

# EFFECT OF HESITATION ON PERCEPTION OF INTELLIGENCE

- To study human perception of intentionality of thought and actions within the robot.
- Participants played *Take Two*, a game in which players decide between taking one or two blocks from a ramp. Each participant played 4 games total, 2 against a computer simulation and 2 against the NAO robot.
- We found:
  - Slower robots were perceived as less intelligent
  - No effect on enjoyment
  - Robots that hesitated and made thought noises and robots that did not hesitate and made neutral noises were perceived as less distracting, and as a result, participants felt more connected to them.

