

# Pepper Waiter HRI Project

Daniele Appetito Salvatore Cognetta Simone Rossetti

February 2014

# Contents

<b>1</b>	<b>Introduction</b>	<b>2</b>
<b>2</b>	<b>Inspiration and Research</b>	<b>2</b>
<b>3</b>	<b>Solution</b>	<b>2</b>
<b>4</b>	<b>Implementation</b>	<b>2</b>
<b>5</b>	<b>Results</b>	<b>3</b>
<b>6</b>	<b>Conclusion</b>	<b>3</b>

## 1 Introduction

Human Robot Interaction is the study of how one or more humans work with one robots in order to accomplish a goal. The Pepper Waiter project was devised to create auch an interaction.

The main objective of this project was to create a program that allowed to use the Pepper in a bar or restaurant to take your order instead of a human. This idea came to us by thinking of the current global situation and how the less human-to-human contact there is, the better. As such we decided to create a way to adhere to the social distancing norms by removing interaction with a human waiter.

## 2 Inspiration and Research

copy papers + parts of presentations ad justify them to the

## 3 Solution

talk about what we decided to do to solve the proposed problem

## 4 Implementation

libraries and code desription

## **5 Results**

mini description of functionality

## **6 Conclusion**

"12 credit module" my ass