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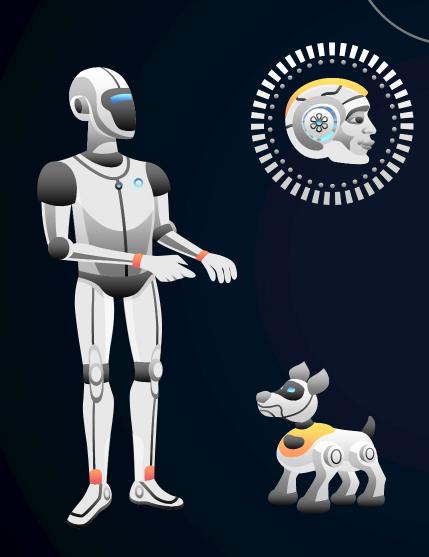
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PROBLEM STATEMENT

The aging population is increasing globally, leading to a growing need for technologies that address the unique challenges faced by the elderly. Common issues include loneliness, cognitive decline, medication adherence, and the need for personalized assistance. Traditional solutions often fall short in providing engaging companionship and addressing the emotional well-being of elderly individuals. To tackle these challenges, an Albased interactive robot designed.

Abstract

The aging population is growing, and there is an increasing need for technologies that enhance the well-being and engagement of elderly individuals. This project proposes the development of an Al-based interactive robot designed specifically for the elderly. The robot utilizes ChatGPT, an advanced language model, along with Arduino microcontrollers and a laptop to provide a range of services, including question and answer interactions, storytelling, and scheduled medicine alerts. The humanoid robot design aims to create a familiar and approachable companion for elderly users, fostering a sense of companionship and assistance.







Companion robots

companion robots for the elderly provide basic interaction



Medication remainder

remind users to take medications at scheduled times



Voice assistants

assistants offer voicecontrolled interactions



Educational apps

Mobile applications providing education contents

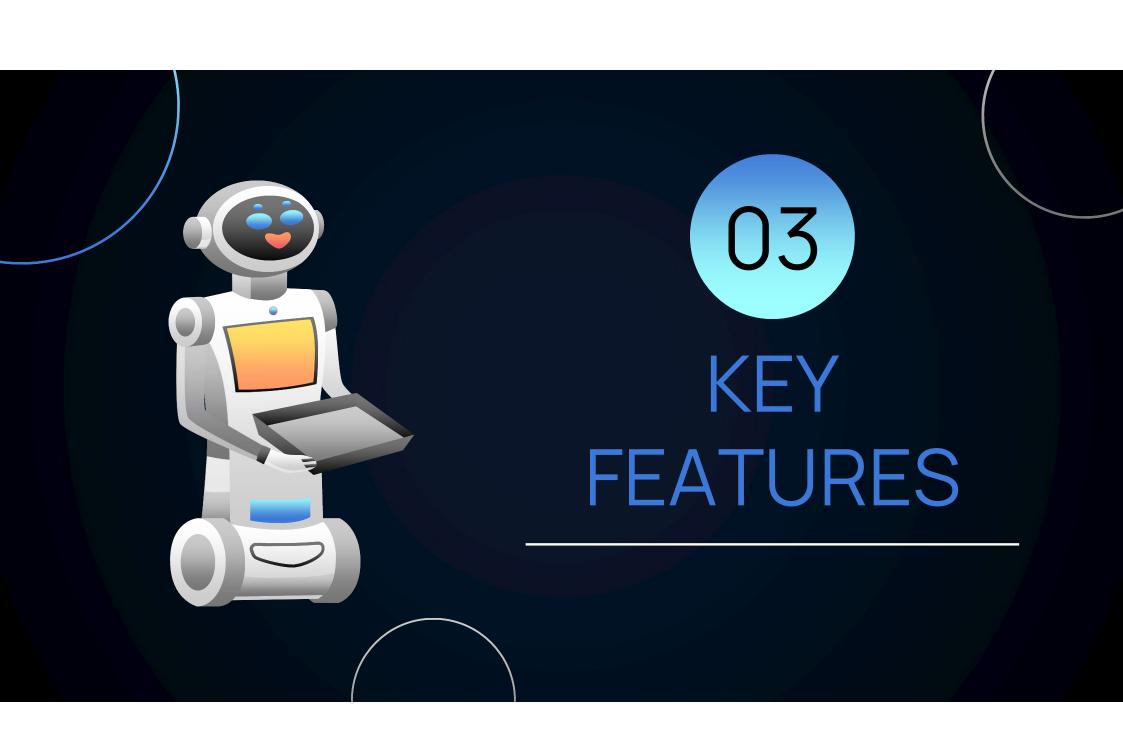
Drawbacks

Companion robots: Limited conversational abilities, lack of cognitive stimulation.

Voice assistants: Lack a physical presence, may not provide engaging conversations.

Medication remainders : reminders might not be engaging or adaptable to changing user needs





Key features



Natural Language Interaction

Enhances user engagement by providing a more human-like and conversational interaction.



