

Entendiendo a mi peluche

Vamos a a reconocer diferentes gestos de un muñeco peluche. Extraído de

<https://microbit.org/projects/make-it-code-it/ai-storytelling-friend/>

Procedemos a reconocer tres acciones:

- Saltando
- Volteretas
- Durmiendo

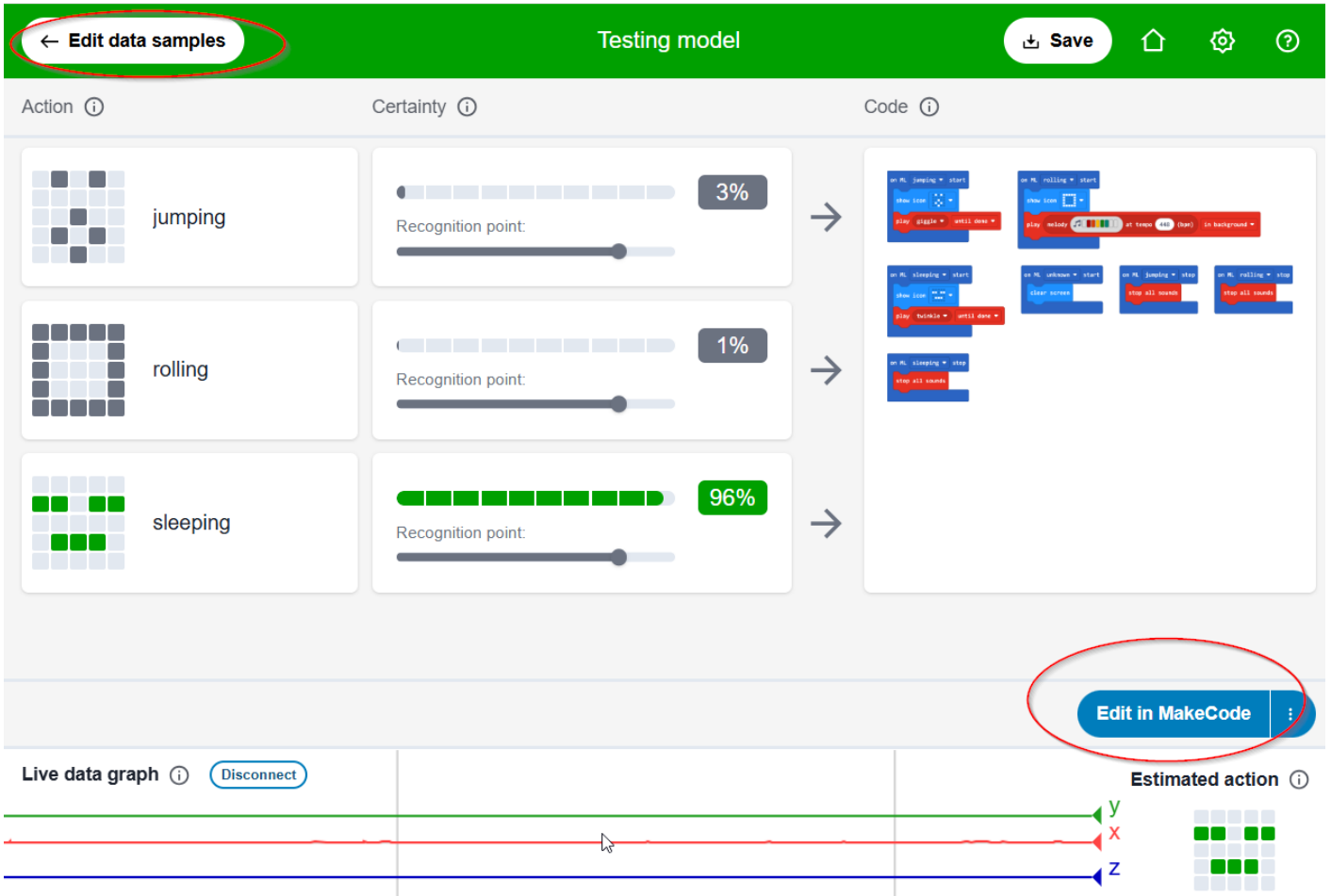
En este [enlace directamente saltas al paso Collect Data](#)

Paso **Collect Data** :

