

Mind Reading User Guide

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Introduction

Welcome to *Mind Reading* – a unique interactive guide to human emotions. This DVD-ROM (or CD-ROM set) is designed to help you study emotions and improve your skill at recognising the expression of emotions in the faces and voices of other people. The Mind Reading User Guide is an easy-to-follow booklet that takes you step-by-step through all the areas of *Mind Reading*, explaining how to get the most out of it. The software itself contains extensive spoken help, but you will find a more complete description of all the features in *Mind Reading* in this user guide.

The DVD-ROM (or CD-ROM #1) also contains a number of Activity Sheets which can be used in conjunction with *Mind Reading* or separately, away from the computer. These sheets are intended for teachers to use in social skills training courses or related teaching.

Why use *Mind Reading*?

You may have bought this software because you have difficulties in the area of emotion recognition, or because you work with someone who does, or you may just want to improve your emotion recognition because of the nature of your work. After all, working with people, or any kind of social interaction, depends on such skills. Additionally, you may be using this software to help you pick up the right cues in your personal relationships.

The background to *Mind Reading*

A team of scientists at Cambridge University, led by Professor Simon Baron-Cohen, has combed the English language, seeking words that define distinct human emotions. From over 1000 emotion words, they have identified 412 as discrete emotional concepts. These are brought together in *Mind Reading*, to enable you to explore and learn about them.

The idea that we learn about other people's thoughts and feelings by picking up information from their faces and voices – their emotional expressions – is of course not new. The great biologist Charles Darwin began studying this in the 19th century, and the psychologist Paul Ekman has extended this research by examining how people in very different cultures seem to recognise a core set of human emotions.

Some people for neurological reasons have disproportionate difficulty in 'mind reading', that is to say, in putting themselves in someone else's shoes to understand what the other person might be feeling or thinking. People with autism or Asperger Syndrome are members of this group. In *Mindblindness* (MIT Press, 1995), Simon Baron-Cohen outlines a theory of how the normally developing child develops the ability to mindread, and how this can go wrong in the case of autism. In *Teaching People With Autism to Mindread* (Wiley, 1996, with Howlin and Hadwin), he explores how the basic emotions of happy, sad, angry and afraid can be taught to primary school children who have difficulty reading emotions, using simple cartoons and stories.

In *Mind Reading: the Interactive Guide to Emotions*, the Cambridge team adds to these 4 basic emotions, providing a practical interactive approach to teaching a wide range of emotional recognition skills to people of all ages.

Thousands of emotions

In *Mind Reading*, a comprehensive collection of 412 human emotions are each illustrated by 6 actors through the face, the voice and through mini-stories.

So there are 2472 faces, 2472 voices and 2472 stories all about emotion on this one DVD! That's over 7000 separate examples of emotion for you to study or play with, at your leisure, to improve your ability to recognise emotions.

What is an emotion?

Emotions are states of mind that arise as a result of specific experience and drive us to take action. Although emotions exist in the mind and so are essentially unobservable, they are frequently revealed through facial expressions, voice, posture and gesture, even when you try your hardest not to give your feelings away.

Mind Reading concentrates on how emotions are revealed through the face and the voice.

In *Mind Reading* an emotion has a separate entry only if its definition is unique. It may overlap with other emotions, or be defined in terms of other emotions, but it earns its place in our list of emotions only if it has some

unique features. In particular we have tested all the emotion performances included in *Mind Reading* to ensure that an independent panel drawn from the general public can distinguish and identify each concept.

The list of emotions you find in *Mind Reading* is made up of any word that describes how someone could feel, or how their face could look, or how their voice could sound, providing the word has an emotional dimension. So our guiding principle has been that if you can say ‘I feel x’ or ‘she looks x’ or ‘he sounds x’, where x is an emotion, then it has been included.

Emotion Groups – just 24 of them

A list of 412 emotions is too large to take in all at once, so the Cambridge team has attempted to provide the first ever comprehensive taxonomy of emotions – putting every emotion into a family or group of emotions. Twenty-four such groups have been defined, each named according to the emotion concept that best represents it.

We can think of these 24 groups as being similar to the colour spectrum, which is comprised of groups of colours (the Red Group, the Blue Group, and so on), which have shades of colours within them (e.g. shades of blue such as turquoise and aqua-marine are in the Blue Group). Thus, every emotion falls into a specific group (e.g. grumpy and furious are in the Angry Group).

When we use a word like ‘blue’ it could refer to a whole group of colours, or it could refer to the clearest, most typical example of a shade of blue within that group. So it is with emotions. When we use the word ‘angry’ it could refer to a group of emotions, or it could refer to the clearest, most typical example of a shade of anger within that emotion group.

How emotion recognition grows with age

The Cambridge team talked to school children and teenagers between the ages of 4 and 18 years to determine which emotion words they understood. As you might expect, our emotion vocabulary grows with age. In *Mind Reading*, this age span – from pre-school through to adult – is divided into 6 different levels, and you can learn about emotions at any level. Level 1 is the simplest and level 6 is the most sophisticated. See page 20 for a breakdown of these levels.

Is emotion recognition an exact science?

Some people may wonder how we can ever say with certainty that a particular face or voice precisely portrays a particular emotion. The answer is we can't. Facial expressions and intonations of voice can give us clues to the emotion someone is feeling but they are still subject to interpretation by individual observers. Because the observer can only ever get access to the signs of the emotions, rather than the emotions themselves, it means that identification of emotions is a best guess, rather than an exact process.

The Cambridge team tested the validity of every film or audio recording of every emotion, using a panel of volunteers from the general population.

When a panel of ten judges look at the same face and the majority (eight, or more, out of ten) all agree that the word given to the face or the voice is a reasonable description, then we can say that the word describes the face or voice. This is how each film and audio recording has been matched to each emotion in *Mind Reading*.

The core of *Mind Reading*

For each emotion in *Mind Reading*, the following is provided in the Emotions Library:

- a definition of that emotion
- contextual stories for that emotion
- facial expressions of that emotion
- tones of voice expressing that emotion

These 412 core emotion concepts can be studied in the Emotions Library and Learning Centre.

Who is *Mind Reading* for?

Mind Reading has been designed to be as flexible as possible, with numerous options that can be adjusted to suit the interest and ability of any user. The youngest user might be a four-year-old who wants to start (with help from a parent, carer or teacher) to learn the basic emotions (Beginners 20). The oldest user might be a sophisticated adult who wishes to learn the subtle differences between every emotion that exists.

Mind Reading is designed to be useful both for those who have learning disabilities and for those who have higher education, and anyone in between.

This is made possible by setting your level when you log in (from level 1 to level 6), or by selecting your helper when you log in (e.g. selecting a Child Helper, an Adult Helper, or our fun animated helper, Emoto). If you are an advanced user, you may choose not to have a helper at all. In addition adult users can set many other preferences, for themselves or for a less able user whom they are assisting, in *Mind Reading Manager*.

A brief overview of *Mind Reading*

Mind Reading presents emotions in various colourful and imaginative environments designed to make learning fun and enjoyable. Within *Mind Reading* you will discover areas where you can simply explore emotions, but there are also more structured Lessons and Quizzes, where you can earn rewards – and there are many different kinds of rewards to work for! If you find faces or voices that you want to return to, you can take a snapshot of them and transfer them to your own personal Scrapbook. Finally, for the user who simply wants some fun with emotions, you can learn whilst playing some stimulating games.

Mind Reading is organised into three main areas:

- **Emotions Library** is an encyclopedia of emotions including video, voices, stories and definitions of each specific emotion. Here, you select which group or emotion you want to study.
- **The Learning Centre** is where you can study Emotion Groups and participate in Lessons and Quizzes to teach yourself or test yourself. You can follow our specially designed program of learning, so that by the end you have learned about, for example, the Top 100 emotions. As you progress through the Lessons and Quizzes you earn rewards for completion. These will help motivate students.
- **The Games Zone** is where you can have fun. Choose from five engaging games.

Finally, the software is highly configurable using **Mind Reading Manager**, a separate application where all the information about students' performance is stored and monitored.

Visit our website

Please be sure to check regularly for updates, news and useful information about *Mind Reading* at www.jkp.com/mindreading.

If you need help

A PDF of the Mind Reading User Guide may be accessed from the Windows 'Start' menu on a PC or from the installed 'Mind Reading' folder on a Macintosh.

Please note that you must register your copy of *Mind Reading* on the website in order to receive full technical support and information about updates. You can do this by visiting the website at www.jkp.com/mindreading.

