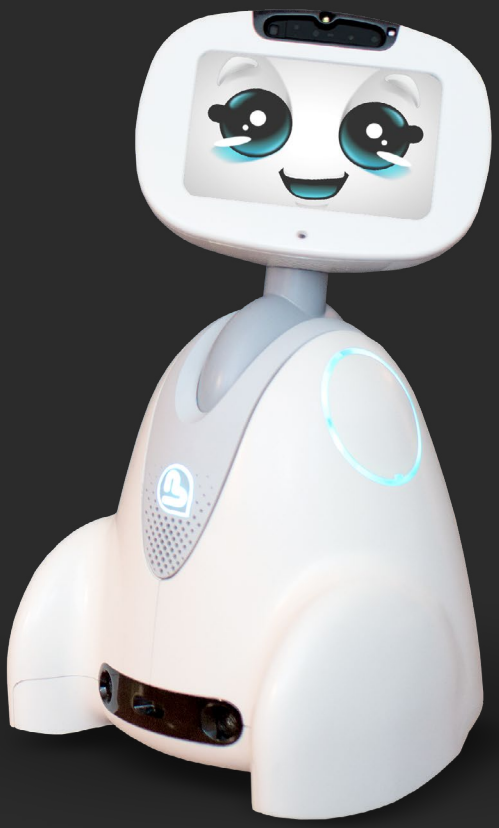
Carte Blanche

User Guide V1.01



Buddy®
The Emotional Robot

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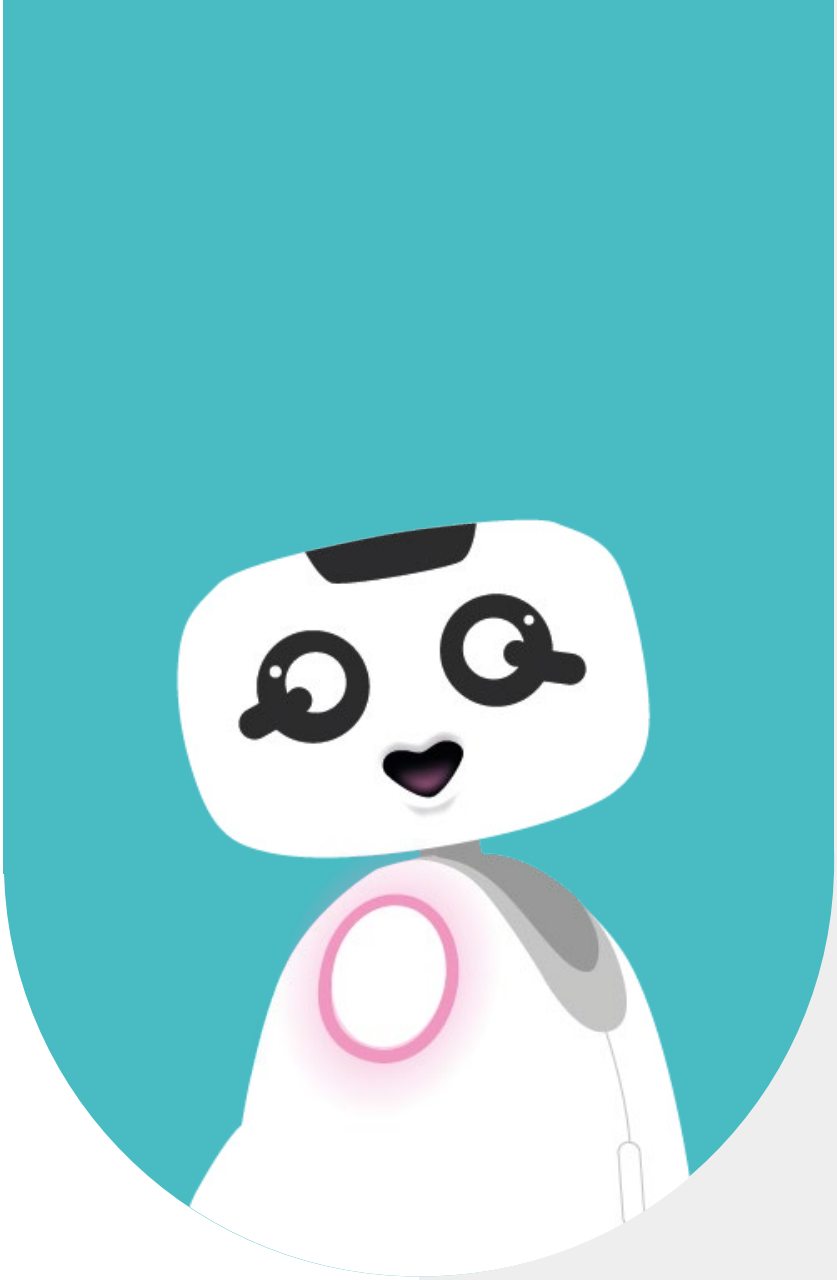


2 - ABOUT

2.1 - ABOUT CARTE BLANCHE

Carte Blanche is an application that runs on Buddy and comes with a set of white /blank cards that you can edit content on. Once the content has been edited, Buddy can assist you with classic encoding tasks. Thanks to this application, children will be able to assimilate new items classified by category. Buddy can ask or answer questions.

