

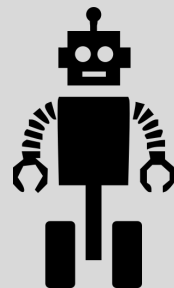
ANTHROPOMORPHISM

(arises in an interaction)



context
situation characteristics

time
interaction history



person

(human agent / user)
psychological determinants
individual characteristics
expectations

robot

(non-human agent / artifact)
anthropomorphic design
(shape, behavior, expression)