Installation

System requirements

DVD-ROM drive and 360MB free space on hard disk *or* CD-ROM drive and 2.5GB free space on hard disk.

Minimum Pentium 2 running Windows 2000 or later with 32MB RAM *or* Apple Mac running OS 9.2 or later with 16MB available RAM.

Minimum screen size 800 x 600 with 16-bit display. Sound card and speakers required. QuickTime 5 or higher is required. QuickTime 7 is included with *Mind Reading*.

Install DVD-ROM on Windows PC

1. Insert the *Mind Reading* disk into your DVD-ROM drive.
2. The installation program should start automatically. If it does not, double-click the 'My Computer' icon on your desktop. You should see the *Mind Reading* disk icon. Double-click on it to display its contents. Double-click on 'setup.exe' (the icon showing a 'd' inside a circle) to launch the Mind Reading Installer.
3. *Welcome* – click 'Next' to continue.
4. *Please choose your licence* – choose 'Single user' or 'Multi user/site licence'. (*Mind Reading* has a single user licence unless you have purchased an additional site licence. Details can be found at www.jkp.com/mindreading.) Click 'Next' to continue.

5. *End user licence* – please read your end user licence agreement. You must accept the terms of this agreement to continue with your installation. If you do not accept the agreement, the installation process will end. Click ‘Next’ to continue.
6. *Choose installation type* – select ‘Mind Reading Standard Install’ if you have at least 2.5GB of free space: this will improve performance and will allow *Mind Reading* to run without using the DVD-ROM. Select ‘Mind Reading Application Only’ if you have 360MB of free space on your hard disk. Select ‘Mind Reading Network Install’ to install program files to the hard disk (360MB) and Emotions Library files to a network location (2.1GB). The third option will only be available if you have previously selected ‘Multi user/site licence’. Click ‘Next’ to continue.
7. *Choose destination folder* – the default installation folder will be C:\Program Files\Mind Reading, but you must change this if you are installing on Windows Vista, or if you wish to install elsewhere for other reasons. In this case choose ‘Browse’ to select a different drive and/or folder. For Windows Vista users you must choose an installation folder outside of Program Files, such as C:\MR. Do not name the folder ‘Mind Reading’ as this sometimes causes problems. If you have chosen to install the ‘Network’ version, you may also select the network destination folder for the Emotion Library files. Click ‘Next’ to continue.
8. *Install QuickTime* – if you do not already have QuickTime 5 or greater installed, the Apple QuickTime installer can now be launched and will prompt you step-by-step through the install procedure. Click ‘Next’ when QuickTime has finished installing.
9. *Ready to install* – click ‘Next’ to start the installation process. Installation may take up to 60 minutes depending upon the installation type and the speed of your network.
10. *View ReadMe* – the ReadMe file contains useful information about *Mind Reading*. It is recommended that you glance through this in case there is anything of relevance to you.
11. *Installation complete* – click ‘Finish’ to close the setup dialogue and complete the installation.
12. To run *Mind Reading*, make sure that the DVD-ROM is in the drive. (If you have chosen to install the ‘Standard’ version you will not need the DVD-ROM.) Click on the *Mind Reading* desktop icon, or select ‘Start’ | ‘Programs’ | ‘Mind Reading’ | ‘Mind Reading’ (it will appear in the menu after installation). Shortcuts may not be

- created correctly when you install Mind Reading on Windows Vista. You can open Mind Reading by going to the search bar and typing Mind Reading. Mind Reading will come up in the list of programs.
13. The first time you run *Mind Reading* you will be asked to enter your name and the serial number provided on the inside of the DVD-ROM case. You can also choose either the 'International' or 'British' version of *Mind Reading*. This affects spelling.
 14. To install *Mind Reading* on another computer on your network without using the DVD, you must have selected a network location for the Emotions Library files when you did the initial 'Network' install. Now copy all of the files from the DVD-ROM to a network location and then double-click on the 'Network.ini' file, which will open a blank page. Type in the network destination folder for the Emotions Library files. Now you can install *Mind Reading* on another computer on the network by double-clicking on the 'Setup.exe' file (among the files that were copied to the network location) and following the instructions as before. Choose the 'Application Only' installation.
 15. To run Mind Reading Manager, make sure that you are not also running the main *Mind Reading* application (choose 'Menu' | 'Quit' to exit). Select 'Start' | 'Programs' | 'Mind Reading' | 'Mind Reading Manager' (it will appear in the menu after installation).
 16. Please register your copy of *Mind Reading* to receive information about updates, related products and full technical support. To register, visit www.jkp.com/mindreading.
 17. To uninstall *Mind Reading*, select 'Start' | 'Programs' | 'Mind Reading' | 'Uninstall'.

Install CD-ROM set on Windows PC

IMPORTANT: If you purchased Mind Reading as a multiple CD-ROM set, you will not be able to run the software directly from the CD-ROMs. Instead the software and all application data must be copied in its entirety onto your hard disk, requiring approximately 2.5GB of space.

1. Insert *Mind Reading* CD-ROM 1 into your CD-ROM drive.
2. The installation program should start automatically. If it does not, double-click on the 'My Computer' icon on your desktop. You

should see the *Mind Reading* disk icon. Double-click on it to display its contents. Double-click on 'Mind Reading Setup' – the icon showing a 'd' inside a circle – to launch the Mind Reading Installer.

3. *Welcome* – click 'Next' to continue.
4. *Please choose your licence* – choose 'Single user' or 'Multi user/site licence'. (*Mind Reading* has a single user licence unless you have purchased an additional site licence. Details can be found at www.jkp.com/mindreading.) Click 'Next' to continue.
5. *End user licence* – please read your end user licence agreement. You must accept the terms of this agreement to continue with your installation. If you do not accept the agreement, the installation process will end.
6. *Choose installation type* – select 'Mind Reading Standard Install' to install all files to the hard disk. Select 'Mind Reading Network Install' to install program files to the hard disk (360MB) and Emotions Library files to a network location (2.1GB). The latter option will only be available if you have previously selected 'Multi user/site licence'. Click 'Next' to continue.
7. *Choose destination folder* – the default installation folder will be C:\Program Files\Mind Reading, but you must change this if you are installing on Windows Vista, or if you wish to install elsewhere for other reasons. In this case choose 'Browse' to select a different drive and/or folder. For Windows Vista users you must choose an installation folder outside of Program Files, such as C:\MR. Do not name the folder 'Mind Reading' as this sometimes causes problems. If you have chosen to install the 'Network' version, you may also select the network destination folder for the Emotion Library files. Click 'Next' to continue.
8. *Install QuickTime* – if you do not already have QuickTime 5 or greater installed, the Apple QuickTime installer can now be launched and will prompt you step-by-step through the install procedure. Click 'Next' when QuickTime has finished installing.
9. *Ready to install* – click 'Next' to start the installation process. Once the files are copied from CD-ROM 1 you will be prompted to insert each of the remaining CD-ROMs in turn. This process could take up to 60 minutes depending on the installation type and the speed of your network.

10. *View ReadMe* – the ReadMe file contains useful information about *Mind Reading*. It is recommended that you glance through this in case there is anything of relevance to you.
11. *Installation complete* – click ‘Finish’ to close the setup dialogue and complete the installation.
12. To run *Mind Reading*, click on the *Mind Reading* desktop icon, or select ‘Start’ | ‘Programs’ | ‘Mind Reading’ | ‘Mind Reading’ (it will appear in the menu after installation). Shortcuts may not be created correctly when you install *Mind Reading* on Windows Vista. You can open *Mind Reading* by going to the search bar and typing *Mind Reading*. *Mind Reading* will come up in the list of programs.
13. The first time you run *Mind Reading* you will be asked to enter your name and the serial number provided on the inside of the CD-ROM case. You can also choose either the ‘International’ or ‘British’ version of *Mind Reading*. This affects spelling.
14. To install *Mind Reading* on another computer on your network without using the CD-ROMs, you must have selected a network location for the Emotions Library files when you did the initial ‘Network’ install. Now copy all of the files from all four CD-ROMs to a network location and then double-click on the ‘Network.ini’ file, which will open a blank page. Type in the network destination folder for the Emotions Library files. Now you can install *Mind Reading* on another computer on the network by double-clicking on the ‘Setup.exe’ file (among the files that were copied to the network location) and following the instructions as before. Choose the ‘Application Only’ installation.
15. To run *Mind Reading Manager*, make sure that you are not also running the main *Mind Reading* application (choose ‘Menu’ | ‘Quit’ to exit). Select ‘Start’ | ‘Programs’ | ‘Mind Reading’ | ‘Mind Reading Manager’ (it will appear in the menu after installation).
16. Please register your copy of *Mind Reading* to receive information about updates, related products and full technical support. To register, visit www.jkp.com/mindreading.
17. To uninstall *Mind Reading*, select ‘Start’ | ‘Programs’ | ‘Mind Reading’ | ‘Uninstall’.