Before you begin, get your deck of cards ready. If you haven't bought them, you can download them here:

Cards Empty	Cards Kitchen	Cards Supplies	Cards Fruit & Vegetable
Cartes Country	Cartes Sports	Cards Clothing	

3 - GENERAL PRESENTATION

3.1 - HOW IT WORKS

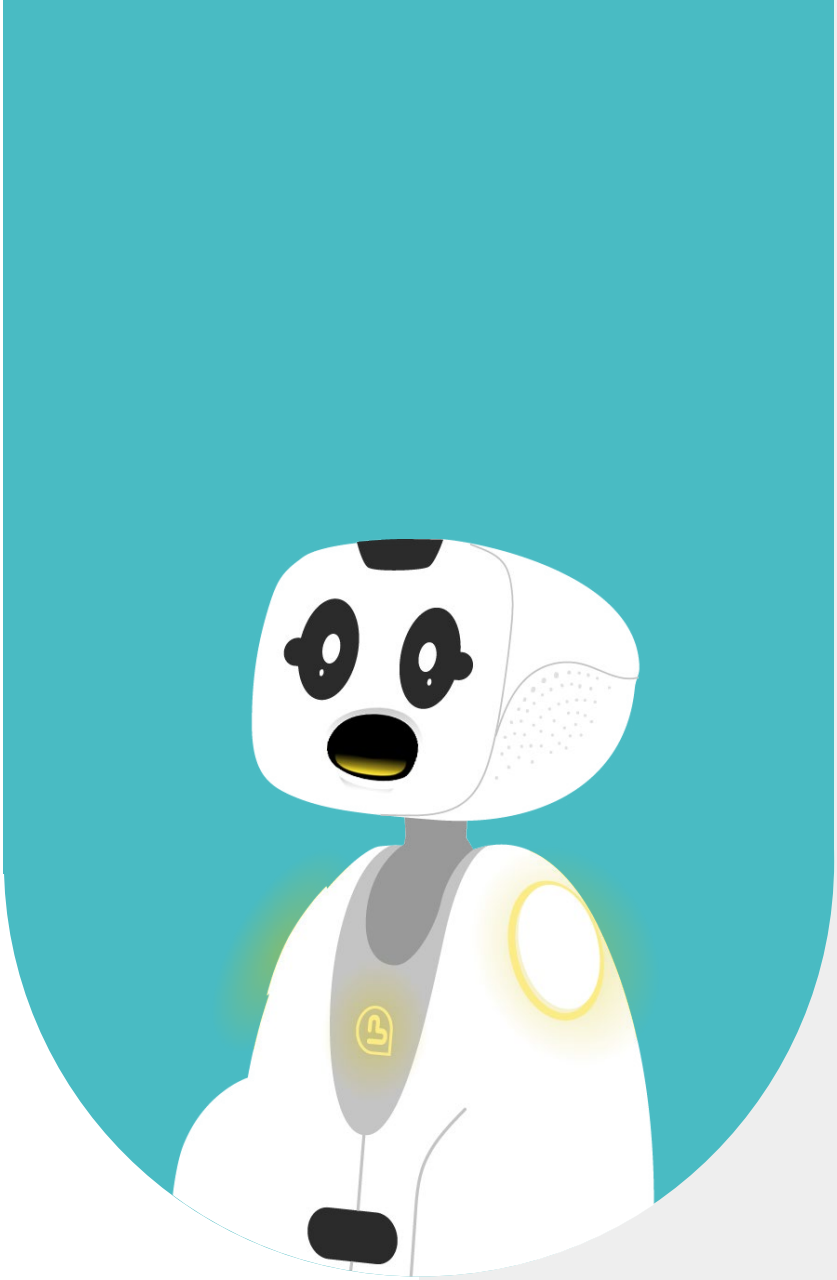
This application comes with a set of white/blank cards on which you can edit and draw content.
Buddy can then ask you about those contents. For Buddy to recognize a card, it goes through a learning phase, this is what you will find in the “Programming” menu. When your first batch of cards is ready, you can start the game
Two game modes exist: “Buddy Teacher” and “Buddy Student”. In Buddy teacher mode, Buddy asks the player about the contents of the cards. In Buddy student mode, Buddy names the cards that the player shows him. Be careful, Buddy could be wrong!
You can customize the game mode in settings.

3.2 - USE CASES

At school or at home, an adult launches the “Carte blanche” application. Cards with a marker are spread out on the ground, in front of Buddy. The player(s) sit around Buddy. The adult selects a game mode for Buddy: Teacher mode or Student mode. In teacher mode, Buddy asks the player to show him a card. Buddy validates or invalidates the answers, and rewards the player when he shows the correct card. In Buddy student mode, the player asks Buddy to recognize a card. Buddy can directly give the correct answer or ask the player for some assistance.

