

# Programming Imagery

## 1. Sound

How can sound be programmed to express **kinesthetic imagery**?

- **low volume**: slow, calm, mysterious, hopeful, cautious, steady
- **high volume**: chaotic, demanding, abrupt, angry

## 2. Colors and Lights

How can colors and lights be programmed to express **kinesthesia**?

- **cyan and blue**: calm, gentle, cold
- **yellow**: bright, happy, slow
- **orange**: hope, wonder, spunk
- **red**: angry, quick, hot
- **green**: lively, hopeful, adventurous
- **magenta**: love
- **white**: shivering, freezing, surprise
- **lights off**: dark, scary, stormy

## 3. Eye Ring

Which feelings or emotions can be expressed through programming **Eye Ring** patterns?

How could you program Dash's eye lights to appear happy? sad? confused? anxious?

## 4. Speed and Pathways

Which feelings or emotions could be expressed through programming **Speed** and **Pathways**?

- **moving quickly**: angry, frightened, surprised, determined
- **moving slowly**: careful, curious, wonder
- **moving in circles**: scared, frantic, excited, silly
- **moving in a straight line**: steady, confident, somber

## 5. Sensors

How could the way Dash stops express a feeling (e.g., stopping after a button is pressed versus when a clap or voice is heard)?