Install DVD-ROM on Apple Macintosh

1. Insert the *Mind Reading* disk into your DVD-ROM drive.
2. The *Mind Reading* disk icon will appear on your desktop. Double-click on it to display its contents. If you are an OS 9 user, double-click on `setup.classic`, or if you are an OS X user, double-click on `'setup.osx'` (the icon showing a 'd' inside a circle) to launch the Mind Reading Installer.
3. *Welcome* – click 'Next' to continue.
4. *Please choose your licence* – choose 'Single user' or 'Multi user/site licence'. (*Mind Reading* has a single user licence unless you have purchased an additional site licence. Details can be found at www.jkp.com/mindreading.) Click 'Next' to continue.
5. *End user licence* – please read your end user licence agreement. You must accept the terms of this agreement to continue with your installation. If you do not accept the agreement, the installation process will end.
6. *Choose installation type* – select 'Mind Reading Standard Install' if you have at least 2.5GB of free space: this will improve performance and will allow *Mind Reading* to run without using the DVD-ROM. Select 'Mind Reading Application Only' if you have 360MB of free space on your hard disk. Select 'Mind Reading Network Install' to install program files to the hard disk (360MB) and Emotions Library files to a network location (2.1GB). The last option will only be available if you have previously selected 'Multi user/site licence'. Click 'Next' to continue.
7. *Choose destination folder* – the default installation folder will be Macintosh HD:Applications:, but you may wish to install elsewhere, in which case choose 'Browse' to select a different drive and/or folder. If you have chosen to install the 'Network' version, you may also select the network destination folder for the Emotions Library files. Click 'Next' to continue.
8. If you do not already have QuickTime 5 or greater installed, the Apple QuickTime installer should now be launched. From the program files, select either 'QT' | 'Mac' | 'OS 9' or 'QT' | 'Mac' | 'OS X' and run the QuickTime installer found there. The installer will prompt you step-by-step through the install procedure. Click 'Next' when QuickTime has finished installing.

9. *Ready to install* – click ‘Next’ to start the installation process. Installation may take up to 60 minutes depending upon the installation type and the speed of your network.
10. *View ReadMe* – the ReadMe file contains useful information about *Mind Reading*. It is recommended that you glance through this in case there is anything of relevance to you.
11. *Installation complete* – click ‘Finish’ to close the setup dialogue and complete the installation.
12. To run *Mind Reading*, make sure that the DVD-ROM is in the drive (if you have chosen to install the ‘Standard’ version you will not need the DVD-ROM). OS 9 users should double-click on the file ‘MindReading.classic’ located in the ‘MindReading’ folder on the hard disk. OS X users should double-click on the ‘Mind Reading Launch’ link in applications folder.
13. The first time you run *Mind Reading* you will be asked to enter your name and the serial number provided on the inside of the DVD-ROM case. You can also choose either the ‘International’ or ‘British’ version of *Mind Reading*. This affects spelling.
14. To install *Mind Reading* on another Mac on your network without using the DVD-ROM, you must have selected a network location for the Emotions Library files when you did the initial ‘Network’ install. Copy all of the files from the DVD-ROM to a network location and double-click on the ‘Network.ini’ file, which will open a blank page. Type in the network destination folder for the Emotions Library files. Now you can install *Mind Reading* on another computer on the network by double-clicking on the ‘Setup.classic’ file (OS 9 users) or the ‘Setup.osx’ file (OS X users) and following the instructions as before. Choose the ‘Application Only’ installation.
15. To run Mind Reading Manager, make sure that you are not also running the main *Mind Reading* application (choose ‘Menu’ | ‘Quit’ to exit). OS 9 users should double-click on the file ‘MR_Manager.classic’ located in the ‘MindReading’ folder on the hard disk. OS X users should double-click on the ‘Mind Reading Manager’ link in the applications folder.

16. Please register your copy of *Mind Reading* to receive information about updates, related products and full technical support. To register, visit www.jkp.com/mindreading.
17. To uninstall, OS 9 users should double-click on the 'Uninstall.classic' file located in the 'MindReading' folder on the hard disk. OS X users should double-click on the 'Mind Reading Uninstall' link in the applications folder.

Install CD-ROM set on Apple Macintosh

IMPORTANT: If you purchased Mind Reading as a multiple CD-ROM set, you will not be able to run the software directly from the CD-ROMs. Instead the software and all application data must be copied in its entirety onto your hard disk, requiring approximately 2.5GB of space.

1. Insert CD-ROM 1 and copy all the files onto your hard disk. This will include a folder called 'Emotions'.

NOTE: If you create a folder on your hard disk into which you copy the entire contents of the CD-ROM, do not name it 'MindReading' or you may get an error message when running the software.

2. Insert CD-ROM 2, open the folder called 'Emotions' on the CD-ROM and copy all its contents (but not the folder itself) into the folder called 'Emotions' on your hard disk.
3. Insert CD-ROM 3, open the folder called 'Emotions' on the CD-ROM and copy all its contents (but not the folder itself) into the folder called 'Emotions' on your hard disk.
4. Insert CD-ROM 4, open the folder called 'Emotions' on the CD-ROM and copy all its contents (but not the folder itself) into the folder called 'Emotions' on your hard disk.
5. Unless you have QuickTime 5 or greater installed on your computer, install QuickTime 7 from the 'Mind Reading' folder you created on your hard disk. Select either 'QT' | 'Mac' | 'OS 9' or 'QT' | 'Mac' | 'OS X' and run the QuickTime installer found there. The installer will prompt you step-by-step through the install procedure.

6. To run *Mind Reading*, OS 9 users should double-click on the file 'MindReading.classic' located in the 'MindReading' folder on the hard disk. OS X users should click on the file 'MindReading.osx' located in the 'MindReading' folder on the hard disk.
7. The ReadMe file, found in the 'MindReading' folder on your hard disk, contains 2 End User Licence Agreements: Single user and Site licence. *Mind Reading* has a single user licence unless you have purchased an additional site licence. Installing *Mind Reading* onto your hard disk indicates that you agree to be bound by the terms of your licence. The ReadMe file also includes other useful information about *Mind Reading* and it is recommended that you read it.
8. The first time you run *Mind Reading* you will be asked to enter your name and the serial number provided on the inside of the CD-ROM case. You can also choose either the 'International' or 'British' version of *Mind Reading*. This affects spelling.
9. To install *Mind Reading* on another Mac on your network without using the CD-ROMs, you must have copied the files from the four CD-ROMs to a network location. Now, double-click on the 'Network.ini' file, which will open a blank page. There, type in the network destination folder for the Emotions Library files. Now you can install *Mind Reading* on another computer on the network by double-clicking on the 'Setup.classic' file (OS 9 users) or the 'Setup.osx' file (OS X users) and following the instructions as before. Choose the 'Application Only' installation.
10. To run Mind Reading Manager, make sure that you are not also running the main *Mind Reading* application (choose 'Menu' | 'Quit' to exit). OS 9 users should double-click on the file 'MR_Manager.classic' located in the 'MindReading' folder on the hard disk. OS X users should click on the file 'MR_Manager.osx' located in the 'MindReading' folder on your hard disk.
11. Please register your copy of *Mind Reading* to receive information about updates, related products and full technical support. To register, visit www.jkp.com/mindreading.
12. To uninstall, OS 9 users should double-click on the 'Uninstall.classic' file located in the 'MindReading' folder on the hard disk. OS X users should double-click on the 'Mind Reading Uninstall' link in the applications folder.

Getting Started

When you first start *Mind Reading*, you will see a short introductory title movie. When it finishes, click once to view the Home screen as seen below. Next time you use *Mind Reading*, you may choose to skip the introductory movie and go straight to the Home screen by clicking the mouse button once at any time. Choose one of the three main areas. You will then be prompted to log in.



*Home screen:
here you can choose
between Emotions
Library, Learning
Centre and Games Zone*

Log in

Type your name or, if you have previously logged in, choose your name from the list of names given.