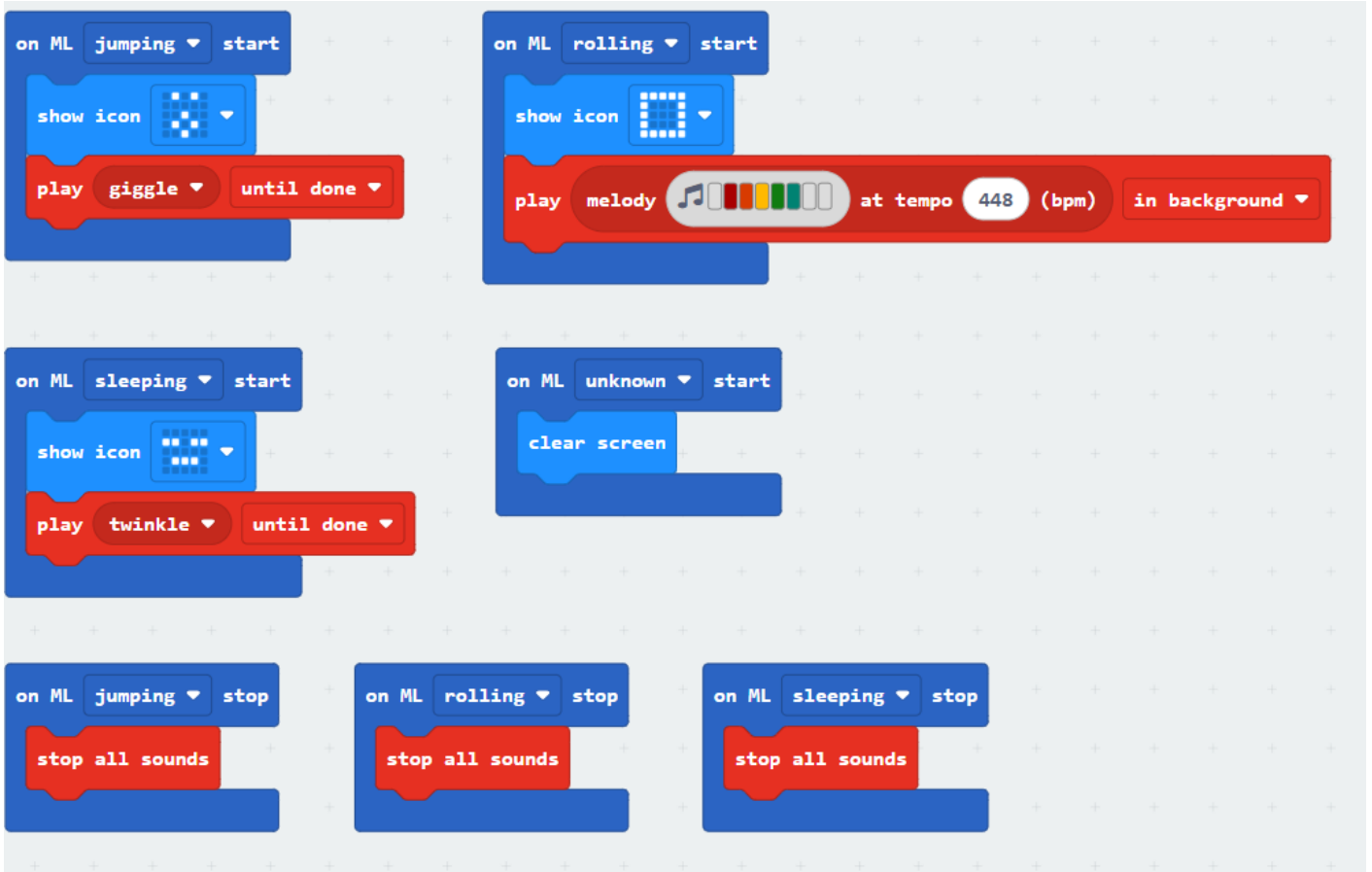
1. Podemos borrar sus datos y así lo personalizamos a los de nuestra mascota
2. Grabamos las acciones
3. Le damos pues a **Train Model** para crear la máquina ML

The screenshot displays the 'Data samples' interface in the micro:bit CreateAI application. At the top, there is a green header with the 'micro:bit CreateAI' logo and the title 'Data samples'. Below the header, there are three rows of data samples, each corresponding to a different action: 'jumping', 'rolling', and 'sleeping'. Each row contains a 'Record' button and a 'Data samples' section with 8 recorded samples. The 'jumping' row shows a red 'Record' button with a '2' and a '1' in a red circle, and a 'Data samples' section with 8 recorded samples. The 'rolling' row shows a red 'Record' button and a 'Data samples' section with 8 recorded samples. The 'sleeping' row shows a red 'Record' button and a 'Data samples' section with 8 recorded samples. At the bottom right, there is a blue 'Train model' button with a '3' in a red circle. Below the data samples, there is a 'Live data graph' section with a 'Disconnect' button and three data series labeled Y, X, and Z.

Test model lo testeamos si realmente funciona y la damos a **Edit in MakeCode**, si no funciona bien pues atrás a Edit data samples



En el paso **Code** podemos hacer lo que queramos, él nos enseña un programa por defecto, se puede modificar como se desee



El resultado es:

<https://www.youtube.com/embed/10BEtKu3ooY>

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