

# Kung Fu Nao

## Human-Robot Interaction (MKI50)

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## 1 Introduction

Introducing the reader to the topic of learning from robots.

## 2 Hardware and Software

### 2.1 Hardware

### 2.2 Software

## 3 System

Discuss the system from an AI point of view.

### 3.1 Perception

A way to detect the user and the body model. Do not mention the Kinect.

### 3.2 Communication

Gestures + speech...

### 3.3 World Model

## 4 Individual Components

### 4.1 Perception

Skeleton tracking + dynamic time warping

### 4.2 Communication

### 4.3 World Model

### 4.4 Graphical User Interface

## 5 Interaction Patterns

State diagram etc....

## 6 Conclusion