3.3 - APPLICATION ADVANTAGES

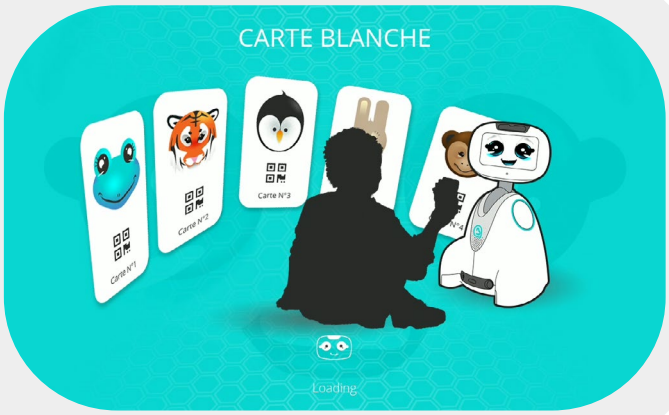
This application has several advantages:
It promotes the interest and commitment of children in a learning task.
Card manipulation allows users to work on fine motor skills.
The possibility to edit the cards allows you to customize your activities and create different game play levels.
Content creation makes it possible to vary the representations of an object and topresent it in different forms and in different contexts. It is possible to play with several users, which allows to learn how to wait for their turn.



4 - PREPARATION

4.1 - APPLICATION LAUNCH

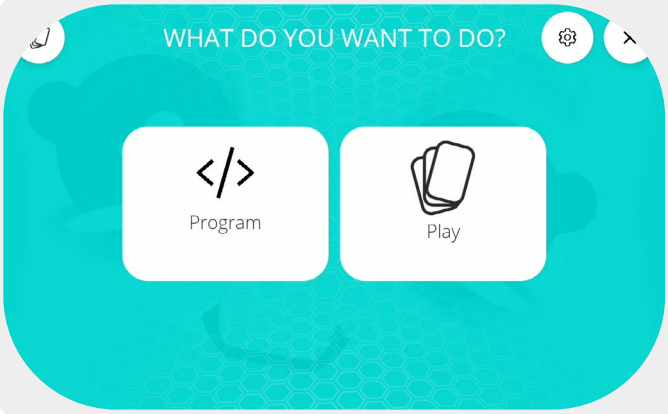
This app launches from the BuddyCore menu. To open the app, just click on the «Carte Blanche» app icon.



When launching the application, the loading page is displayed for a few seconds. The application's main menu then appears.

4.2 - MAIN MENU

The first screen of the app allows you to choose to program cards or play. This choice can be made by touch or voice command.
To play, you must first edit cards in the programming menu.



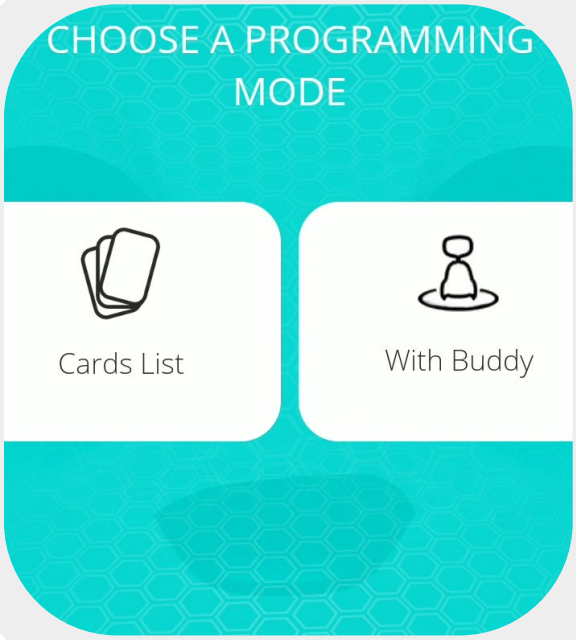
- The button at the top left of the screen allows you to return to the robot applications menu.
- The button that represents an arrow allows you to go back to the previous page. This is a back button.
- The button which represents a nut allows you to view the app settings.
- The button that represents a cross allows you to quit the application and close it.

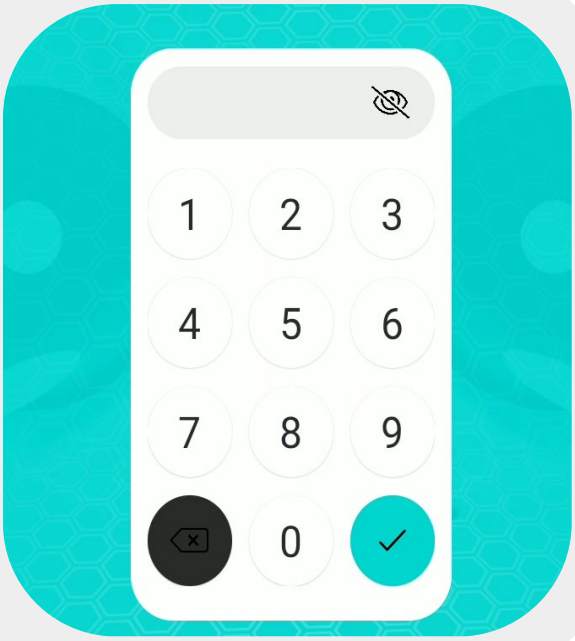
4.3 - CONTENT EDITION

2 programming modes exist:

With the cards list: cards edition is done by touch command on the Buddy screen. In this mode, if you want to create a new card, Buddy chooses the number of the card randomly (by default it is the first blank card available in ascending order)
With Buddy: in this mode, Buddy guides you vocally to edit your card. Editing can be done by voice command (if the robot is connected to the internet) or by touch command (a keyboard appears in offline mode).

