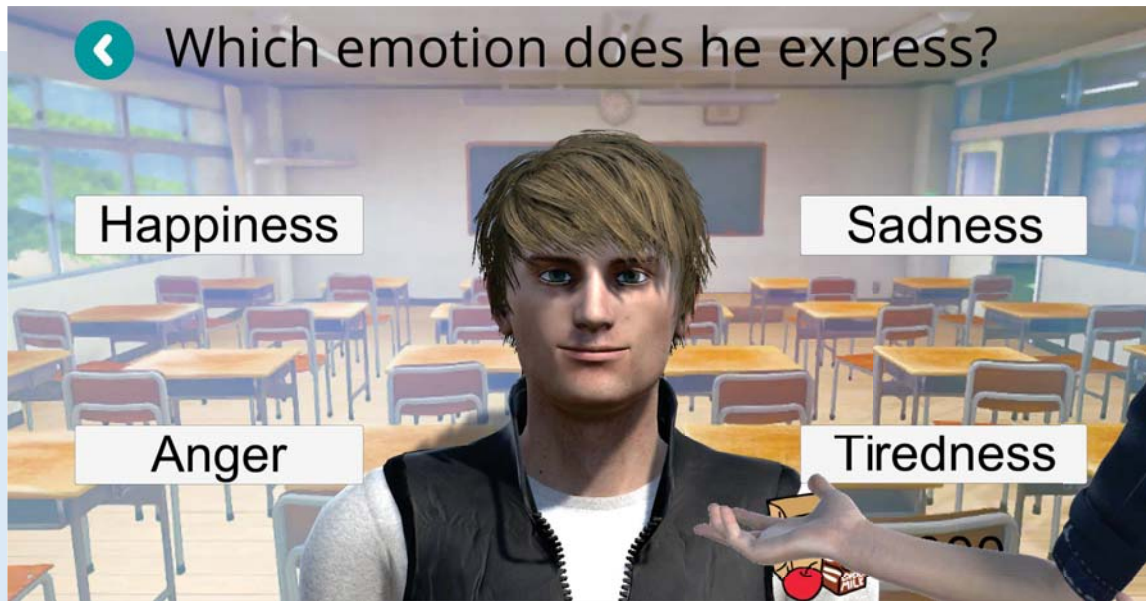
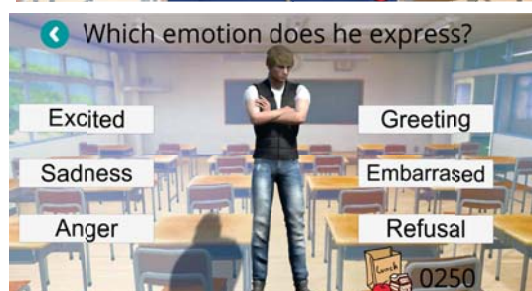
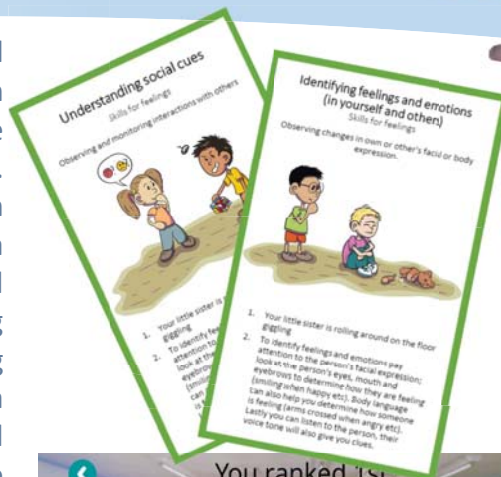


# Learning Possibilities for Everyone's Inclusion



**Emotions with Friends** is an educational game to support children and teachers in classroom activities surrounding the recognition of emotions and social cues. The game combines the fun of playing with virtual characters and of discovering a variety of different emotions and social behaviours. Gameplay involves selecting the emotion or social cue that is being displayed by the virtual character from a set of possibilities. Feedback is provided about how many other players made the same choice and as demonstrations of highly ranked expressions for specific labels. The aim of the game is to make selections that are coherent with the combined impressions of others.

The game is intended to be used in a classroom environment as an aid for learning about expressions, in addition to enriching the emotional vocabulary of students. The game features multiple difficulty and progression levels that include character appearance (schematic, cartoon, realistic), the intensity of the expressions (from strong to subtle), the complexity of the emotions (basic and complex emotions) and the complexity of the labels from which an answer is to be chosen.



Play with realistic, cartoon or schematic characters, focusing on facial expressions, full body motions and formations

