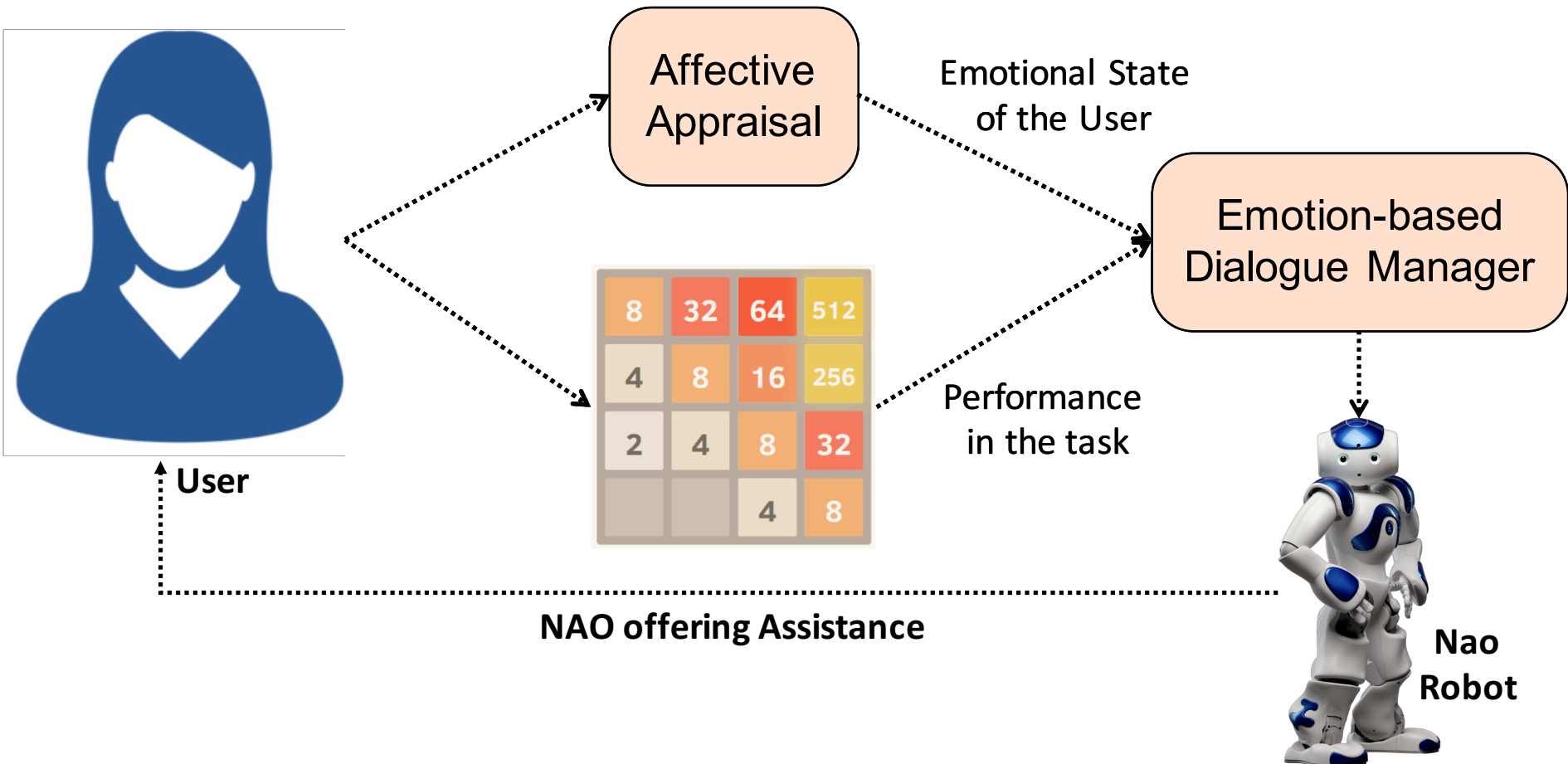




# An Affective Robot Companion for Assisting the Elderly in a Cognitive Game Scenario

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# Proposed Model

