

# Emotion

**Mitglieder:** Dmytro Boitsun, Daniel Oremus



- Euer Projekt kann Menschengefühle erkennen.
- Für KI wurden Bilderkennung verwendet
- Unsere KI ist für Psychologen gedacht, damit sie mit den Menschen besser arbeiten könnten.

# Die Programmierung

The image shows a web application interface for emotion recognition. At the top, it says "Recognising images as happiness, sadness or 2 other classes". Below this, there are four columns representing different emotions: happiness, sadness, anger, and exhaust. Each column contains several small images of people's faces. Below the images, there is a Scratch script editor. The script is written in German and uses the 'image' library to load and display images. It also includes a 'say' block to display the results of the recognition. The results are shown in a 'results' box with buttons for 'Happy', 'Angry', 'Exhaust', and 'Sad'. The script is quite long and complex, indicating that the programming was challenging.

- Zuerst haben wir die Idee ausgedacht. Dann haben wir die Fotos im Internet gesucht und Modellen trainieren. Danach haben wir Code geschrieben.
- Danja hat den Code geschrieben und Dima hat mit Modellen gearbeitet.
- Der Code ist sehr lang und hier ist das Bild.
- Wir glauben, dass der Code sehr schwierig war.

# Was habt ihr im Workshop gelernt?



- Teamwork
- KI Modell trainieren
- Bilder suchen
- Mit Scratch und ML Seite arbeiten

# Emotionen

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The screenshot displays a Scratch project titled "cats-vs-dogs". The interface is divided into several sections:

- Code Editor:** The central workspace contains a script area with a "when green flag clicked" event, followed by a "say" block and a "wait" block. Below this is a "when green flag clicked" event, followed by a "say" block and a "wait" block. The main logic is contained in a "when green flag clicked" event, followed by a "say" block, a "wait" block, and a "say" block. The script continues with a "when green flag clicked" event, followed by a "say" block, a "wait" block, and a "say" block. The script concludes with a "when green flag clicked" event, followed by a "say" block, a "wait" block, and a "say" block.
- Left Panel:** Contains various Scratch blocks categorized into "Змінні" (Variables), "Мій блок" (My block), and "Images".
- Right Panel:** Features a "results" box with a score of 1 (correct) and 0 (incorrect). Below it are two character selection boxes: "happy" (with a cartoon face) and "Exhaust" (with a photo of a man). A "test" button is visible at the bottom right.