*Log in screen:
here you choose your
name, level, audio
helper and reward type*

NOTE: If you share the same name as someone else in your class who is also using this copy of Mind Reading, a distinction needs to be made. Type an extra letter in order to differentiate between yourself and the other student or choose a different shorter or longer version of your name.

Choose your level

Select a level from 1 to 6 by clicking on the appropriate number. Level 1 is for beginners and level 6 is the most advanced. The following guidelines will assist you in selecting the most appropriate level for yourself or your student:

- level 1: equivalent to a typical 4- to 7-year-old
- level 2: equivalent to a typical 8- to 10-year-old
- level 3: equivalent to a typical 11- to 13-year-old
- level 4: equivalent to a typical 14- to 16-year-old
- level 5: equivalent to a typical 17- to 18-year-old
- level 6: suitable for an advanced user (typically an adult).

NOTE: Each level includes the emotions from all previous levels. For example, level 6 contains level 6 emotions and all other emotions from level 1 to level 5.

Choose your helper

All of the helper options act as narrators throughout the three main areas, orientating and guiding you while providing encouragement when needed.

- Adult Helper (adult's voice)
- Child Helper (child's voice)
- Emoto (animated robot character)
- none (if you do not wish to have any help).

NOTE: You can change your helper at any time using the 'menu' button.

Choose your reward type

You can collect rewards in the Learning Centre. Select the kind you wish to collect (from butterflies, trains, flags, spinning objects and a host of other rewards to suit a range of tastes).

Click on the 'Start' button when you are ready to move to your chosen *Mind Reading* area.

Navigation

The navigation bar has been designed to help you move around easily within *Mind Reading*.



Back – takes you to the last menu screen you came from.



Home – takes you back to the Home screen, allowing you to choose between **Emotions Library**, **Learning Centre** and **Games Zone**.



Main – takes you to the main menu of the section you are in.



Menu – is a pop-up list of useful general options:

Emotions Library, Learning Centre or Games Zone

gives you the option to choose one of the other two *Mind Reading* areas. For example, if you are in the Emotions Library, you can choose to explore the Learning Centre or Games Zone.

View Scrapbook

provides access to your Scrapbook.

Login

allows you to log in again or for someone else to log in.

Helper

brings up a dialog box where the helper options are presented; choose between Adult Helper, Child Helper, Emoto or none.

Audio Help

replays the audio help for that particular screen and provides additional navigational guidance and support.

About

provides information on the *Mind Reading* software.


Minimise


minimises *Mind Reading* on the screen and allows you to pursue other programs on the computer (Windows only).


NOTE: You can switch to other applications running on your computer by using Command/Apple + Tab on a Mac or Alt + Tab on a PC.

Quit

allows you to exit *Mind Reading*.

 **Level** – indicates your chosen level and allows you to change levels, except when engaging in a quiz or lesson. Teachers can also set the appropriate level for students by editing the fields in Mind Reading Manager.

 **Scrapbook** – allows you to collect items for your Scrapbook. The cursor changes to a camera. Simply click on any picture, movie or sound icon to add it to your Scrapbook. To view the Scrapbook choose ‘View Scrapbook’ from the ‘Menu’ pop-up list.

 **Search** – provides access to the search window. Use search to access the Simple Search or, if you are a level 6 user, the Advanced Search.

NOTE: The navigation bar changes according to where you view it – only showing the relevant items for the current screen. Therefore some of the items are not always visible on the navigation bar. The Quit and Help options are always available.

Move the cursor over items on any screen to see what happens. The cursor changes shape when an item is interactive (if it is playable, or can be dragged). Alternatively, the items themselves may change colour or be highlighted to indicate they can be clicked on.

Emotions Library

The Emotions Library is a wonderful resource for studying emotions. It consists of 412 emotions categorised into 24 Emotion Groups, as shown in the table below. It includes comprehensive search facilities and is therefore an easy-to-use reference tool – a visual dictionary of emotions.

Afraid	Angry	Bored	Bothered	Disbelieving	Disgusted
Excited	Fond	Happy	Hurt	Interested	Kind
Liked	Romantic	Sad	Sneaky	Sorry	Sure
Surprised	Thinking	Touched	Unfriendly	Unsure	Wanting

There is a separate screen for each emotion that provides six images, six mini-stories, six videos, six voice recordings, a facility to type your own notes, and further information on each emotion. When studied in combination, these features provide a clear picture of the meaning and expression of a particular emotion.

Each of the 24 groups of emotions contains an introductory 'situation' video to set the scene for that group. Here you generally see the whole body of the actor (not just his or her face), which provides further context for that emotion.

NOTE: Your chosen level dictates the number and complexity of emotions that you see in the Emotions Library. For example, at level 6, all 412 emotions are available in the 24 groups whereas at level 1, 54 emotions, organised into 20 groups, are available. Additionally, the range of words accessible may be limited via settings in Mind Reading Manager (designed for use by parents, teachers and technically advanced users) and by an automatic filter used when the Child Helper or Emoto have been chosen.

Selecting Emotion Groups

When you enter the Emotions Library main menu, the faces you see represent the 24 different groups of emotions. As explained above, you may see fewer than 24 groups depending on various settings.

Move the cursor over each face to discover the name of the Emotion Group. Click on a face to find out more about that group.



*Emotions Library main menu:
click on a face to select that Emotion Group*

You can also choose an Emotion Group using the drop-down menu. Click on the arrow at the top left of the screen to see this menu.



*Selecting Emotion Groups:
use the drop-down menu
from within any group*

When you select an Emotion Group you are taken to a screen with images of all the emotions in that group that are available at your level.

Emotion Group screen

If you selected the Happy Group, you will now go to the Happy Group menu screen. At level 1 the following emotions are shown: comfortable, glad, happy, joking, lucky, merry, safe, sociable. You need to move the cursor over the faces to see the names of the emotions. The emotions are arranged alphabetically. Where there is more than one screen of emotions in a group, the page numbers at the bottom right of the screen act as buttons to enable you to see the other faces in that group. You can click on any face to go to its unique emotion screen and learn a lot more about that particular emotion.



*Happy Group screen
(level 6):
click on any face to see that
particular emotion in more
detail*

Emotion Situation

A short video introducing the group can also be accessed from this screen. Here you generally see the whole body of the actor (not just his or her face) and are provided with a context for that Emotion Group in the form of an interaction between two people, or a person and an object. Click on the thumbnail image with the grey frame around it (at the top left of the screen)

to access this video. At the end of the video, click the 'back' button or the arrow on the screen to return to the Emotion Group screen.

Emotion screen

Here you will find information on your selected emotion including:

- a definition
- a simple definition (in the case of Top 100 words)
- similar emotions (where available). These emotions do not have their own pages because they share the same vocal or facial expression and are similar in meaning.

You can explore the emotion further by clicking on the 'Images', 'Stories', 'Voices', 'Info' and 'Notes' tabs.

You can also navigate through the emotions in a group by clicking on the small arrows to the right of the emotion name. Each emotion is numbered according to its alphabetical position within the group. Alternatively, click on the name of your chosen emotion to see a drop-down list of the other emotions in this group, and select one you would like to study.

Images

There are six images representing each emotion. Click on any of the six people to see a video of that person showing that emotion. Click on the large image at the top right of the screen to see it played full size.



*Emotion screen:
images tab*

Stories

Click on the 'Stories' tab to read six short stories that put the emotion in a simple context. Level 1 users can click on each story to hear it read aloud.



*Emotion screen:
stories tab*

Voices

Click on the 'Voices' tab. You can now click on the numbers to hear six different voices expressing the emotion.



*Emotion Screen:
voices tab*

Info

Click on the 'Info' tab. Here you can learn about:

- the impact of each emotion (how people perceive this emotion – is it positive or negative or neutral?)
- the strength of the emotion (only noted if the emotion is of particularly strong intensity, such as Furious)
- the level of this emotion
- the usage of this emotion (rare words are noted).



*Emotion screen:
info tab*

Notes

Click on the 'Notes' tab. Type in the box to add your personal notes about the emotion. These notes will be saved for you to refer to, or add to, in future sessions in *Mind Reading* (when you log on with the same name).



*Emotion screen:
notes tab*

Suggestions for Notes

- Describe the facial expression shown.
- What causes you or others to feel this emotion?
- Describe other people's facial expression when they are feeling this emotion.
- Write about times when you may have encountered this emotion.

Learning Centre

The Learning Centre provides an opportunity to study emotions and to be tested on them. Rewards are collected for answering questions in the Lessons and Quizzes areas.