Scheduled Medicine Alerts

Supports medication adherence by reminding users to take their medications on schedule



Humonoid Robot Design

Enhances user acceptance, reduces intimidation, and fosters a sense of companionship.

Key features



Gesture Recognition

Enhances interactivity, allowing users to communicate with the robot through gestures for certain commands



Voice Recognition and Response

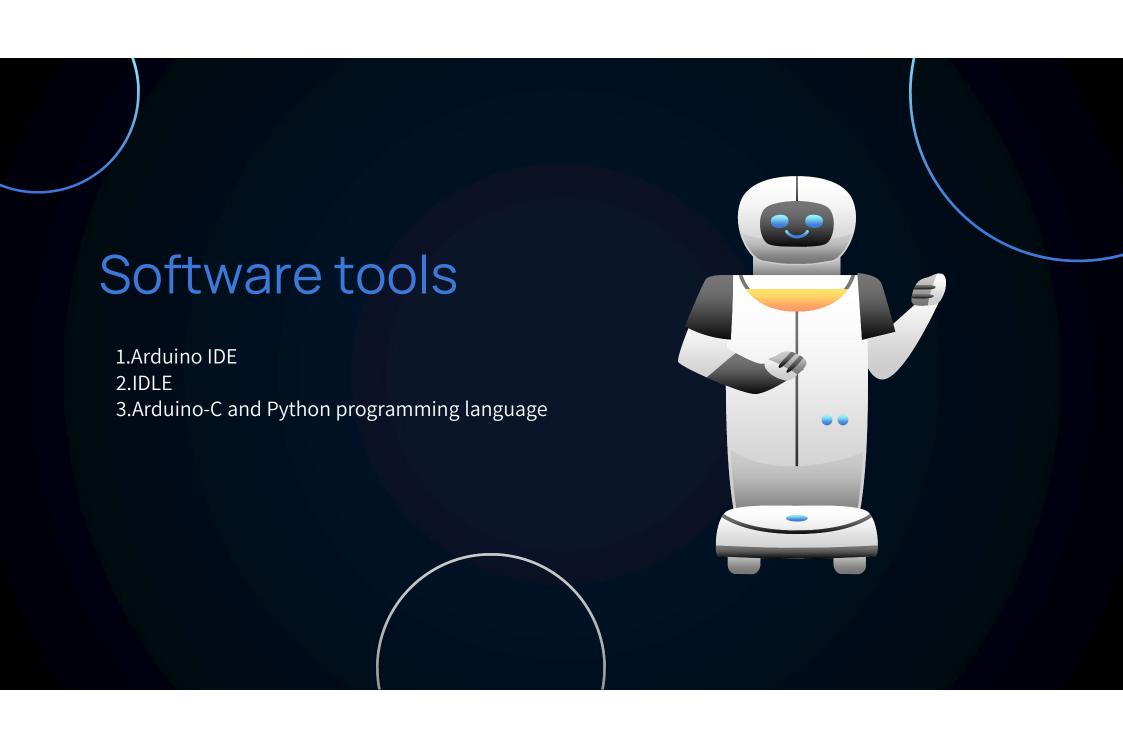
Enables hands-free interaction, making the system accessible to users with varying abilities.





- 1) Arduino Uno
- 2) LCD
- 3) Push buttons
- 4) Speakers
- 5) LED's
- 6) Light
- 7) 3D Robot model
- 8) Power Supply
- 9) PCB
- 10) Connecting wires





Budget estimation

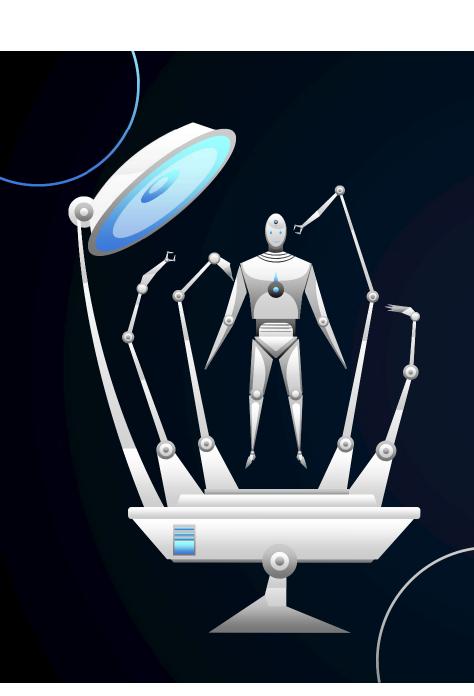
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OUR TEAM

22BCE9239-SAI CHANDRA 22BCE9713-DEEPTHI 22BCE20084-YAMINI 22BCE7009-SAI TEJA 22BCE8154-VIGNESH 22BCE7007-KASYAP

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YAMARTHI NARASIMHA RAO

THANK YOU