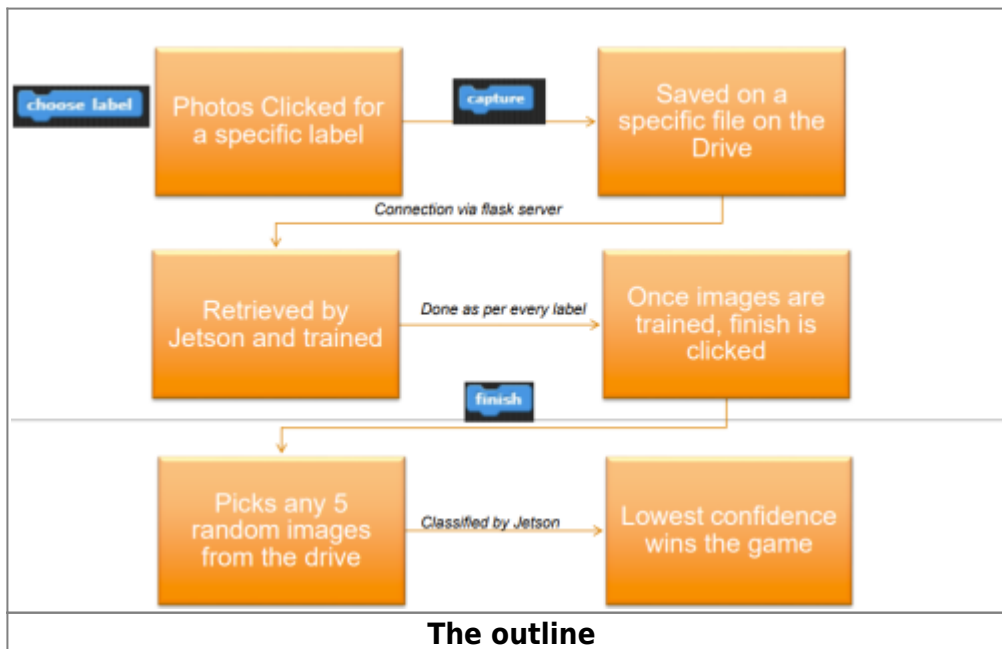


The Game

Here's a fun activity whereby the students can understand object detection and training datasets better.

- Divide students in a group of 5 and choose 5 objects.(lets say: leaves, flowers, plants, trees, animals).
- Assign 4 labels to each group. Each group should click 20 photos of each label. (for instance: group 1 get 4 labels: leaves, flowers, trees, animals. Group 1 together should click 80 pictures in total of the 4 labels defined).
- Finally, ask every student of the group to try and click a unique photo of the 5th label (unassigned label)(Now all the kids of group one should try to click a unique photo of plants)
- Train the model on 80 images and let the model predict any 5 images. The group which produces the images which remains undetected or get the lowest sum of confidence wins for clicking the most unique photos.



Inference

Using the competitiveness and enthusiasm

From:
<https://student-wiki.eolab.de/> - HSRW EOLab Students Wiki

Permanent link:
https://student-wiki.eolab.de/doku.php?id=ip:ws2021:lets_plaiy:student-documentation:game:start&rev=1642093939

Last update: 2023/01/05 14:38

