Prelude

I/ Introduction

- Contexte

- Problématique du projet

- Domaine de recherche (HCI, mouvement, danse, transformation mouvement en mouvement)

- Description résumée du projet

- Comment le projet répond à la problématique

II/ Related works

Extensive SOTA review in swarm robotics.

Exploration of geometric swarm control methodologies.

Analysis of natural swarm robotics in animals, birds, bees, ants.

- MIT Forest swarm exploration and swarm

Compare the Controll capabilities in a closed space

- Speaking Swarmish: Human-Robot Interface Design for Large Swarms of Autonomous Mobile Robots

Compare the colision avoidance based on speed (should be worse need of future work (increase speed))

- Movement

- Light

- Interaction movement & light

- Emotions

III/ Solution

- Technical solution (design, prototypes, …)

- Hardware

- Software

- User study

IV/ Conclusion

- Conclusion