







Non-verbal affective expression and intrinsic adaptation as keys for successful interaction with low-cost robots

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## **Applications for low cost robots only**

Many applications would find their way to the market **only** with **low-cost robots** 

- Toys and games
- Rehabilitation
- Social robots
- Appliances and objects











### Interaction with low cost robots

Most of the mentioned applications would benefit of emotional interaction

- acceptance
- goal achievement
- effectiveness







# Low-cost robots have to be cheap

### Low computational power

- no or poor natural language understanding
- no or poor image interpretation

• ...







### **Exploitation of basic means**

...possibly already on board

Most of the emotional communication goes through body language

- shape
- movement
  - what: body parts, body, mimicking humans/pets
  - how: rhythm, speed, acceleration (Laban)
  - when: choice of the right moment
  - why: right expression for the context, clearly recognizable

#### Sounds

•...

### Lights

•...

# An example

Teo, a robot for playing with children with different abilities



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## **Intrinsic adaptation**

Learning and adaptation might be hard tasks

In some situations it might be possible to obtain intrinsic adaptation, by designing interaction variability on features that could be detected online: speed, distance, rhythm, repeated actions...

E.g., the drone in Jedi Trainer can be more or less nervous just by reaction to the movements of the user







### Other ongoing activities

- Robogames either direct interaction (Jedi Trainer, BasketBot, ...)
  or mediated by a robotic avatar (Robotower, Pac-Bot, Drone Laser
  Game, ...)
- **Robot actor -** the emotion is given, but expressed with different bodies: what are the basics of emotion expression?
- Concierge a head checking people in front of a door, a set of heads, each with its own character, animating a passage
- Objects with a character a naughty fan, an emotional jacket, a gruff gorilla, a cheerful trash bin, ...