Teachers and parents can track students' progress using Mind Reading Manager. See page 52 for details.



*Learning Centre main menu:
here you can choose between Emotion Groups, Lessons and Quizzes, and can also view your Rewards*

Emotion Groups covers the same range of emotions as the Emotions Library but is structured more for learning and exploration than reference.

Lessons are structured tutorials and tests, teaching emotion concepts and assessing a student's knowledge of them.

Quizzes provide the opportunity to be tested on facial expressions, emotion words and tones of voice.

Rewards can be collected by answering questions in the Lessons and Quizzes areas. Click on the star at the bottom right of the screen to view your rewards collection or to choose a new type of reward to collect.

Emotion Groups

The Emotion Groups are spread across four pages, each containing six Emotion Groups (listed alphabetically). Move the cursor over each face to discover the name of the group. Click through the page numbers to see the other Emotion Groups. Select the group you wish to study, such as the Angry Group, by clicking on a face.



*Selecting Emotions Groups:
click on a face to study that particular group more closely*

NOTE: As in the Emotions Library, the full range of emotions are accessible from the Learning Centre, apart from those emotion words limited by our chosen level, or filtered by Mind Reading Manager. If Emoto or Child Helper are being used, the Romantic Group of emotions is not available.

Emotion Group screen

As an introduction to the emotions in this group you will see a short video and a written definition. Then click on the right arrow at the bottom of the screen.



Emotion Group introduction: short video and definition

Move the cursor over a face to see the emotion name. Click on the page numbers to see more emotions in this group.

Emotion screen

Click on a face to choose that emotion, such as Choosing. The face you clicked on plus five other faces expressing that emotion will appear.



Emotion Group screen: click on any face to see that emotion in more detail

Faces – Click on any of the faces to see a video of the emotion.

Stories – Click on ‘Stories’ to read six different stories depicting the emotion. Level 1 users can click on each story to hear it read aloud.



*Emotion screen:
choosing emotion*

Voices – Click on ‘Voices’ to hear six different voices expressing the emotion.

Click on the arrow beside the emotion name to see a drop-down menu. From here you can select another emotion to study. The emotions that you have already studied are indicated with a mark beside them.

Lessons

Here you can use the specially designed lessons to learn about specific emotions and to answer questions about them. Rewards are earned for correct answers. A special end-of-lesson test covers all the emotions in the lesson and emotions are ticked off as you progress through them.

Your level determines the difficulty of the test questions, the complexity of words encountered and the range of possible answers.

NOTE: These question settings and the ease of winning rewards can be changed using Mind Reading Manager.

For level 1 students, the Top 100 definitions and stories are read aloud. Positive reinforcement from the the helper and the ability to earn rewards encourages further success. Beginners 20 and Top 100 contain a fixed set of emotions, whatever your level, while the number of emotions included in other lessons will vary according to your level.

Choose from these lessons:

Beginners 20 – Learn about some very important feelings.

Top 100 – Study some of the most common emotions that people feel.

Emotion Groups – Study related groups of emotions.

Build Your Own – Create your own lessons.



*Selecting a lesson:
here you can choose between
Beginners 20, Top 100,
Emotion Groups and Build
Your Own*

Beginners 20

These are the basic emotions that you might want to start with.

Each asteroid is a lesson. There are five emotions on each of the four asteroids. As you move the cursor over an asteroid, the emotions covered in that lesson appear on the right.

To start a lesson, click on an asteroid.



*Beginners 20:
click on an asteroid to start
the lesson*

1. The five emotions contained in the lesson are introduced slowly, appearing one by one (see below left). Click on the right arrow.
2. A video of the first emotion is shown. A description appears as well as a sentence putting it in context (see below right).



Beginners 20: step 1



Beginners 20: step 2

- Click on the right arrow to move on. Six faces appear depicting the emotion. Click on a face to see the video (see below left).
- Click on the right arrow to go to a screen where you can hear six voices expressing the emotion. Click on the speaker buttons to hear each of the voices (see below right).



Beginners 20: step 3



Beginners 20: step 4

- Click the right arrow again. You are asked to look at various faces and to identify the face depicting a particular emotion, for example 'Find the happy face'. If you choose incorrectly, you are encouraged to try again. Your incorrect answers are faded out.
- When you have answered correctly, you earn your reward and move on to the next lesson.

When you complete the whole lesson, you return to the Beginners 20 menu. The asteroid you have completed will now appear green.

Top 100

Each star is a lesson. There are ten stars with ten emotions on each. Move the cursor over a star to find out which emotions are covered in the lesson. To start a lesson, click on a star.



*Top 100:
click on a star to start the
lesson*

1. A video depicting the emotion appears along with a sentence describing the emotion. Click on the face if you want to see the video again.
2. Click on the right arrow to move on. Six faces appear depicting the emotion. Click on a face to see the video.
3. Click on the right arrow to go to a screen where you can hear 6 voices expressing the emotion. Click on the speaker buttons to hear each of the voices.
4. Click the right arrow again. You are now asked to identify the person who is feeling a particular emotion, for example 'Who is feeling difficult, 1 or 2?' Click on the face to see the video. Click on the number underneath the face to choose the answer. If you choose incorrectly, you are encouraged to try again.
5. When you have answered correctly, you earn your reward and move on to the next lesson.

NOTE: Level 1 students view only 70 of the 100 emotions.

Emotion Groups

Each planet is home to a group of similar emotions. Move the cursor over the planet to discover its name. The flags show the Emotion Groups you have completed. Clicking on a planet takes you to a screen giving details of which

emotions are contained in that lesson at your level. Click on ‘Start’ to begin the lesson.

NOTE: In Emotion Group lessons you will only see emotions in your current level – not emotions from the levels below. This means there may be very few words or none at all in a group at a particular level.

Lessons in the Emotion Groups follow the same format as the Top 100 lessons described above. This allows you to become familiar with the process of learning, being tested and earning rewards.

Build Your Own

Build Your Own allows you to create your own personal lesson by selecting exactly which emotions you want to study. These lessons follow the same pattern of learning, being tested and earning rewards as the Top 100 lessons.

1. Select a group you’re interested in and from that pick an emotion you want to study. You can choose several emotions from different groups and combine these to create your lesson.



*Build Your Own:
select emotions from the list
on the left*

2. Add each emotion to your list by clicking on the ‘Add’ button. Your chosen emotion will then appear in the list on the right.
3. You can remove an emotion from the list by highlighting it and clicking ‘Remove’.
4. Click on ‘Remove all’ to begin your selection again.
5. When you are ready to begin your lesson, click on ‘Start’.

Suggestions for building lessons:

- Choose two opposite emotions to study, such as Angry and Loving, or Happy and Sad.

- Choose similar emotions.
- Choose emotions that could be linked in a story.

Teachers can create lessons for individual students or a group of students with this facility.

NOTE: Mind Reading will remember which emotions you have chosen, so you can always go back to this lesson later.

Quizzes

The same range of options is available in the Quizzes menu as in the Lessons menu – Beginners 20, Top 100, Emotion Groups and Build Your Own, except that all these menu options provide quizzes, not lessons! The menus also look similar – note the difference in colour and check in the top right of the screen to see if it is a ‘Quizzes’ or ‘Lessons’ menu. Quizzes test emotions more fully than lessons, using a greater variety of question types.



*Selecting a quiz:
here you can choose between
Beginners 20, Top 100,
Emotion Groups and Build
Your Own*

Choose from these quizzes:

Beginners 20 – Test yourself on some very important feelings.

Top 100 – Test yourself on some of the most common emotions that people feel.

Emotion Groups – Test yourself on the related groups of emotions.

Build Your Own – Create your own quizzes.

Beginners 20

Each asteroid is a quiz. There are 5 emotions on each of the 4 asteroids. Move the cursor over an asteroid to see the emotions it contains. To start a quiz, click on an asteroid.



*Beginners 20:
click on an asteroid to start
the quiz*

1. There are 5 quiz questions for each asteroid. The questions ask you to match sound with sound, faces with videos, videos with text or sound with videos. You can earn rewards for answering questions correctly.



*Beginners 20:
quiz question*

2. Click on the face to see a video of the emotion. Click on the right arrow to move to the next question.
3. You can view your rewards at the top right corner of the screen. As you work through the questions you can see your rewards drop into the collection pot.

When you complete the whole quiz, you return to the Beginners 20 menu. The asteroid you have completed will appear green.

Top 100

Each star is a quiz. There are ten stars with ten emotions on each. Move the cursor over a star to find out more. To start a quiz, click on a star.



