Applications

Some example scenarios

and come up with aspects that require your input as a designer, come up with some preliminary requirements..

Idea 1

Comms

Navigation and path finder

Detects voice and faces

In a healthcare setup, a companion robot that can entertain and keep the kids occupied while in the waiting room for the adult.

Idea 2

Talk + Visual feedback

Voice commands

ROSE as a retro character that speaks in a 60s/ 70s voice + plays old music to help patients with Alzheimer's or dementia

Idea 3

Logistics

Navigation

ROSE can safely transport items from one place to another autonomously.

Requirements

Visual appeal should be good enough for kids

Should be entertaining and relatable to kids

Cartoonish voices and dialogues?

Ability to adjust games on amount and age of participants

Facial Expressions

simulate an average personality of the region

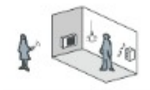
Talk to user using speech from the 60s/70s era

Emergency alerts to trusted contacts

Storage capacity

End effectors with gripping capabilities

Methods



...The Robot is allowed to interact with the kids while the replies are made by another person using mic. The person can suggest some games and initiate the conversation to catch up with the kid's interest.

[Modified] Once the robot/pupet is placed within the waiting room, a researchers observes the interactions from a distance. Since kids are naturally curious, degree of intuitiveness is less of a concern, and this will allow designers to learn how to brace the robot for that curiosity. (Potential ethical issues)

A fancy looking robot from the 70s is provided for interaction with patients, and voice feedback is provided using a mic operated by another person. The speaker is used for playing song requests, "conversations" and more.

Designers sit with the users as they interact with the robot/pupet, and note how they handle interacting with the design. The pupeteer can adjust their behavior between interactions based on feedback.

After interacting with the robot/puppet, users are asked to make a MoSCoW diagram of what features they find important in such a robot.

Transportation can be a complex activity involving many stakeholders (doctors, nurses, handymen, logistics and warehouses, patients, caretakers and even janitors) and therefore will require an elaborate stakeholder mapping to see relationships between actors.