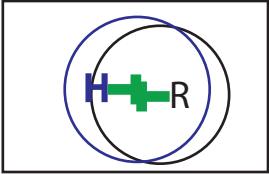

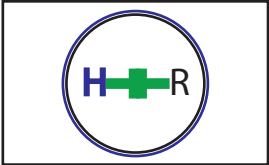

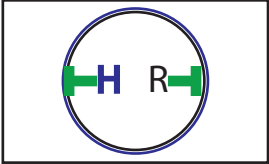
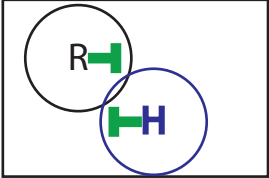
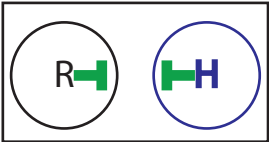
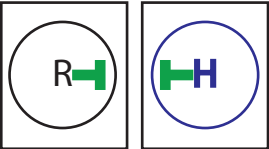


Action: is the atomic unit of work, that once started can not be changed. It is done by either the robot or the human, but not both.

Proximity	Human Role	Robot Autonomy
<div>Following</div> <div></div> <div>time: </div>	<div>Collaborator</div> <div>Human & Robot share same goal, but dependent on each other. Teammates on the same hierarchical level</div>	<div>Information Acquisition</div> <div><input type="radio"/> Full: all by the robot</div> <div><input type="radio"/> Semi: both by human and robot</div> <div><input type="radio"/> None: all by the human</div>
<div>Touching</div> <div></div> <div>time: </div>	<div>Cooperator</div> <div>Human & 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><input type="radio"/> Full: all by the robot</div> <div><input type="radio"/> Semi: both by human and robot</div> <div><input type="radio"/> None: all by the human</div>
<div>Approaching</div> <div></div>	<div>Operator</div> <div>Controls the robot</div>	<div><input type="radio"/> Full: all by the robot</div> <div><input type="radio"/> Semi: both by human and robot</div> <div><input type="radio"/> None: all by the human</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><input type="radio"/> Full: all by the robot</div> <div><input type="radio"/> Semi: both by human and robot</div> <div><input type="radio"/> None: all by the human</div>
<div>Avoidance</div> <div></div>	<div>Bystander</div> <div>Human & Robot do not interact with each other but share the same space. The aim of the human role is avoidance</div>	<div>Action Execution</div> <div><input type="radio"/> Full: all by the robot</div> <div><input type="radio"/> Semi: both by human and robot</div> <div><input type="radio"/> None: all by the human</div>
<div>None</div> <div></div>		

Criticality

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