*Top 100:
quiz menu*

Answer some questions relating to the emotion, for example 'Who is feeling lonely, 1 or 2?' Click on the face for a clue.



*Emotion Groups:
click on a planet to start the
quiz*

As you complete the lessons, a tick mark appears and the completed emotion is greyed out.



*Emotion Groups:
list of emotions contained in
a particular group and level*

NOTE: Level 1 students view only 70 emotions.

Emotion Groups

Each planet is home to a group of similar emotions. Move the cursor over the planet to discover its name. The flags show the emotion groups you have already completed.

Clicking on a planet takes you to a screen giving details of which emotions are contained in that quiz at your level. Click on 'Start' to begin the quiz.

Build Your Own

This activity allows you to build your own quiz. You must select between five and ten emotions for each quiz.



*Build Your Own:
select emotions from the list
on the left*

1. Select an Emotion Group you're interested in and choose an emotion you want to be tested on. You can choose emotions from different groups and combine these to create your quiz.
2. Add each emotion to your list by clicking on the 'add' button. Your chosen emotion will then appear in the list on the right.
3. You can remove emotions from your list by highlighting the emotion in the right hand list and clicking on 'Remove'.
4. Click on 'Remove all' to remove your choices and begin again.
5. You can select 'Faces', 'Voices' or 'Words', or all three combined.
6. When you are ready to begin your quiz, click on 'Start'.

Suggestions for building quizzes:

- Select either 'Faces' or 'Voices' to test your recognition of facial expressions or vocal expressions on their own.
- Select a combination of faces and words or voices and words.

NOTE: Mind Reading will remember which emotions you have chosen, so you can always go back to your quiz later.

As you complete the quiz, a tick mark appears and each completed emotion is greyed out on the menu.

Rewards

The rewards section of the Learning Centre provides positive reinforcement and motivation in the Lessons and Quizzes areas of *Mind Reading*. The range of rewards available has been chosen to appeal to diverse interests.

Choose from spinning objects, birds, flags, musical instruments, time lapse movies, outer space, butterflies, microscope slides, trains and time in the Games Zone. Access the Rewards area by clicking on the star in the bottom right corner of the Learning Centre main menu.



*Rewards Collection:
click on each reward type
along the top of the screen to
view your collection*

To give you a head start, one reward from each category is available to you as soon as you begin using *Mind Reading*. This way you can explore which reward type you wish to collect first.

My collection

Your collection screen, which has your name on it, shows the rewards you have collected so far.

The kind of rewards that you can collect are shown here, along the top of the screen. Click on one of these icons to look at it below. The reward type you are currently collecting has an orange box around it.

1. Move the cursor over a reward image on the screen to find out more about it. You may be able to click on it to see it enlarged or drag it to a projector to play it or interact with it in other ways.

- When you complete a set of rewards you are automatically assigned a new reward to collect.
- To choose a different type of reward to collect, click on the star in the bottom right corner of the screen. This will take you to the Reward Selection screen. You can roll over each icon to find out more about it. When you have decided which type of reward you would like, click on it and then click on 'Collect'.

NOTE: Mind Reading Manager can be used to configure which rewards are available and the frequency with which rewards can be won.

Reward types

There are between 20 and 200 objects that can be collected in each reward type, including video clips that can be played and parts that can be assembled.



*Rewards Selection:
choose a new reward type to collect*

SPINNING OBJECTS (58 ITEMS)

Clocks, Mechanical and Others are available for collection. To see any of the collected filmstrips, drag them onto the camera or click on any one.

Click on  to play the video,  to speed it up and  to rewind it.



*Rewards:
spinning objects*

BIRDS (98 ITEMS)

Birds include European and American species. Select a family out of any shown in bold at the bottom of the screen, and click on a bird to see a short video.



*Rewards:
birds*

FLAGS OF THE WORLD (198 ITEMS)

Flags are organised alphabetically. Click on a letter to see the flags of countries beginning with that letter. Click on a flag to view information on that country (capital city, population, latitude, longitude, language, etc.).



*Rewards:
flags of the world*

MUSICAL INSTRUMENTS (20 ITEMS)

Click on an instrument to hear it. Play up to five musical instruments together by dragging them into the oval shape at the bottom of the screen and clicking on the musical note.



*Rewards:
musical instruments*

TIME-LAPSE (20 ITEMS)

Collect time-lapse movies. To see any of these video clips, drag them onto the camera. Subjects include a rising tide, clouds, city lights, crowds and traffic.



*Rewards:
time-lapse movies*

Click on  to play the video,  to speed it up and  to rewind it.

OUTER SPACE (57 ITEMS)

Collect Planets, Moons, Stars & nebulae, Galaxies and Comets! Click on an object to enlarge it and to read some interesting information about it.



*Rewards:
outer space*

TIME IN GAMES ZONE

This reward is only available if it has been activated using Mind Reading Manager. Choosing this setting automatically limits your time in the Games Zone. The time you have collected is represented on a counter. When your time has expired, you are sent back to the Learning Centre.



*Rewards:
time in Games Zone*

BUTTERFLIES (55 ITEMS)

Select any butterfly family shown in bold at the bottom of the screen, and then click on a butterfly to see it and discover its size and scientific name.



*Rewards:
butterflies*

MICROSCOPE (54 ITEMS)

Collect slides and view them under a microscope! Objects include: onion skin, leaves, hair, newspaper and wasp.

Drag the object over the microscope to examine it. Click on + to zoom in and – to zoom out. Note that you can only zoom in once.



*Rewards:
microscope*

TRAINS (28 ITEMS)

There are six train sets, each with between one and nine carriages or wagons.

When a train carriage has been collected, click to enlarge it and read some interesting information about it.



*Rewards:
trains*

When all of the train carriages are collected, the train can be assembled in a video and can be 'driven' around a track! You can start, stop and reverse the train videos.

Games Zone

In the Games Zone you can learn to recognise emotions and extend your appreciation of emotions in a fun and informal environment. The games offer a break from the structured learning of the lessons while providing further exposure to and encouraging familiarity with emotions.

If you have selected an audio helper, your helper will guide you through each game and encourage you to succeed.

NOTE: Time in the Games Zone can be set as one of the rewards for answering questions in lessons or quizzes using Mind Reading Manager.

Move the cursor over any of the five games on the menu to find out more about it.

Choose from the list to start playing one of the following five games:

Hidden Face
Space Faces

Emotion Pairs

Real World Faces

Famous Face



Games Zone main menu: here you can choose between Hidden Face, Space Faces, Emotion Pairs, Real World Faces and Famous Face games

Hidden Face

A face is covered by a number of masking squares. Remove the squares one by one to reveal the face and guess the emotion it is showing.



Games Zone: Hidden Face

1. Click 'Start' to begin the game: the squares are randomly highlighted in orange.
2. Click 'Stop' to reveal the part of the hidden face behind the highlighted square.
3. Guess the emotion by choosing from the list at the bottom of the screen.

Your score appears in the top left corner of the screen. Each player begins with 100 points and loses 10 points for each wrong guess. If you answer

incorrectly, reveal more squares to give yourself more clues, and try again. Any wrong guesses appear faded so that you can tell which words you have already tried. When you answer correctly, the word is highlighted. Click on 'Start' to play again with a new face.

EDUCATIONAL BENEFITS

- improves face-to-word matching
- focuses on the particular parts of the face, for example, eyes, mouth, forehead.

Space Faces

Faces showing different emotions float around the screen.

Try to collect them by clicking on them all before you run out of time.



*Games Zone:
Space Faces*

1. You have 60 seconds to click on the space faces floating around the screen.
2. Space Faces gets progressively faster each time you succeed at it.
3. As you click on each face it becomes a word and falls into the grid below.
4. If you do not collect all the faces in time, your words will start to escape!
5. When you have collected all the space faces and filled up the grid, the space faces and emotion names pair up and float back on the screen. You can view your 'Time' and 'Score' at the bottom of the screen.

NOTE: In Space Faces emotions are explored in a fun and interesting way. There is no emphasis on testing knowledge of emotions.

EDUCATIONAL BENEFITS

- improves face-to-word matching
- develops speed of reactions
- develops hand–eye coordination.

Emotion Pairs

This is a memory and matching game, similar to the pairing game that can be played with regular playing cards.

The game starts with images of 12 cards placed in rows, face down on screen.



