Objective: The app demo takes the image's information that has separately gone through the Yolov3 network and prompts the caregiver whether they would like to name the “class” found in the image. Next, the patient with dementia plays a series of games, with prompts such as, “Can you click on John?”, with the goal of identifying the people in the image that the caretaker or loved one has previously labeled. If the dementia patient clicks outside of the boundaries that the bounding boxes have created for each class, then the dementia patient is told, “That is not John! Try again”.

Current Stage:
1. Yolov3 object detector: I worked on creating a code that loaded the Yolov3 model and processed an image to create bounding boxes, classifying what is in the image (cat, dog, human). I then had to create a program that would save the information from the images, including the bounding boxes (x,y,w,h) and the classes.
2. App development: A baseline app was created to intake an image that is uploaded and allow the user to label the parts of the image that are clicked.

Citations