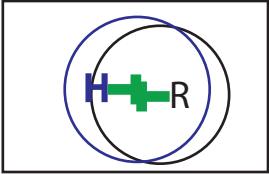

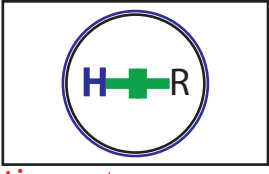

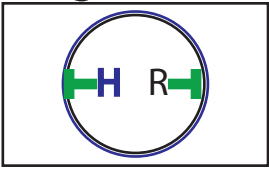
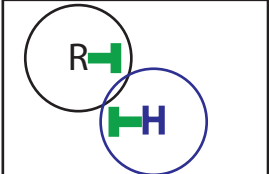
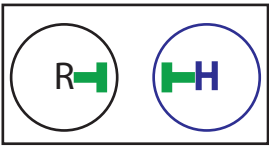
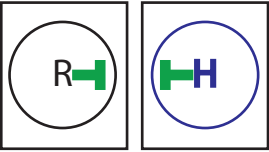


**Action:** is the atomic unit of work, that once started can not be changed. It is done by either the robot or the human, but not both.

Proximity	Human Role	Robot Autonomy
<div>Following</div> <div></div> <div>time: </div>	<div>Collaborator</div> <div>Human &amp; Robot share same goal, but dependent on each other. Teammates on the same hierarchical level</div>	<div>Information Acquisition</div> <div>applies to the sensing and registration of input data</div> <div>Low <input type="radio"/> Medium <input type="radio"/> High <input type="radio"/></div>
<div>Touching</div> <div></div> <div>time: </div>	<div>Cooperator</div> <div>Human &amp; Robot share same goal, but not dependent on each other. Task completion from both needed to fulfil shared goal</div>	<div>Information Analysis</div> <div>involves cognitive functions such as working memory and inferential processes</div> <div>Low <input type="radio"/> Medium <input type="radio"/> High <input type="radio"/></div>
<div>Approaching</div> <div></div>	<div>Operator</div> <div>Controls the robot</div>	<div></div> <div>Low <input type="radio"/> Medium <input type="radio"/> High <input type="radio"/></div>
<div>Passing</div> <div></div>	<div>Supervisor</div> <div>Monitors the robot and gives instructions on how to perform a task</div>	<div>Action Selection</div> <div>involves decision and action selection from among decision alternatives</div> <div>Low <input type="radio"/> Medium <input type="radio"/> High <input type="radio"/></div>
<div>Avoidance</div> <div></div>	<div>Bystander</div> <div>Human &amp; Robot do not interact with each other but share the same space. The aim of the human role is avoidance</div>	<div></div> <div>Low <input type="radio"/> Medium <input type="radio"/> High <input type="radio"/></div>
<div>None</div> <div></div>		<div></div> <div>Low <input type="radio"/> Medium <input type="radio"/> High <input type="radio"/></div>

- Criticality**
- Loss of essential money
  - Loss of discretionary money
  - Loss of comfort
  - Chance at injury
  - Chance at critical injury
  - Loss of life