**User Experience and Artificial Intelligence Assignment3**

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**Summary**

This study refines measurement indices for the Uncanny Valley effect by revising scales of perceived humanness, attractiveness, and eeriness. Using card sorting, laddering interviews, and a large-scale survey (N=1311), the authors validated new adjective pairs that better span categorical boundaries. The revised indices showed high reliability and captured a U-shaped eeriness pattern resembling Mori’s graph, aiding the design of robots and animated characters.

**Critical Reflections**

Despite its contributions, the study has limitations. First, its sample is culturally narrow, comprising U.S. college students. Second, the stimulus set (12 characters) may not capture the full range of human-likeness. Third, some subscales—particularly in the eeriness index—show low internal consistency. Lastly, individual differences (e.g., robot familiarity, emotional sensitivity) are not sufficiently addressed, limiting generalizability.