Facial Expressions Game (on-line)

Level: beginner, intermediate, advanced
Goal: to understand facial expressions related to various feelings/emotions
Materials needed: http://www.do2learn.com/games/facialexpressions

Activity:
This game allows a player to experiment with different effects of moving separate facial parts. In teaching someone how a face conveys emotion, you may choose to isolate one part, such as turning brows down to indicate disapproval, or up for surprise.

▪RESET: Redraw the face with a neutral expression.
▪motion: Click once to make the head stop moving while displaying expressions. Click again to add a background head motion.
▪expressions afraid, interested, sad, ashamed, disgusted, surprised, happy, angry: Scripts demonstrate how the face moves for the chosen emotion. Each button click shows the sequence of face movements once. Use RESET to return to a neutral position after a script. Instructions on writing your own scripts are at http://mrl.nyu.edu/~perlin/facedemo/.
▪KEY/ACTION: Clicking the ACTION buttons will cause the KEY face parts of 'brows and lids', 'gaze', 'head', and 'mouth' to move in the requested directions. This is best explained by experimenting with combining actions.
▪Left side only/Right side only: These buttons limit the ACTION effect to only half the face.

Follow up suggestions:
Use other facial expression activities listed in this packet.

From the Do2Learn website: We are grateful to Ken Perlin at New York University Media Research Lab for sharing this facial expressions program with us and our users. We have simplified the play screen to make it less distracting for those with focus issues, but the original code, expressions, and instructions are taken with permission from Perlin's web site http://mrl.nyu.edu/~perlin/facedemo/. Visit their site for instructions on other functions such as customizing scripting expressions.