The buttons «Program» & «Play» are available in voice and touch commands.





The programming mode with the cards list is protected by default with a pin code. To access this page, **the code is 2525**. This code cannot be modify. However, this functionality can be disabled in the settings. To view the code you have entered, click on the cross-out “eye” icon

4.3.1 - CARDS LIST

This mode allows you to access to the list of cards already programmed. The cards are sorted in ascending order, they can be edited (pencil button) or deleted (trash can button). Thanks to this menu you can view the contents of each card to match the visuals. Card content is displayed as a list and ranked by category. Attention, if you click on the “Delete” icon on the card, the card and all edited content on that card will be deleted.

If you want to delete only one of the contents, click on the card edit button (pencil) and delete the contents individually.

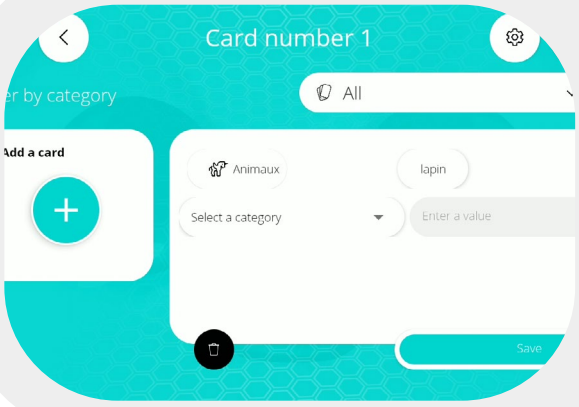
The drop-down menu allows you to display the categories for which cards have already been edited. In this drop-down menu, it is possible to select a category to display only the cards for which content is published in a category.

To edit a new card, you just have to click on the + button at the top right of the page

4.3.1.1 - CARD EDITION

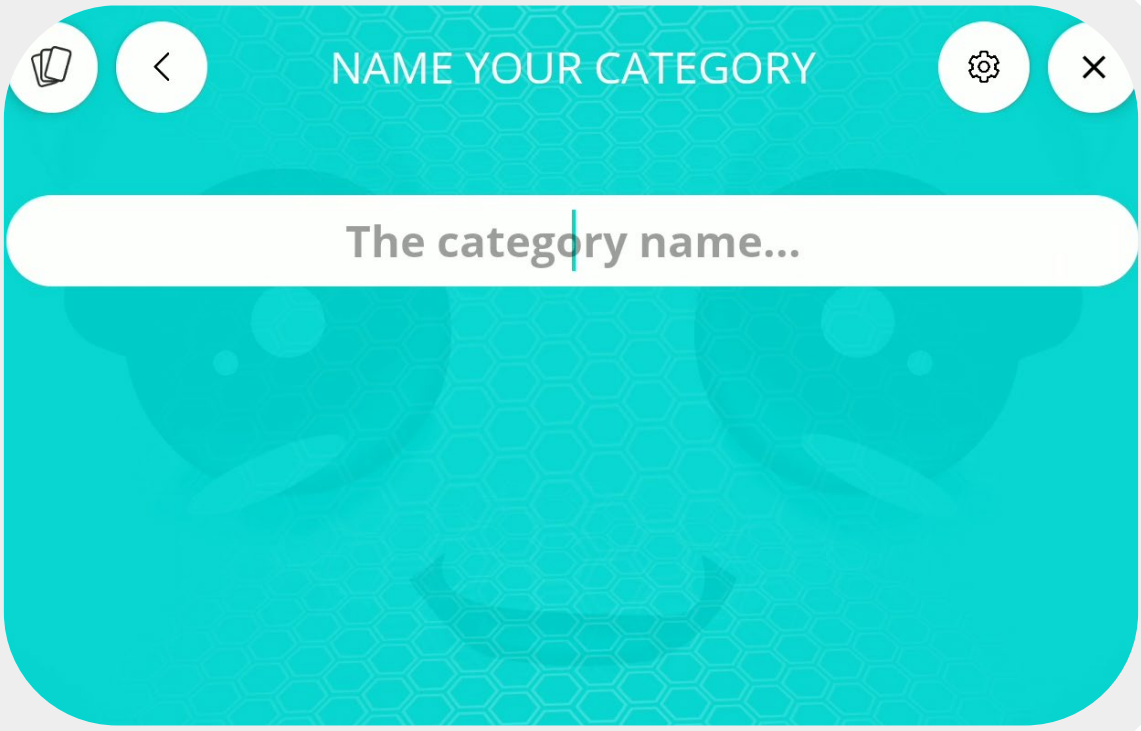
When you select the edit (pencil) button, an edit page is displayed to edit the selected card.

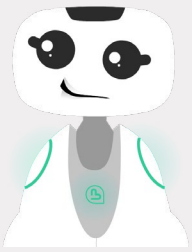
To create new content, make sure you have already created at least one category (My categories Menu). Then select a category from the drop-down menu and name your new content in the text box.



Be careful, you cannot use the same name twice for 2 different contents on one or more cards.On this page, you can individually delete your content by clicking on the “delete” button (trash can) opposite the desired content. Important: Don’t forget to save your changes.

