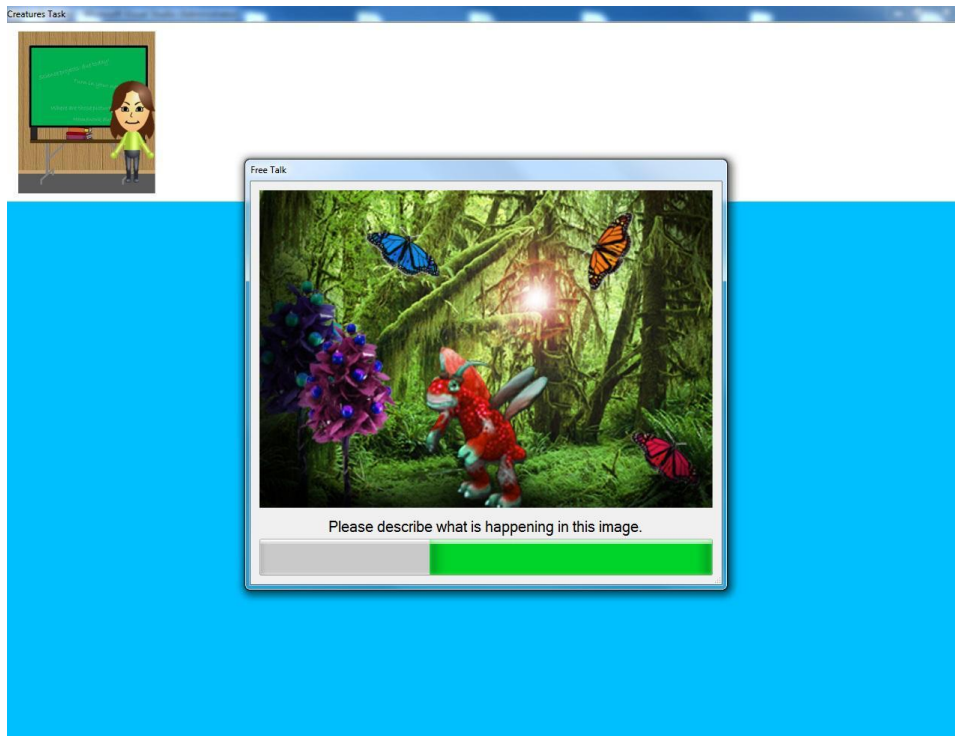


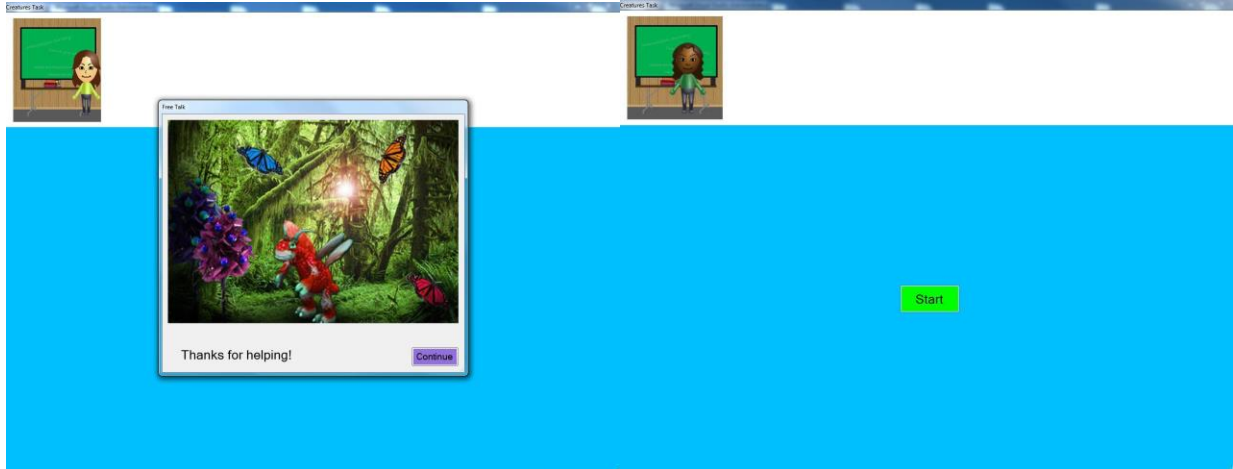
The first few screens of the creatures program.





