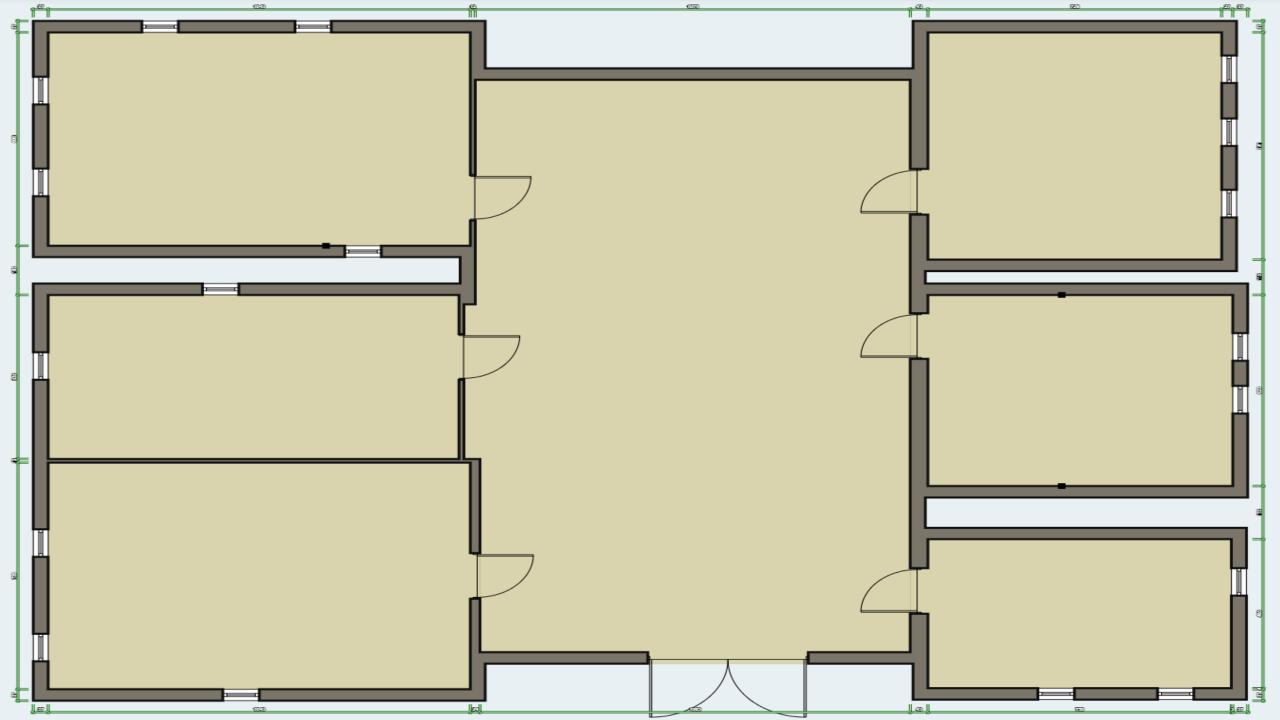
EJCNITFCOINBYXJ P Y LASAXGKOBNNROHI N P QBDUTICWKNKOM Η R U XTEAVINEMAJMT DDN Ρ OSFWOLINXRPNBJEH RCKIUMVGKAAVRJ R O RWNSKAEGCIAUNNCDW TEODKLVTSTNSSMEI ZOYMXXIITCHDTV NKWFJGVDOZROBOTXS YTABLEMNZNNRKAUQWW DRAWINGOPORTRAITTQ

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Mirror the Robot

Stick Man, Mirroring

- Robot teach how to draw a stick man.
- The canvas is divided in 2
- Robot start drawing.
- Once the stick man is finished, the robot will jump to the other side and draw the "hanger" in the other side.

Find Words

- For 4 minutes the robot and the participant play the game.
 - Condition 1:
 - The robot only mark words that are where the canvas is empty
 - Condition 2:
 - The robot mark words where the canvas is empty and close to the actual position of the participants hand

Blueprint collaboration

- Robot and Human have to place the tables and chairs in each room.
 - Condition 1:
 - Robot only draw chairs and tables in the empty rooms
 - Condition 2:
 - Robot can also draw in the rooms where the participant is drawing

Open Drawing

- Robot and Human have to draw a Space landscape (planets, spacecrafts, comets, shooting stars...)
- The robot have a set of pre-recorded drawings
 - Condition 1:
 - Robot only draw on empty spaces in the canvas
 - Condition 2:
 - Robot draw one drawing in an empty space, then one close to participants hand, a couple of times.