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Week 7: Groups and Norms

1. I chose to have my robot violate the norm of leaving the last cookie on the plate in a social gathering. Usually, it is customary to ask other people nearby if they want to have a cookie before taking it for yourself (or to just collectively leave the last cookie on the plate forever :( ). My robot violates social norms by asking if the user wants a cookie and then taking it for itself regardless of the user response. In the "positive" scenario, the robot asks the user if they want a cookie and gives the cookie to the user if they indicate yes. This is also more in line with the typical "social" role of the robot as subservient to humans and a helper rather than as a more "autonomous" figure with their own wants and the ability to get up to mischief. I would expect a robot violating this norm to be seen as more autonomous and anthropomorphic by users, but also treated as less trustworthy. The robot might garner more attention by breaking social norms, but might be considered less" likable" because it exhibits conventionally rude behavior of asking someone if they want something and then taking it for themselves.

   2. https://www.overleaf.com/9247133132vkxktpkdbtbg