

iLuv's Emotion Cards

packaging project
for MEandMine



EMOTIONAL
RECOGNITION
+
SITUATIONAL
APPLICATION

GAME CONCEPT





iteration 1



iteration 2



iteration 3



final

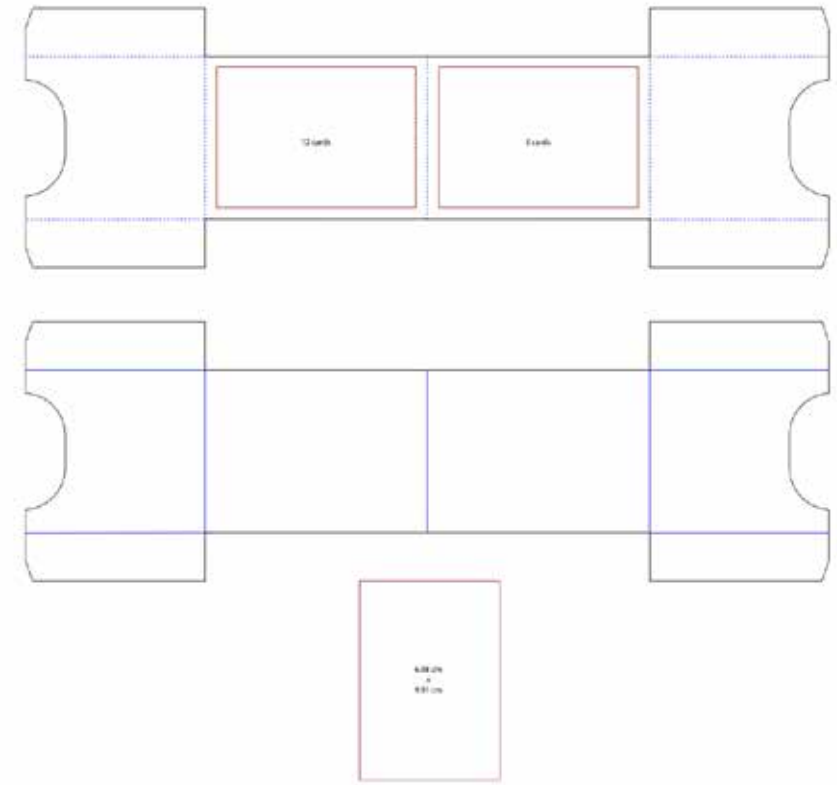
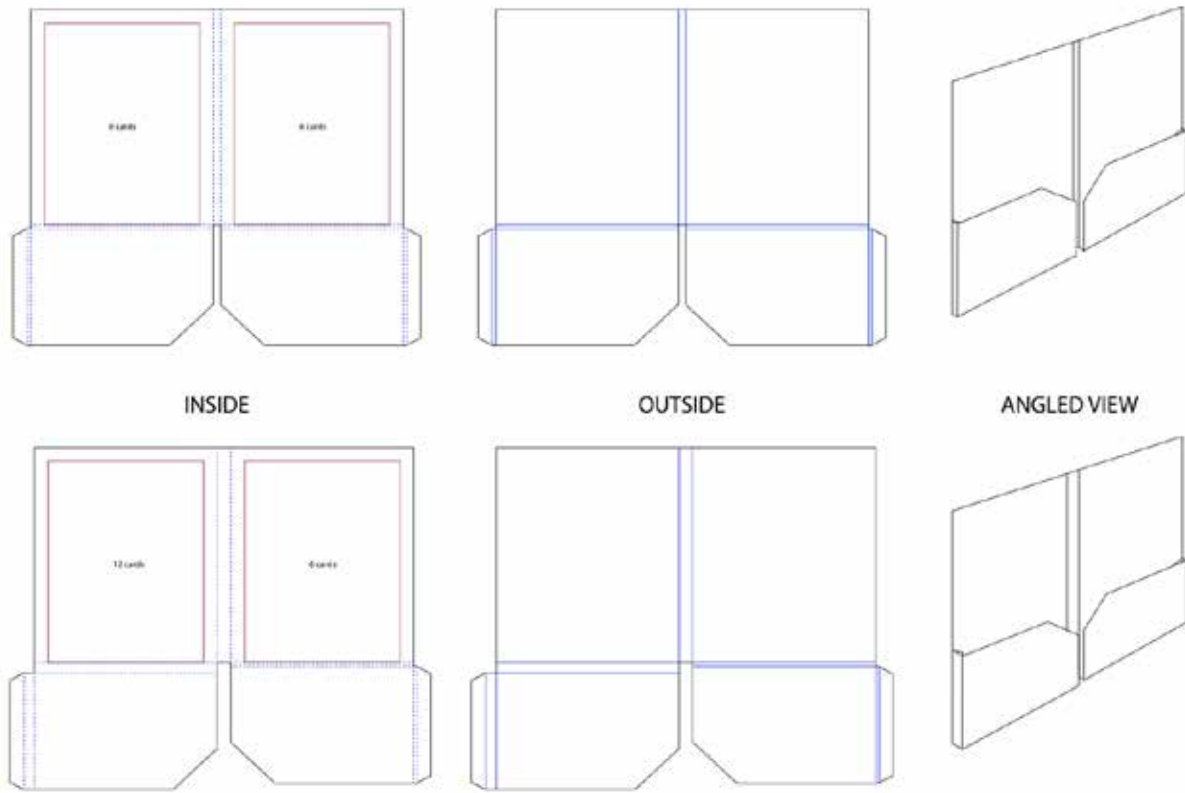
RECOGNIZABLE EMOTIONS FOR AGE GROUP:
anger, disgust, fear, happiness, sadness, surprise



CARDS: SITUATIONS



CARD TESTING

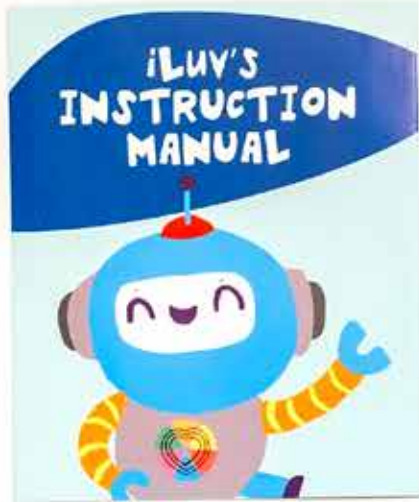


PACKAGING CONCEPTS

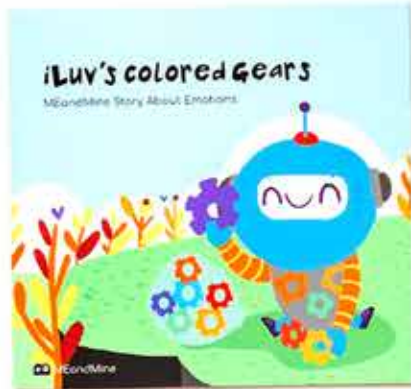


CHOSEN CONCEPT

BUILDING MANUAL



PLAYING CARDS



BOOKLET

GROWNUP GUIDE

ROBOT MATERIALS