4.3.1.2 - CREATE A CATEGORY





You can create a new category from the Card editing page when you select a category from the drop-down menu, from the 'With Buddy' edition mode or through the 'Cards list' by activating the "My categories" toogle, and clicking on "create a category".

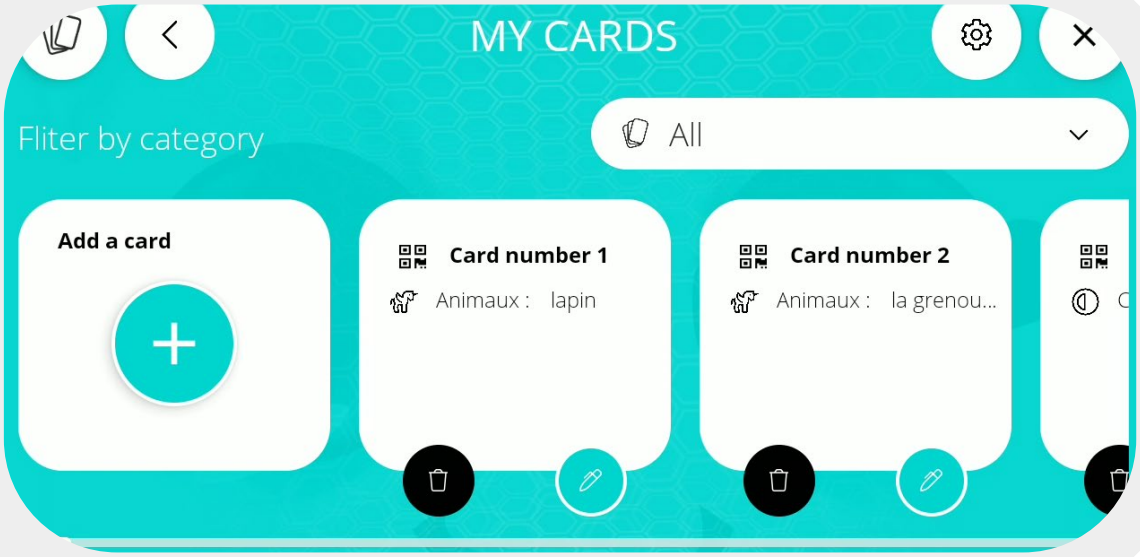
To create a category, you must associate a name and an icon. Don't forget to save your changes.

You will then be able to create content for this category in the Card editing page. Attention, you cannot name 2 categories with the same name.

4.3.1.3 - MODIFY A CATEGORY

To modify a category, you must go to the «My categories» menu.
The categories are displayed in order of creation and they display the number of cards edited for each category and their numbers. In this menu you can modify (pencil button) or delete (trash button) a category. By clicking on the edit button, you can change the name of your category and its icon without deleting the associated content.

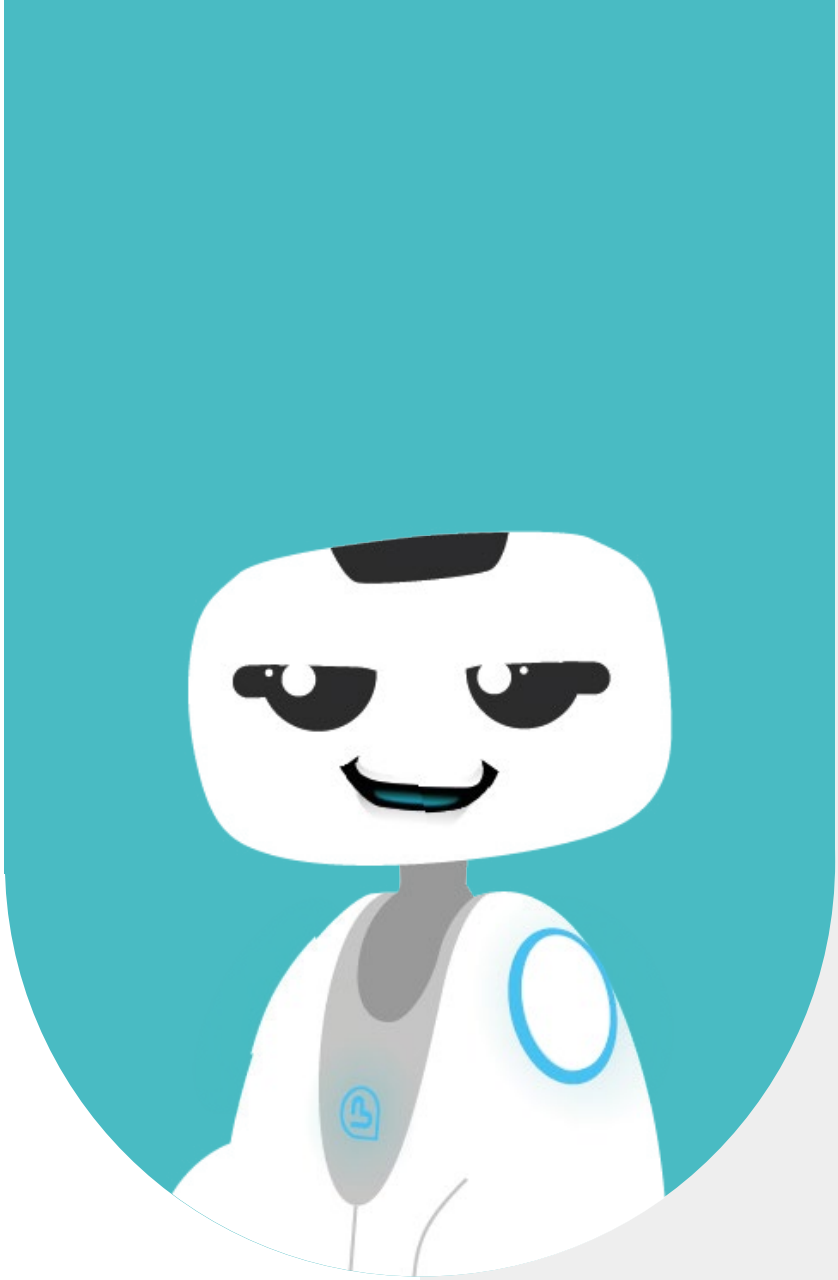
Be careful, if you delete a category, all the content edited in this category will be deleted on all your cards.