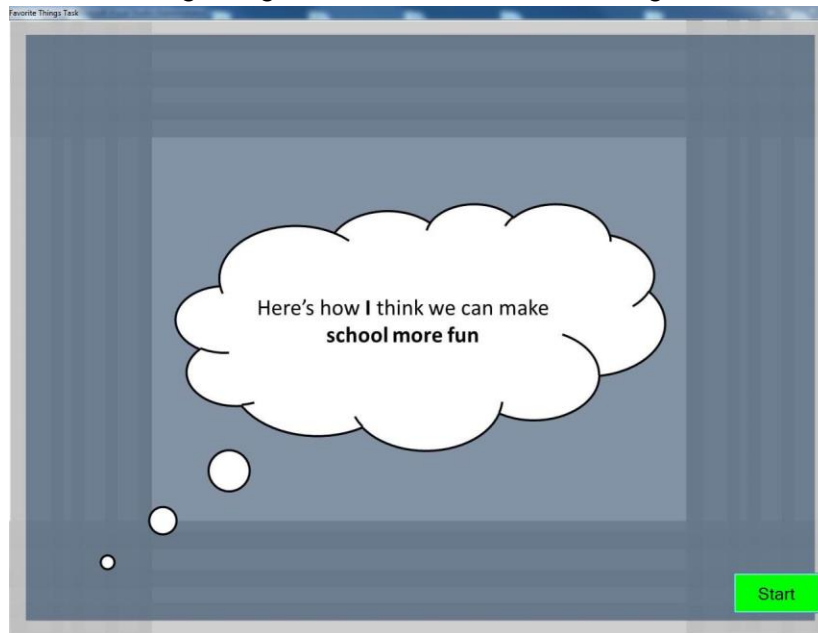
The Free Talk screen.





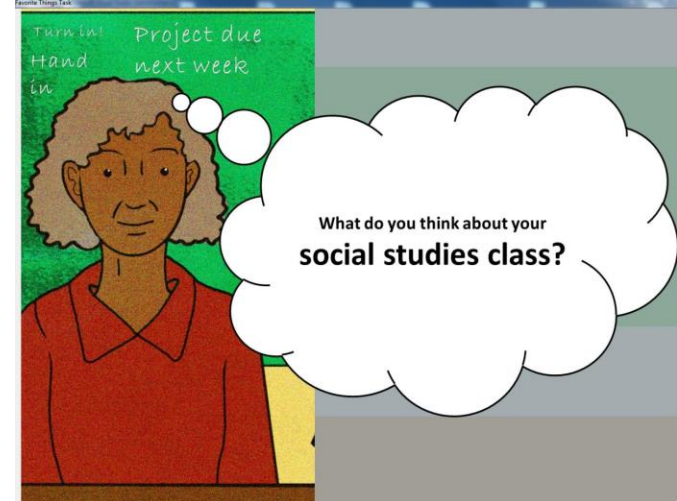
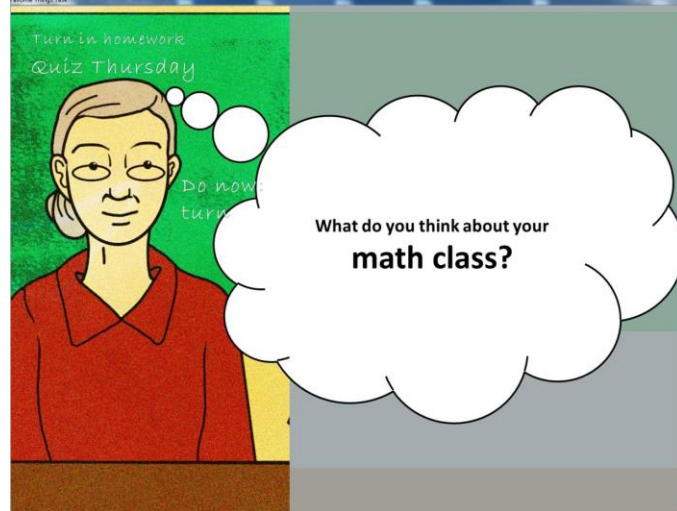
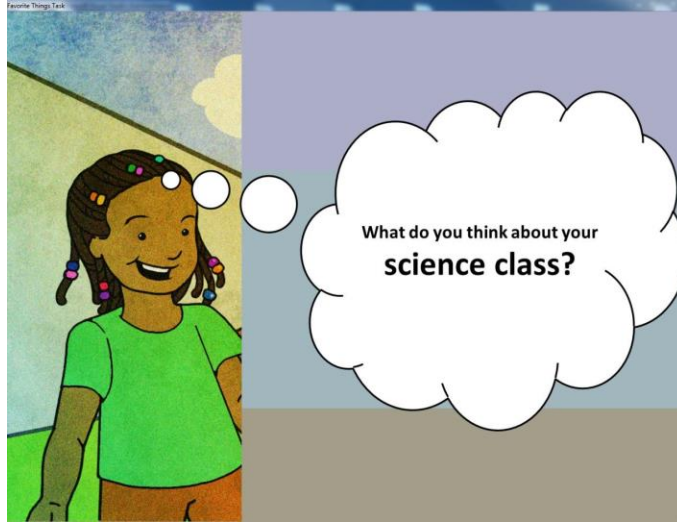
And then it moves onto the next avatar.

The beginning screens of the Favorite Things task.





It then moves onto the other avatars, which are shown here.





The ending screen, which allows the child to finish the task, but has the background recording continue to run until the experimenter wants to close it.

Where was the child when they told their story?



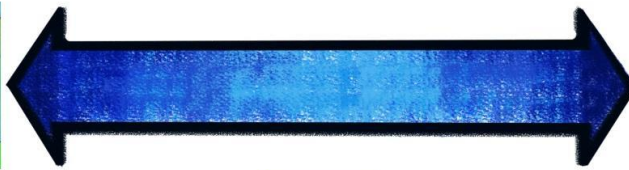
Start



You've completed 0 out of 13 stories.

