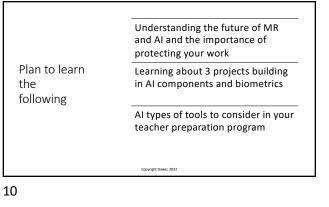
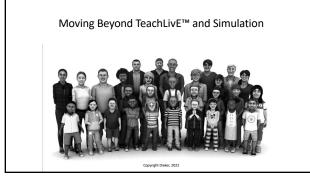


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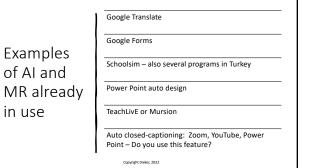


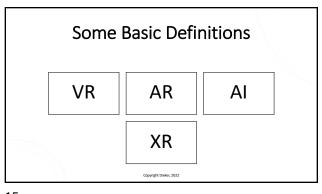




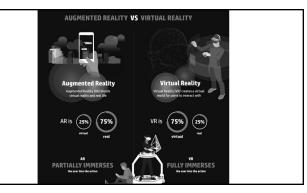




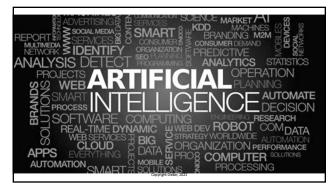








16





The ability of a computer or other machine to perform those activities that are normally thought to require intelligence.

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My advice No legal experience just hard knocks

- Time without funding is your safest path
- Trademark names do your homework TeachME
- Consider if funding is OER what you want to patent, copyright, or TM before you put into a proposal
- Befriend the person who helps with this on your campus
- When in doubt at least put your name, copyright, and year to protect your work.

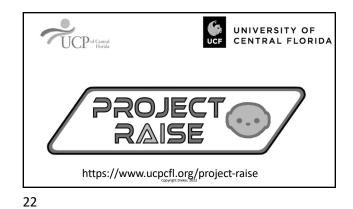
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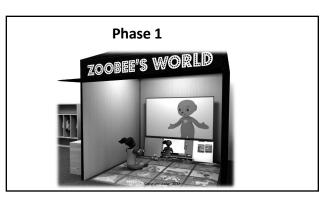
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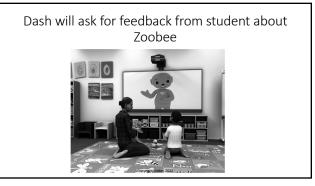


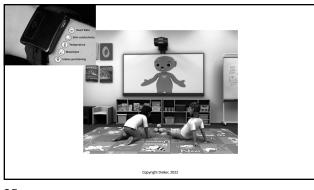
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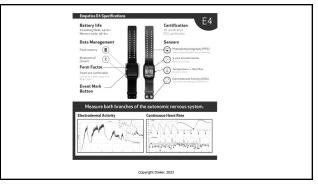
| | nxiety Reduction in Simulated Environments and Ser | | |
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| | | 1 M A 100 A 11 M A 11 M A 10 M A 11 M A 10 M | |
| (1 | 2) United States Patent Dieker et al. | (10) Patent No.: US 10,783,800 B1 (45) Date of Patent: Sep. 22, 2020 | |
| (5 | 4) SENSOR-BASED COMPLEXITY MODULATION FOR THERAPEUTIC COMPUTER-SIMULATIONS | (58) Field of Classification Search CPC - 0698 506; 6098 800671; 6098 800362; G098 1900; G06K 900671; G09K 900962 | |
| 0 | Applicant: University of Central Florida Research Foundation, Inc., Orlando, FL (US) | See application file for complete search history. (36) References Cited U.S. PATENT DOCUMENTS | |
| (7 | 2) Inventor: Lisa A. Dieker, Oclardo, FL (US); Michael Hynes, Oclardo, FL (US); Charles Hughes, Ochado, FL (US); Elezzer Vasquez, Orlends, FL (US); Kathlern Ingerham, Orlands, FL (US); Claire Danchower, Orlands, FL (US); Tardra Romfield Ochards, FL (US); | 0.5. FALSE 166. OBJECTS 6.012205 A 12000 16000 et al. 20010446 A 12000 16000 et al. 200304617 A 2009 664 200304617 A 12000 664 201302460 A 12000 False et al. 201302460 A 12000 False et al. 201302460 A 12000 False et al. | |