*Games Zone:
Emotion Pairs*

1. Click on the cards to turn them over and reveal the emotion. Only two cards are revealed at the same time. You need to remember the location of the cards revealed in order to match the same emotions.
2. Find two cards that have the same emotion and then click 'Match'. When you have correctly matched two cards, the name of the emotion appears under the face and your chosen helper confirms which emotion the person is feeling. The correctly matched cards vanish from the screen allowing you to continue matching pairs. If you have selected incorrectly you are encouraged to try again. Turn the same cards over as many times as you like to match the cards.
3. The game ends when all the cards have been matched and have vanished from the screen.

EDUCATIONAL BENEFITS

- involves matching facial expressions
- involves memorising faces to match the pairs.

Real World Faces

Photographs of people in busy, 'real world' situations are displayed with text and speech bubbles to match to them. Try to guess what the people are thinking or feeling and check by dragging an emotion bubble to the person.



*Games Zone:
Real World Faces*

First, choose a scenario: Office, School or Market. You will then see the first of several screens for that scenario.

1. For each scene, try to guess what the characters are saying, thinking or feeling.
2. Drag the bubble that best describes what a character is thinking or feeling onto their head. Click 'OK' to see if you got it right.
3. If you are wrong the bubbles jump back to the side. If you are right, the bubble stays and turns yellow. Click on 'New scene' to change the picture.

EDUCATIONAL BENEFITS

- improves appreciation of emotional interactions between several people
- presents emotions in an everyday context
- involves inferring the correct emotion from a context or setting, interactions between two or more people, body language and faces.

NOTE: If your level is 1–3 you match the emotion to a person e.g. 'I am feeling Happy'. If your level is 4–6 you match a phrase.

Famous Face

This is a game about emotion intensity with world-famous actor Daniel Radcliffe (who kindly donated his performance in aid of *Mind Reading*). Daniel Radcliffe introduces emotions with positive and negative intensity.



*Games Zone:
Famous Face
(Daniel Radcliffe)*

1. Choose the sort of emotions you want Daniel to feel using the three buttons: 'Happy or sad'; 'Friendly or angry'; 'Delighted or disgusted'.
2. Use the intensity slider to choose how strong an emotion Daniel feels. The intensity of the emotion goes from -3 to $+3$.

You can choose whether to hear Daniel's voice or not by selecting 'On' or 'Off' at the top of the screen.

EDUCATIONAL BENEFITS

- explores emotions in a fun way, in an uncompetitive and unthreatening activity
- shows how related emotions can express similar feeling with varying intensity.

Some Additional Features

Search

The search function is available in the Emotions Library and the Emotion Groups area of the Learning Centre. Simple Search is available to everyone from level 1 to level 6. Advanced Search is available to you only if you are at level 6.

Simple Search

Type an emotion word, or part word, in the box provided. Specify 'Starts with' or 'Contains' by selecting the appropriate boxes, then click the 'Search' button.

The results of your search are shown on the right. Emotions with their own screen in *Mind Reading* appear in bold. Click any search result (in bold) to see its emotion screen.



Simple search

Advanced Search

The Advanced Search is for level 6 users only. It allows you to narrow your search using the following options:

- gender
- age range
- Emotion Group
- level
- video or audio
- strength
- usage
- impact.

You can select and view any emotion shown in bold, as in Simple Search, and the results of the search can be transferred into your Scrapbook.

Scrapbook

The Scrapbook is available in the Emotions Library and the Emotion Groups and Lessons areas of the Learning Centre. It allows you to collect your choice of voice recordings and videos for comparison.

Click on 'Scrapbook' and the cursor changes to a camera. Simply click on any picture, movie or sound icon to add it to your Scrapbook. To view the Scrapbook choose 'View Scrapbook' from the 'Menu' pop-up list.



Scrapbook (page 2 of 10)

The Scrapbook contains ten pages with six places on each page. If your Scrapbook is full, you can choose to replace old items with more recent ones.

1. Click on the page numbers to see all the pages in your Scrapbook.
2. Select an item to edit by clicking on the emotion word. A red box will appear around the item.
3. You can now edit the item using the 'Cut', 'Copy', 'Paste' and 'Delete' buttons.
4. Exit by clicking on the 'Close Scrapbook' button.

NOTE: This is a very flexible facility for comparing specific pairs or groups of emotions. Level 6 users can send the results of an Advanced Search to the Scrapbook.

Backup and restore user data

If you are using Windows, a utility has been provided that will automatically back up your user data each time you start *Mind Reading*. Should it appear as if your user data has become unreadable, this utility can be used to restore it. To restore from a backup:

1. Ensure that *Mind Reading* is not running.
2. Click the 'Start' menu | 'Programs' | 'Mind Reading' | 'Mind Reading Restore'.
3. The restore utility will open. Select the backup you wish to restore.
4. Click the 'Restore' button.
5. When restoration is complete, you will have the option to launch *Mind Reading* immediately or exit the application.

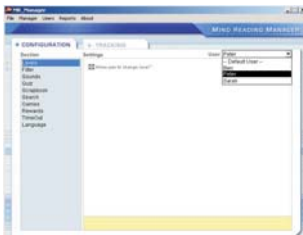
Mind Reading Manager

Mind Reading Manager is a configuration and tracking application that enables parents, teachers and advanced users to set preferences and track students' progress in *Mind Reading*. It may be accessed from the Windows 'Start' menu on a PC or from the installed 'Mind Reading' folder on a Macintosh.

NOTE: Mind Reading Manager cannot be opened at the same time as Mind Reading.

User management

A drop-down 'User' menu is provided to enable you to configure settings appropriate to individual users and to track their progress.



*Mind Reading Manager
(configuration tab):
select a user from the drop
down list*

Mind Reading configuration

Select the 'Configuration' tab to configure a host of settings, including the following:

Levels – allow students to change levels, or fix level at 6

Filter – filter out adult words (some romantic and violent emotions)

Sounds – turn sound effects on or off

Quiz – set the type and difficulty of quiz questions available

Scrapbook – make the Scrapbook available

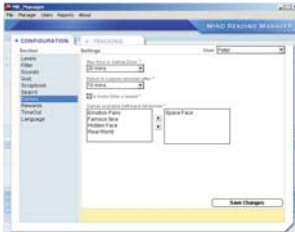
Search – make the search function available

Games – limit time in the Games Zone and available games

Rewards – make particular rewards available

TimeOut – set audio and help prompts for time out

Language – set language version to British or International.



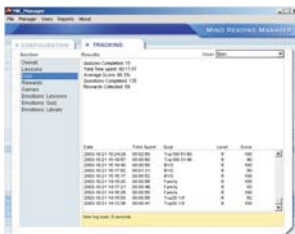
Mind Reading Manager (configuration tab): choose which games are available to the user

If an asterisk appears beside the setting options, roll over it to see a note appear at the bottom of the screen.

NOTE: When you change a setting a 'Save Changes' button appears. You must save your changes before leaving the page or they will not take effect.

Mind Reading tracking

Clicking on the 'Tracking' tab allows you to track students' overall engagement with *Mind Reading*. You can view time spent in specific areas, lists of emotions completed, rewards collected and average scores in lessons and quizzes.



Mind Reading Manager (Tracking tab): monitor a user's time spent in certain areas

The Mind Reading Manager menu bar (at the top of your computer desktop) includes the following menus:

File – allows you to exit Mind Reading Manager.

Manager – allows you to choose between the configuration and tracking tabs. The active tab has a tick mark beside it.

Users – allows you to:

- create a new user (if ‘Configuration’ tab is active)
- delete an existing user (if ‘Configuration’ tab is active)
- clear user log
- clear user history.

About – contains information about *Mind Reading* including the version number and copyright notice.

Reports – allows you to print the following reports:

- Summary Report
- Detailed Report.

Printing reports

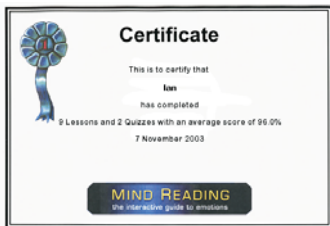
To print reports, ensure that you have the ‘Tracking’ tab open.

Choose ‘Reports’ from the Windows menu.

Choose ‘Print Summary Report’ or ‘Print Detailed Report’.

Certificate

The certificate is available to all *Mind Reading* students. It is another reward for success achieved. Your certificate will contain your name, the number of lessons and quizzes you have completed and your average score. The date appears at the bottom of your certificate.



