

Design and Robotics

CocoBot

YOUR NEW TRAVEL MATE



— USER MANUAL —

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INTRODUCTION

LET'S START A NEW TRAVEL WITH COCO!

Coco is a wearable robot. This means that you can wear it every time you want!

The idea was to create a trip mate, ready to follow you, on your shoulder, in all your adventures. You will live together new experiences and new emotions that you will share with all people you'll meet.

Coco, moving his head and thanks to colour/sound will be able to express his feelings.

So what are you waiting for? Put Coco on your shoulder and start to play!



HOW TO PLAY

FIRST CONFIGURATION

1 Take from the box CocoBot. The robot don't need any kind of assembly. You can start to use immediately!



2 Turn on the switch on the right of the principal body. When you switch on, the cheeks appear white. This means it is calibrating the sensors and understanding its position. When the light goes off you can starting playing with him!



START TO PLAY!

Below you can see all the movements and interaction that Coco is able to do with you and your friends.

- 3 After 10 seconds that CocoBot stays on the table he becomes sad.



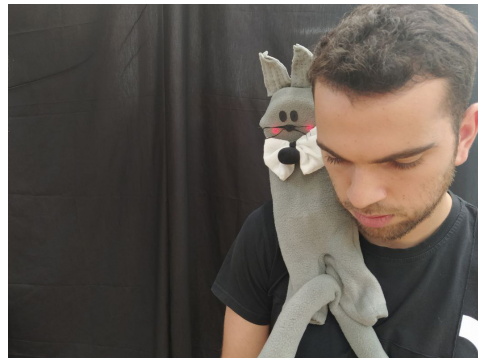
- 4 Fix Coco on your shoulder thanks to his tail. You can fix between his feet.



- 5 After rising it and put on your shoulder he will return happy!



- 6 But don't stay too much time fix in the same place, because Coco becomes angry!



- 7 Start to move and Coco will return neutral.



- 8 Try to say some words as "cute" and he becomes happy



- 9 While if you say "stupid" or "horrible" he becomes sad



- 10 If you call him by his name he will answer you with a cute "meow"



11

You can pat Coco on his back. If you do it, he will become very happy!



12

You can do everything with Coco, but be careful! Don't do suddenly movement. He will be scared



13

At the end of the day you can put Coco on the table and switch him off





EMOTIONS

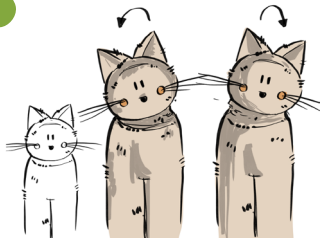
5 EMOTIONS

CocoBot can express 4 different emotion plus a neutral state.



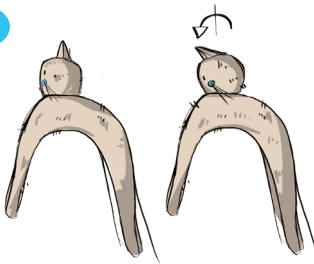
NEUTRAL

Cheeks become white



HAPPY

Cheeks become green;
head move left-right;
ears move front-back;
produces happy sound.



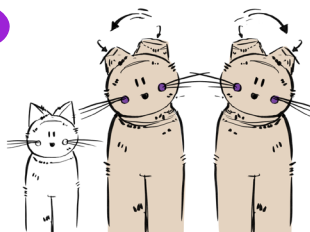
SAD

Cheeks become blue;
head move down;
ears move down;
produce sad sound.



ANGRY

Cheeks become red;
head move right;
produces angry sound;
it vibrates.



SCARED

Cheeks become violet;
head move fast left-right;
ears move down;
produces fear sound twice;
it vibrates.

