emote

Showcases Initial Version

Work package	WP6	
Task	Content development (T6.3) First showcase implementation (T6.4)	
Dissemination Level	Public	
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Deliverable	6.2	
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Short abstract	In this deliverable we present the first showcase implementations, bringing together hardware and software components from WP 3-5 into the integrated architecture.	
Keywords	Architecture, scenarios, robot tutor	
Documents	xxxx	

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1   Introduction

This deliverable presents the first EMOTE showcase implementations, which bring together hardware and software components from WP 3-5 into an integrated architecture. We describe the capabilities of the two showcase implementations, and provide details of how to access and install the implementations, as well as videos links of the two showcases in use.

2   Core of the Report

Details of Showcases

The consortium is developing two showcases in the area of geography, one focusing on map reading skills and the other on energy-related environmental issues.

Showcase 1: Map Activity (Treasure hunt)
This scenario is based on a map activity implemented as a treasure hunt task. During the interaction, the robot tutor provides clues and hints to the learner in order to navigate through various locations on the map. The learner's map reading skills will be tested throughout this activity.

Scenario 2: Game Activity (Enercities)
The single-user game Enercities (http://www.enercities.eu/) has been used as the basis for an EMOTE multi-player collaborative learning game. The robot acts both as a tutor and a player, while collaborating with two students on the development of a virtual city with focus on keeping environmental issues in mind. The game is developed in Unity3D/C#, and runs as a full-screen application on the multi-touch table.

Access to Showcases

The reviewer area at http://www.emote-project.eu/showcases-review (Password:emote-review2014) contains instructions for accessing and running the code for the two showcase scenarios, as well as links to videos of the scenarios in action.

Future Work

In year 3 of the project, the final version of the showcases will be developed with a close link to the evaluation phase with WP7. The architecture will support migration capabilities providing the ability for the robot tutor to migrate from robot embodiment to hand-held embodiment with a subset of its interaction memory, user goals and progress.