*Mind Reading Manager
(Tracking tab):
certificate*

Resource Pack

Introduction

This section of the guide allows teachers and parents to extend the educational potential of *Mind Reading* through the activity sheets provided. This is a useful resource for social and personal education programmes within the curriculum dealing specifically with emotions. Adult students who wish to improve their skills in recognising emotions may also find the content of the activity sheets helpful.

There are 12 activity sheets which can be downloaded from the Activity_Sheets folder on the DVD-ROM or CD-ROM #1, printed, photocopied and distributed in a classroom setting. These should be used as follow-up activities or in conjunction with the activities, experiences and vocabulary presented in *Mind Reading* in order to reinforce concepts and language taught. Parents or carers may also find these activity sheets useful as extension activities that they can engage in with their children. They are designed to be used alongside the software.

Activity Sheets

1. Match images showing the same emotions
2. Match the emotion face to the emotion word
3. Match the emotion sentence to the emotion image
4. Illustrate an emotion sentence
5. Describe an emotion image
6. Sort emotion words into the appropriate emotion groups
7. Positive and negative emotions
8. I feel...when...
9. I am feeling...
10. Match the emotion word to the similar emotion
11. Match the emotion word to its definition

Suggestions for lesson plans and activities

Here are some ideas from which to develop lesson plans and activities using *Mind Reading*.

Introducing the vocabulary of emotions

Name a variety of emotions. Ask students to use the search facility to find these words and explore the information presented there.

Facial expressions

Ask students to use *Mind Reading* to look at the six faces for a particular emotion and discuss in what ways they are similar. Look at the position of their heads, necks and shoulders as well as the expression on their faces.

Vocal expression

Listen to a radio play and ask students to try to identify the emotions expressed in the voices. They can then compare them with the emotions expressed vocally in *Mind Reading*.

Causes of emotions

Use the Mind Reading Real World Faces game, the short written stories or the situation videos as a basis for a lesson exploring possible causes of various emotions. How could someone move from Despairing to Relieved, for example?

Causes of emotions

Use the Mind Reading Scrapbook to collect a series of faces and voices. Ask students to build a story around them, linking one person and emotion to the next, in the style of the game Consequences.

Stories and poetry

Identify stories and poems with strong emotional content. Read the material aloud. Use *Mind Reading* to help explore the emotional content of the story by researching the meanings and expressions of the emotions. What happened to the character? How did this make them feel? How might they have looked when they felt this emotion?

Films and television programmes

After students become familiar with an emotion using *Mind Reading* they can try to spot this emotion, or similar emotions from the same group, in a television programme or film. Discuss how the emotions were expressed in the film or programme. What happened? Who were the characters? How did they feel? How did they show their feelings?

Emotions expressed through music

Use the music that accompanies the situation videos in the Emotions Library, and in the Emotion Groups section of the Learning Centre, as a starting point for an exploration of emotions and music. Students could select their own favourite music to discuss.

Miming emotions

Use *Mind Reading* to explore how emotions are expressed. What happens to your face, mouth, eyes, forehead, eyebrows, the angle of your head, the position of your neck and shoulders? Invite students to mime emotions and create role-plays around emotional situations.

Emotions collage

Choose pictures from magazines that convey different emotions. Ask students to try to work out what the people could be thinking or saying using *Mind Reading* as a reference tool and to add captions to the pictures.

Emotion Groups and Word List

<i>level 1</i>	<i>level 2</i>	<i>level 3</i>	<i>level 4</i>	<i>level 5</i>	<i>level 6</i>
<i>Afraid</i>					
afraid worried	desperate nervous threatened	cowardly dreading frantic jumpy panicked terrified watchful	daunted disturbed intimidated shaken uneasy vulnerable		consternation cowed discomforted
<i>Angry</i>					
angry grumpy moaning moody	annoyed complaining furious wild	displeased explosive frustrated	bitter discontented exasperated heated indignant infuriated provoked	miffed needed	
<i>Bored</i>					
bored		unimpressed distant	blank distracted inattentive unenthusiastic unfocused vague	complacent indifferent jaded listless passive vacant	
<i>Bothered</i>					
		bothered impatient	flustered pestered restless tense	ruffled	
<i>Disbelieving</i>					
		disbelieving doubtful questioning suspicious	cautious cynical guarded		incredulous

<i>level 1</i>	<i>level 2</i>	<i>level 3</i>	<i>level 4</i>	<i>level 5</i>	<i>level 6</i>
<i>Disgusted</i>					
disgusted			distaste revulsion		
<i>Excited</i>					
excited	adventurous lively	enthusiastic keen	alert aroused hysterical inspired refreshed spirited	exhilarated invigorated vibrant	ardour titillated
<i>Fond</i>					
liking fond	loving trusting	affectionate close respectful	adoring devoted	cherishing	affinity
<i>Happy</i>					
comfortable glad happy joking lucky merry safe teasing	calm cheeky cheered delighted enjoying fine grateful overjoyed playful pleasure proud relaxed	amused content easy-going mischievous positive relieved	carefree casual sociable triumphant unconcerned	jubilant	exonerated
<i>Hurt</i>					
bullied hated hurt	attacked blamed cheated ignored	betrayed broken criticised disbelieved disliked disrespected	abused battered compelled corrected demoralised downtrodden exploited neglected offended terrorised tortured	confronted contradicted deflated deserted patronised scorned	aggrieved belittled discredited

<i>level 1</i>	<i>level 2</i>	<i>level 3</i>	<i>level 4</i>	<i>level 5</i>	<i>level 6</i>
<i>Interested</i>					
asking believing interested listening	concentrating	absorbed curious fascinated impressed tempted	admiring vigilant	awed lured spellbound	
<i>Kind</i>					
friendly helpful kind polite	caring giving	calming cheering comforting concerned encouraging forgiving patient understanding warm welcoming willing	congratulatory pitying	empathic	
<i>Liked</i>					
liked	forgiven welcomed	adored appreciated comforted included needed praised rewarded supported wanted	accepted flattered reassured		
<i>Romantic</i>					
		attracted bewitched romantic	attractive enticed flattering flirtatious intimate passionate	entrancing seduced seductive	

<i>level 1</i>	<i>level 2</i>	<i>level 3</i>	<i>level 4</i>	<i>level 5</i>	<i>level 6</i>
<i>Sad</i>					
lonely lost sad tired upset	disappointed tearful	discouraged gloomy heartache heartbroken homesick hysterical troubled weak withdrawn	despairing devastated disillusioned dismayed distraught empty grieving resigned	agonising anguished condemned grave overwrought pining subdued tormented turmoil	maudlin
<i>Sneaky</i>					
sneaky	lying	humouring mysterious tempting	calculating concealing deceitful	insincere luring	fawning
<i>Sorry</i>					
sorry	ashamed embarrassed guilty	responsible	humiliated	mortified	
<i>Sure</i>					
honest strong sure	bossy decided serious	competitive persuaded prepared pushy stubborn	arrogant assertive cocky committed convinced determined knowing smug	composed	sang-froid
<i>Surprised</i>					
surprised	shocked	dazed horrified startled wonder	appalled	scandalised	

<i>level 1</i>	<i>level 2</i>	<i>level 3</i>	<i>level 4</i>	<i>level 5</i>	<i>level 6</i>
<i>Thinking</i>					
thinking	dreamy thoughtful	judging	brooding calculating comprehending expectant fantasising choosing		
<i>Touched</i>					
		soppy touched	overcome sentimental	nostalgic	
<i>Unfriendly</i>					
bullying difficult hateful mean unfriendly unkind	blaming cold cruel disliking ignoring scolding selfish threatening violent	aggressive argumentative detesting disapproving disrespectful humiliating rude uncaring	condemning contemptuous contradictory defiant despising discouraging gleeful hostile judgemental rejecting remote sarcastic unapproachable	brazen condescending contrary disinclined oppressive pitiless resentful sadistic stern unreceptive vindictive	animosity belittling haughty supercilious
<i>Unsure</i>					
shy silly unsure	confused puzzled uncomfortable	clueless undecided	baffled bemused bewildered disorientated hesitant humble inadequate insecure modest reluctant self-conscious so-so	mystified subservient	ambivalent deferential self-deprecating

<i>level 1</i>	<i>level 2</i>	<i>level 3</i>	<i>level 4</i>	<i>level 5</i>	<i>level 6</i>
<i>Wanting</i>					
greedy	begging	demanding	appealing		suppliant
wanting	hopeful	wishful	needy		
	jealous				

Credits

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For Performance Credits see the About Screen on the DVD-ROM / CD-ROM set.