4.3.2 - EDITING WITH BUDDY

This second edition mode has been created to offer 2 different ergonomics to our users. This mode can also be adapted to children to introduce them to programming.

Thank to this mode, you can edit your cards by voice command. You just have to choose the category you want to create content for, show the card to edit to Buddy and give your new content a name. If the robot is not connected to the internet, a keyboard will appear on Buddy's screen for you to manually enter the name of your content.



5 - THE GAME

5.1 - GAME MODES

2 game modes exist: Buddy teacher and Buddy student. Several players can play on the robot at the same time, each in turn answering the questions.

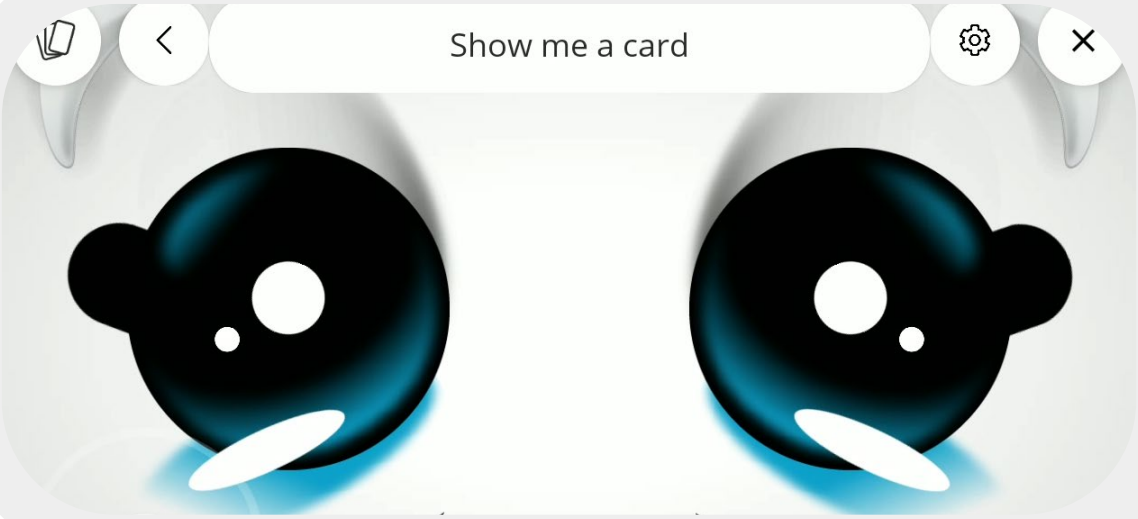
- In Buddy teacher mode, it's Buddy which asks the questions, the robot positions itself as an authority figure. Buddy asks questions, gives the answers, and displays the results at the end of the game.
- In Buddy student mode, Buddy answers the player's questions. It's the child who is in a position of authority to encourage his involvement in the game and increase his self-confidence.

5.2 - BUDDY TEACHER

In Buddy teacher mode, Buddy asks a player to show him specific cards one by one. To launch this game mode, click on "Play", then on "Buddy teacher", and choose the category with which you wish to play. To play, you must have already edited categories and content on your cards! To do this, go to the "Programming" menu.

When the game starts, Buddy says «Show me [some content]», the player must find the corresponding card in his set of cards and place the QR code of the card in front of Buddy's camera so that the robot can recognize it. The camera feedback helps to position the card correctly.

Make sure that all the cards belonging to the selected category are available to your child so as not to create frustration during the game.
To set the number of questions, attempts and errors, the time allocated, the display of the timer etc., go to the **settings**.



5.3 - LOST CARD

If you have lost a card, you can go to the « programming » menu «List of cards» to delete the card from the database. Buddy will therefore no longer be able to ask you about the contents of this card and you will not be stuck during the game. To re-edit the deleted content on a new card, use the “With Buddy” programming mode to choose the card on which you want to edit the content.
If you are playing in Buddy Teacher mode and Buddy asks you about a card you have lost, you can stop the game and remove the card from the cards list as specified above. If you still want to end the current game, you can show Buddy another card, your answer will be considered as wrong, and wait for Buddy to ask you a new question.