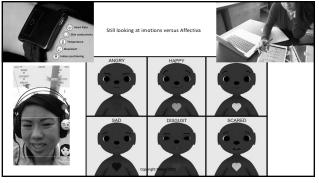


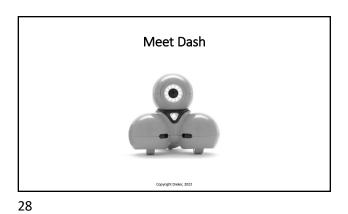






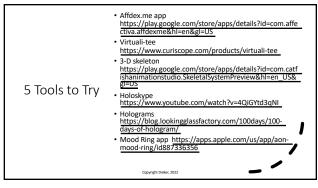




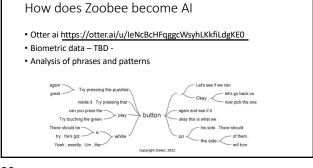


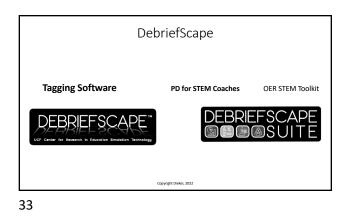


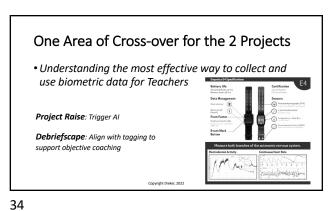


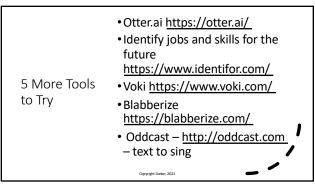




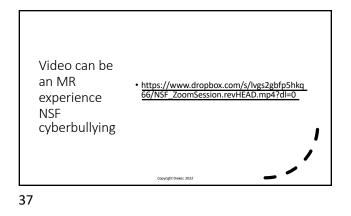


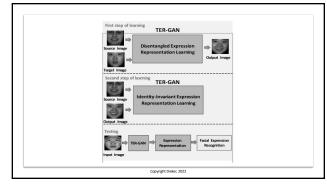


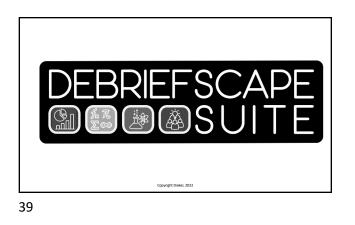






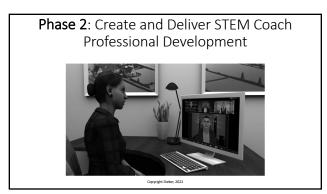


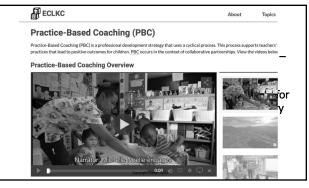


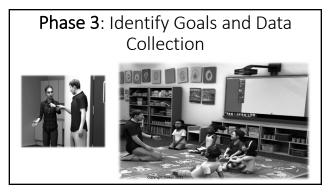


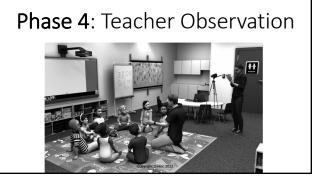
Phase 1: Create DebriefScape Toolkit Aligned with Targeted HLPs Each Year

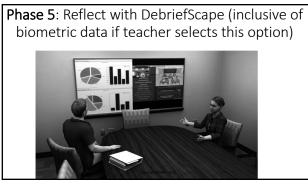


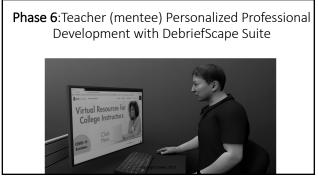






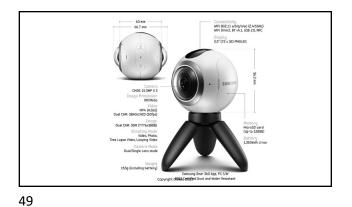






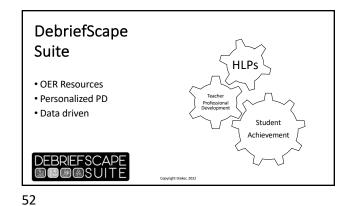


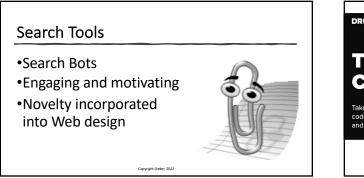


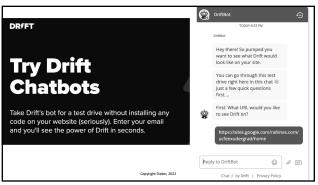


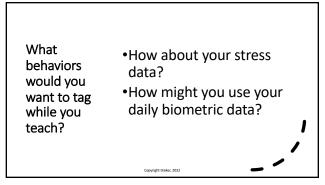


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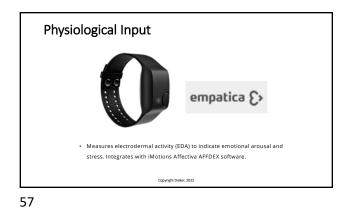


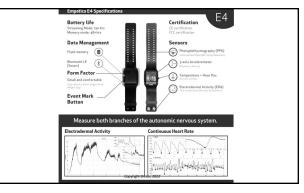


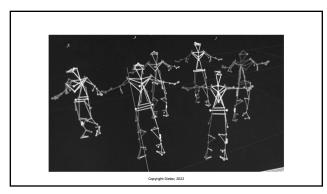


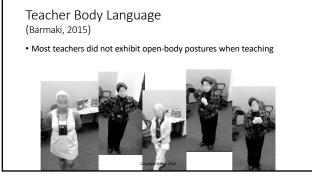
Exploration of new biofeedback Devices: **The Journey** • Struggle getting real-time data to trigger the Al • Struggle getting the right device • Struggle with cost

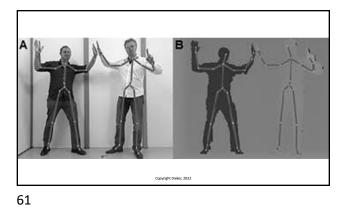




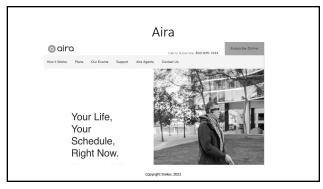






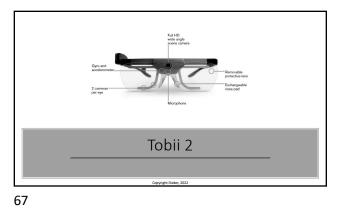


















Time to play with all of the Avatars

- Where would you like to start?
 - ZOOBEE
 - ELEMENTARY

 - SECONDARY
 PARENT
 MIDDLE SCHOL

• Wearing an Apple Watch- you could track your own biometrics

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