Start of the Sticker Task.

Where was the child when they told their story?



Next

You've completed 0 out of 13 stories.

Where was the child when they told their story?



Next

You've completed 0 out of 13 stories.

The child moves onto the next utterance.

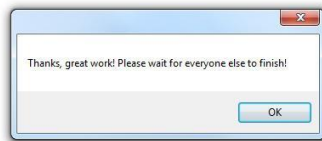
Where was the child when they told their story?



Next

You've completed 1 out of 13 stories.

Where was the child when they told their story?



Finish

You've completed 2 out of 2 stories.

Where was the child when they told their story?

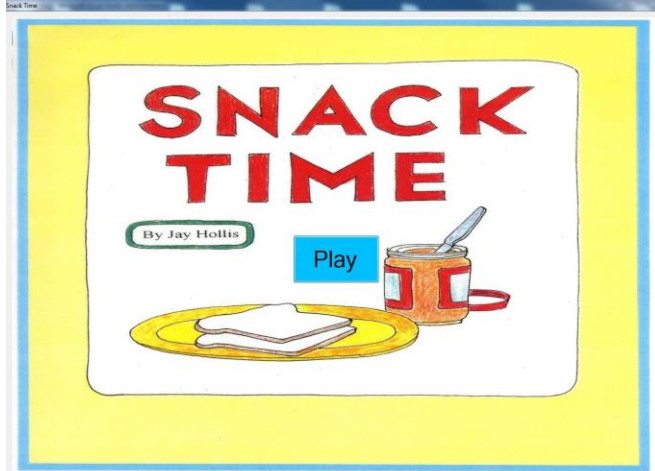


Next

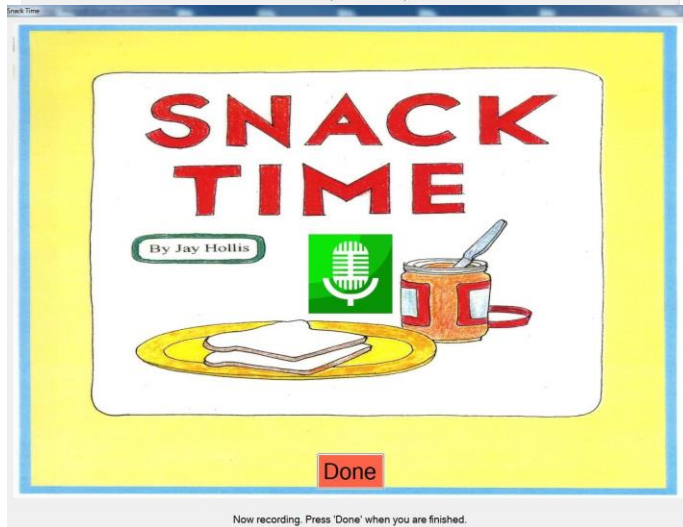
You've completed 1 out of 13 stories.

Ending screen of the Sticker, which allows the same background recording of the Favorite Things task.

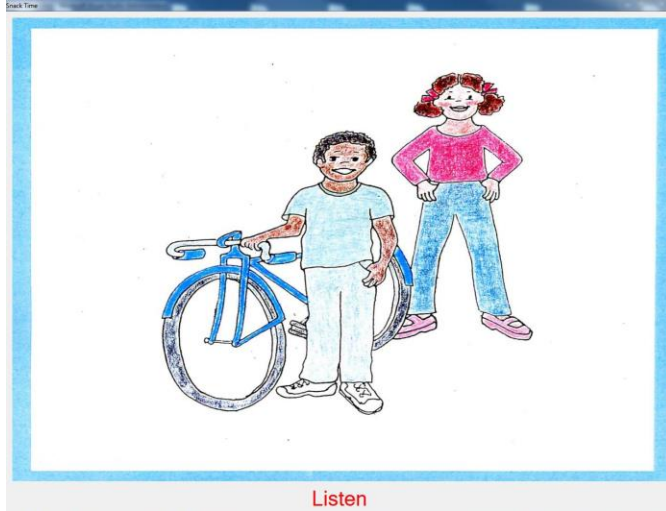
Start of Story Time application.



Press 'Play' to hear the story.



Now recording. Press 'Done' when you are finished.



Listen

Snack Time

SNACK TIME

By Jay Hollis

Thanks, great work! Please wait for everyone else to finish!

OK

Great work! Thanks for helping! Please wait for everyone else to finish.

Finish

The main screen has a yellow background with a blue border. In the center, the words "SNACK TIME" are written in large, bold, red letters. Below the title, there is a green speech bubble containing the author's name "By Jay Hollis". To the right, a small window with a title bar and a close button contains the text "Thanks, great work! Please wait for everyone else to finish!" and an "OK" button. Below the window, there is an illustration of a yellow plate with two sandwiches, a jar of jam with a red label, and a knife with jam on it.

Ending screen that continues the background recording.