5.4 - BUDDY STUDENT

In Buddy student mode, the player shows cards to Buddy and Buddy must recognize and name them. The roles are reversed from Buddy Teacher. The goal is to make the child feel like he is the teacher and is asking Buddy about its knowledge. To launch this game mode, click on "Play", then on "Buddy Student", and choose the category you want to play with. To play, you must have already edited categories and content on your cards! To do this, go to the **"Programming"** menu.

When the game starts, Buddy asks a player to show him a card:
«Show me a card», the child chooses the card of his choice and shows the QR code of the card to Buddy by placing his card in front of the robot's camera. The camera feedback helps the user to position his card correctly. Depending on Buddy's level (see settings), Buddy names the card correctly, gives the wrong answer, or asks the player for assistance.
2 strategies can be applied: either the child shows a card that he knows to Buddy, or he shows a card he does not know to learn its name. This strategy works when Buddy's grade level is set to 100% in the settings.

To customize the game, go to the **settings.** You will be able to change Buddy's grade level, number of questions and attempts and errors, etc.

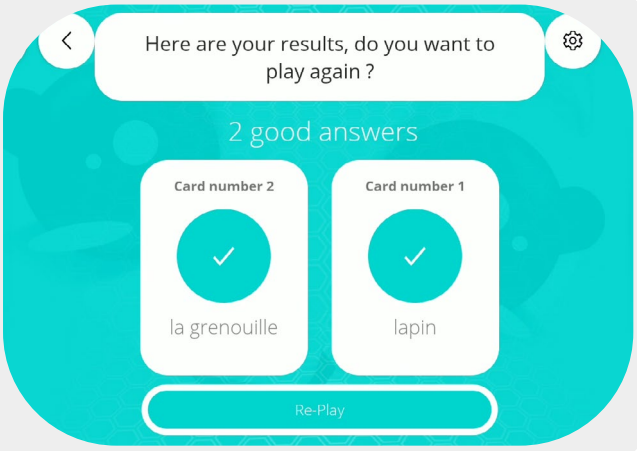
Internet connection: This game mode works best with an internet connection. Connecting to a network allows the player to answer the robot's questions by voice command. When the robot is not connected to the internet, when Buddy is waiting for a response from the child, it displays a keyboard, and the child must enter their response manually (touch command). This means that the child knows how to write.

5.5 - SELECTION OF SPECIFIC CONTENT

There may be days when you prefer to play with just a few of your cards and not use your entire dataset for one category.

If you only want to play with a few of your cards, you can select specific content when choosing your category ! To view this option, make a long click on the category of your choice when you want to play and select the cards. Only the selected cards will be used during the game. Ideal for training on a specific content!

5.6 - GAME ENDING



A game ends when the number of questions edited in the application settings is reached.

Buddy displays the results page. Correct answers are displayed in blue, and incorrect answers in red. To display all the results, slide your finger across the screen from right to left if the number of questions asked exceeds 4.

A Replay button allows you to start a new game with the same game settings as the previous game.

