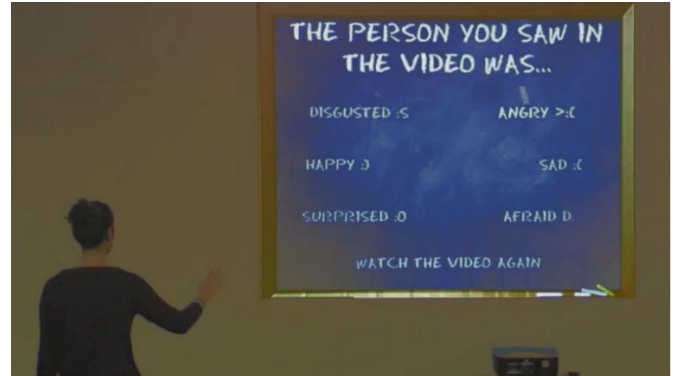# Interactive software to help children with Autism understand and express emotions through body gestures

An EyesWeb XMI software library for the automated recognition of emotions from upper-body movements (no face and voice information) has been developed, based on expressive gesture analysis and machine learning. Prototypes of games based on this library are available for autistic children.

Body Emotion Game (single player)

1.The computer shows a video portraying an emotion

2.The player selects the emotion recognized in the video

3.The player expresses the same emotion with the body

4.The computer gives a feedback to the player

Emotional Charades (two-player)

1.Player1 chooses an emotion to express

2.Player2 and the computer observe the silhouette of Player1

3.Player2 and the computer guess the emotion

4.Player1 says whether Player2 or the computer gave the right answer