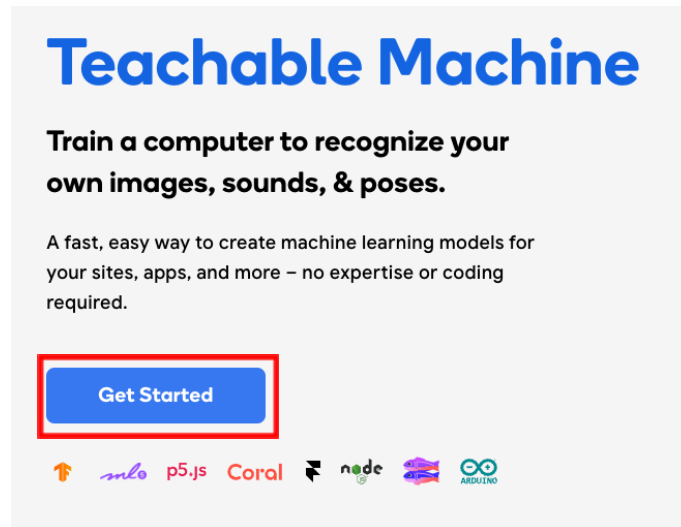


DESIGN&PITCH CHALLENGE

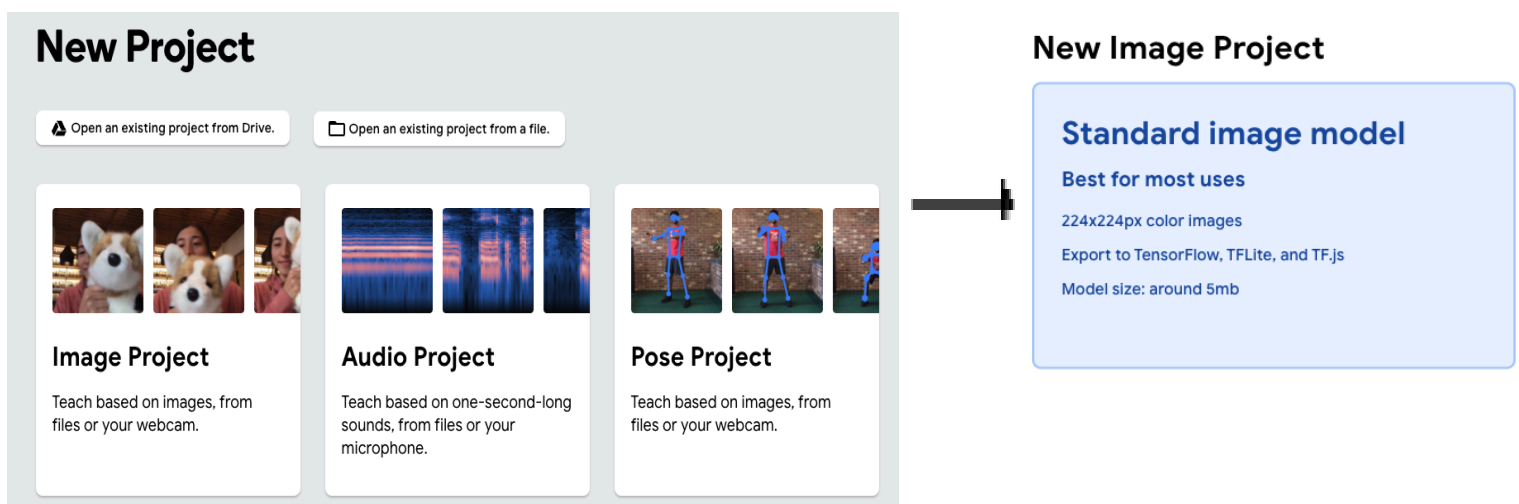
HOW TO USE TEACHABLE MACHINE

Getting Started

This tutorial will help you understand how to use [Teachable Machine](#) to train and use your machine learning model. From the homepage, first click the get started button.



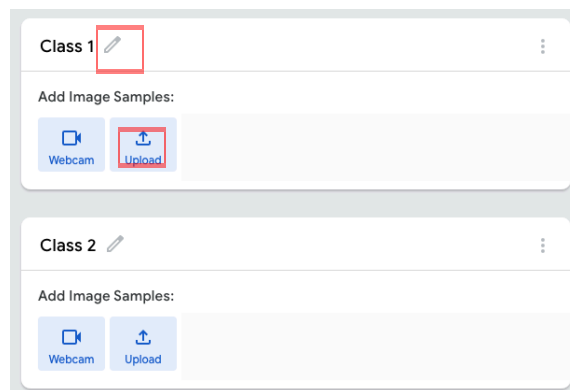
For this challenge, you will be using the image project section of the website. After selecting the image project, you will be prompted to select between a standard image model and an embedded image model. You should select the standard image model.



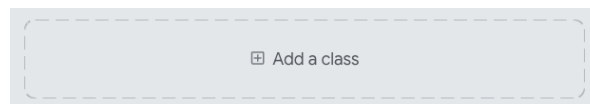
Gathering Data

Once you have started your new image project, you are ready to gather your data.

1. You will need to decide on, and name, your classifications (ex. motorcycle or not motorcycle). To do this, click on the pencil icon. The placeholder “Class 1” will turn blue and you can click in the box to edit the name. Repeat the process for your second classification.
2. Next, you will need to upload data to each class. This can be done by clicking on the upload button and importing images that match that classification.

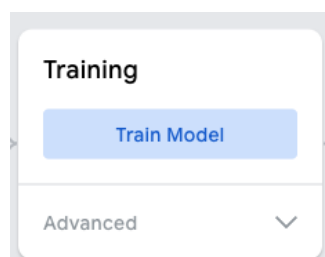


You will need to name and upload data for each classification. If you would like more than two classifications you can click on the “Add a class” button at the bottom of the page.

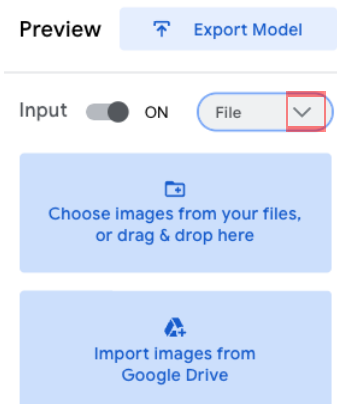


Training the Model

Once you have uploaded data to each classification you are ready to train your model. To do this you click on the “Train Model” button in the middle of the page. This may take several moments and you should not switch tabs during this process.



Using Your Model



After the model has been trained, you can use the preview panel to test the model. To do this, first make sure that the input is toggled on and the data source is set to file. The data source can be changed by clicking on the down arrow.

Now you are ready to upload new images that were not part of the training process. After the image is uploaded, the output section of the preview panel will display the results for that image.



Exporting Your Model

If you wish to share or save your model you can use the export model button at the top of the preview panel. This will open a panel with several options however, we recommend using the settings below. This will create a shareable link that can be used to continue to test your model or share it with someone else.