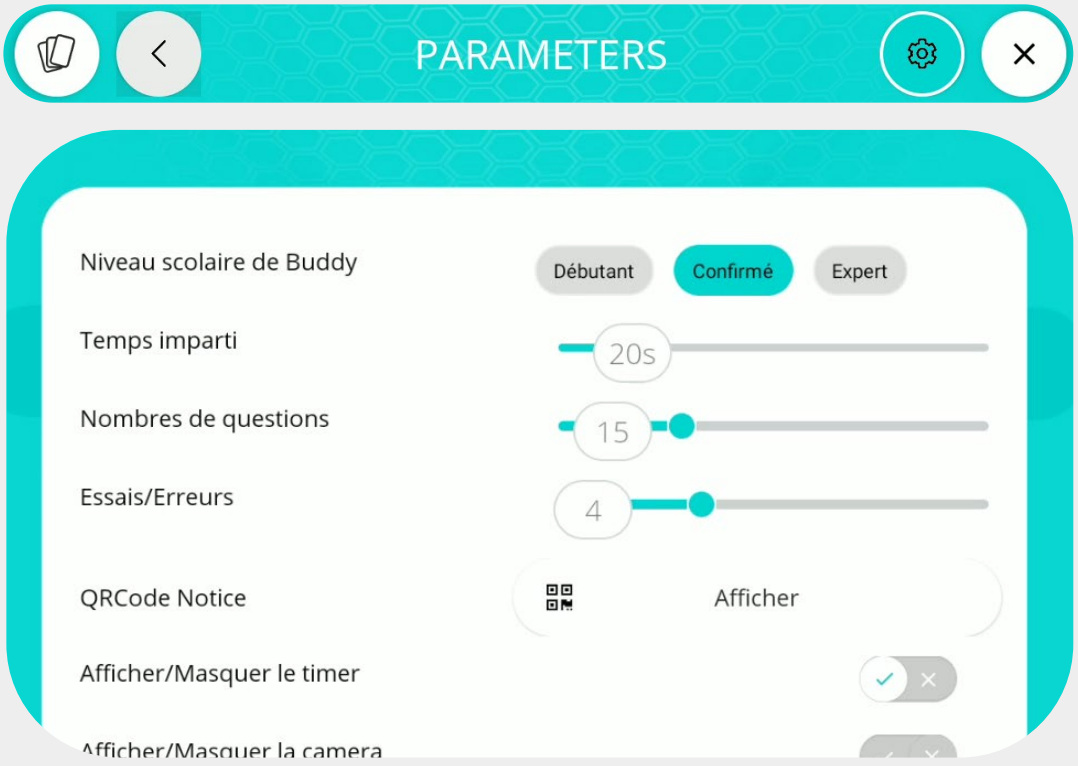
6 - SETTINGS

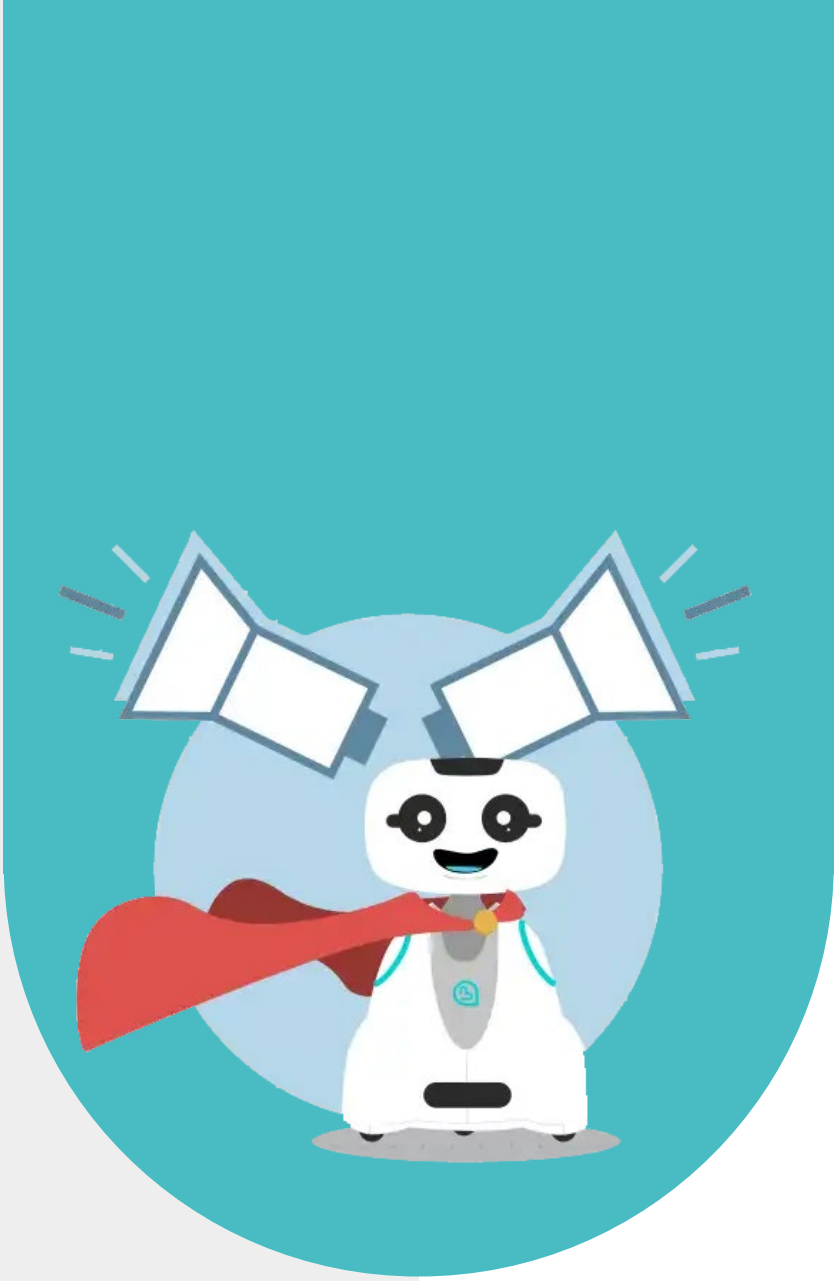
6.1 - SETTINGS

The application settings allow you to customize your games according to the level of the child.

Comments

- Buddy's grade level is only useful in Buddy Student mode. This parameter allows you to modify the ability of Buddy to find or not the cards that are shown to him. If the slider is set on «Expert», Buddy will be a model student who will only give correct answers. If the slider is on «Beginner» or «Confirmed», Buddy will not always give the correct answer and may make some mistakes and ask for assistance from the player.
- Time allocated is the amount of time given to the user to respond before Buddy gives the correct answer or ask him again.
- The number of questions corresponds to the number of questions asked by Buddy during a game.
- The number of attempts/errors corresponds to the number of chances given to the player when he is wrong.
- The QRCode Notice allows you to access to the User Guide that you have in front of you.
- Show/Hide the timer is a toggle that allows you to show or hide the timer during the game. If the toggle is blue, the timer is activated/displayed.
- Protect content edition is a toggle that allows you to request an access code from the user who wants to modify their cards. This allows you to regulate access to the card editing mode and protect your database.





7 - CONTACT US

7.1 - CONTACT US

If you wish to contact us for more information, refer to the following email address.

SUPPORT
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GENERAL INFORMATION
info@bluefrogrobotics.com