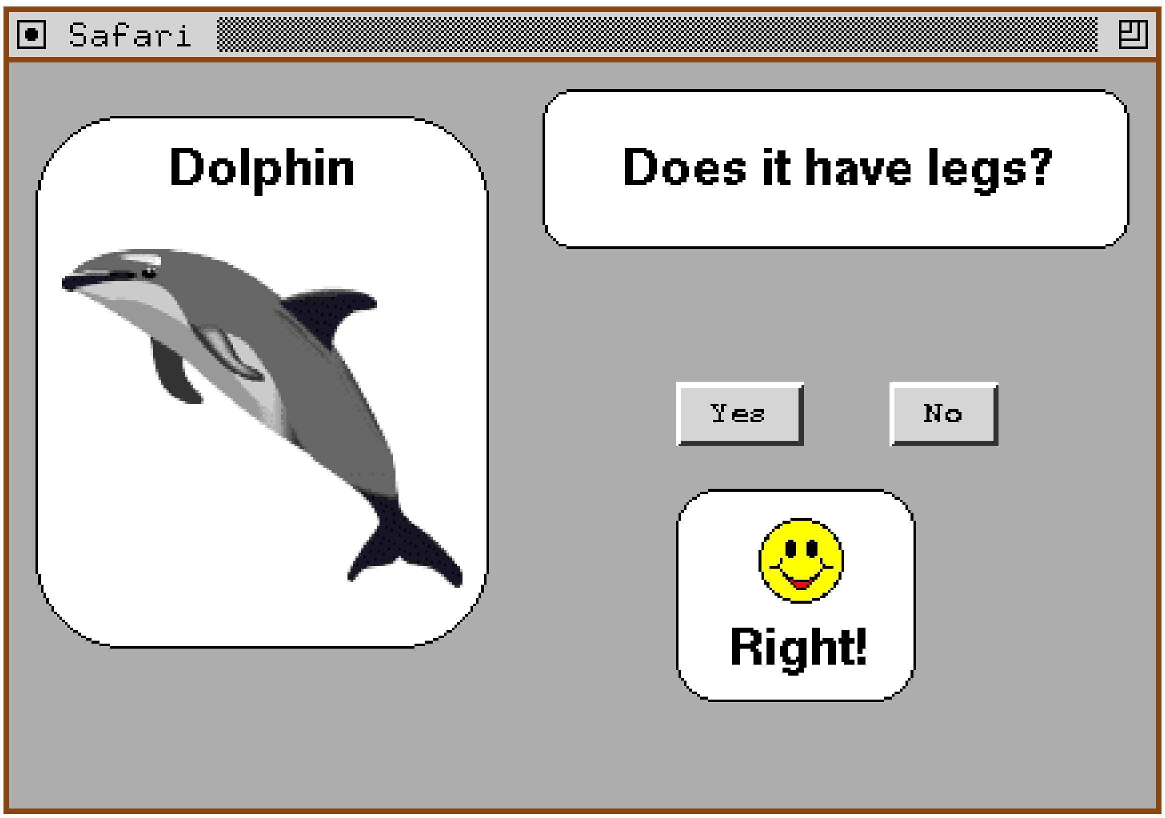
Safari

Safari is a small educational program to quiz children about animals. The game consists of two decks of cards: one contains a set of five animals, the other is a list of questions like “Does it have stripes?” The child is supposed to answer the question with the yes and no buttons below the question deck. If the player is right, the smiley face appears to the right. If not, the player gets the dreaded frowny face.



To get you started, we have begun preparing all the cards for you. The animal deck contains four cards. Each has a label with the animal’s name and a picture of the animal. The question deck has four different question cards. There is also a “response” deck which contains the smiley and frowny face. Note that you don’t have to shuffle the response deck. You can use the arrow keys to pick the right response directly. The main thing you will have to do for this task is augment the animal and question cards so that Gamut doesn’t have to learn everything for itself.

Gamut is just a prototype system, so it only has a limited range of properties that it can detect. It doesn't know anything about animals and it certainly cannot read. Also, Gamut can only match the whole text in a text object and cannot pick out words or phrases. For instance, Gamut cannot see the word "legs" in the sentence, "Does it have legs?" Similarly, the case and spacing of words matter: "Spider" does not match "spider." Thus, you must be careful not to overestimate what Gamut can see when you put objects into the cards. You may want to ask the experimenter if you feel that Gamut might have trouble detecting the rule you want it to learn.

- **Open the file "safari.gam". This file contains the starting set of cards and buttons. You may save your work in this file, too.**
- **Add objects to the cards in the animal and question deck so that Gamut has enough information to know what the right response should be for each question. Hint: whatever you draw in one deck, make sure you make a matching object in the other deck.**
- **"Pre-highlight" the objects you created in the previous step. You should be pre-highlighting objects in both decks.**
- **Train the "Yes" button to shuffle the animal and question decks and show the frowny face when the player answers a question wrong and show the smiley face when right.**
- **Train the "No" button in the same way as the previous step (except the answers are reversed).**
- **When you finish, save your work in the file, "safari.gam".**