

TelMi – Kids counting game

2-LINER description: Build an application for educational purposes for kids from 6 to 8 years old. The application needs to recognize easy subtractions and summations shown by a kid's hand.

[Description of the assignment]

- The kid shows to a camera a hand with 4 fingers, then makes the plus sign and then shows 2 fingers... the application should give feedback of the figures perceived by the system and then give an answer.
- The children can then give a thumbs up or thumbs down sign to see if it is correct or not.

[Goals]

- The computer vision component has to be built-in into an application so that it can be easily setup for demos at schools.
- Multiple extensions are possible.

[What will you gain]

- You'll learn to prototype and adjust your product
- Capture and process relevant real-time data
- Explore the possibilities and limitations of sensors
- Gain knowledge and experience with designing and deploying a machine learning solution
- That lovely feeling you'll get knowing your design will effectively be used in a real-life scenario

[What will you need?]

- Creativity and the will to succeed
- A motivated personality that can handle setbacks
- You see the bigger picture when it comes to making software and hardware work together
- You want to learn everything about real-time data and stream processing
- You can't wait to learn a heck of a lot in a relatively limited time period.

[Location of your assignment]

- Veldkant 33B, 2550 Kontich

[Your monitor]

- Kevin Smeyers – Technical lead machine learning ToThePoint

[Technologies you'll be using]

- Machine Learning, Computer vision
- OpenCV
- Java, Python,...
- Other:
 - Docker
 - Vue.js
 - ...