



ÉCOLE POLYTECHNIQUE
FÉDÉRALE DE LAUSANNE

You're Doing It Wrong!

Studying Unexpected Behaviors in Child-Robot Interaction

ICSR 2015 – Séverin Lemaignan, Julia Fink, Francesco Mondada, Pierre Dillenbourg

Presented by Alexis Jacq

Computer-Human Interaction
for Learning and Instruction **EPFL**



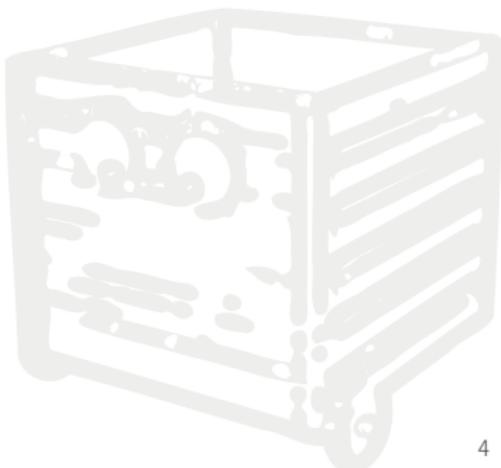
WHAT HAPPEN WHEN A ROBOT DOES
NOT OBEY?

NO, I DON'T WANT YOUR TILE!



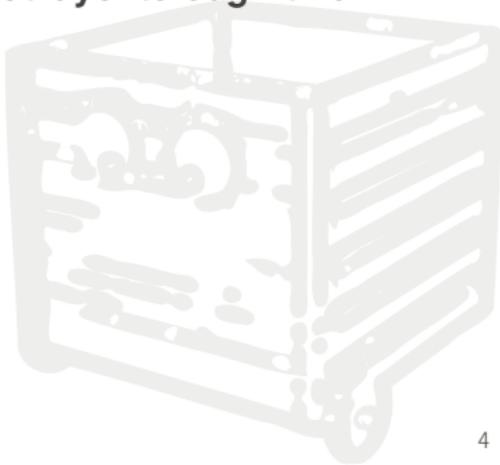
TWO HYPOTHESES

1. **A robot that mis-behaves from time to time is more engaging**



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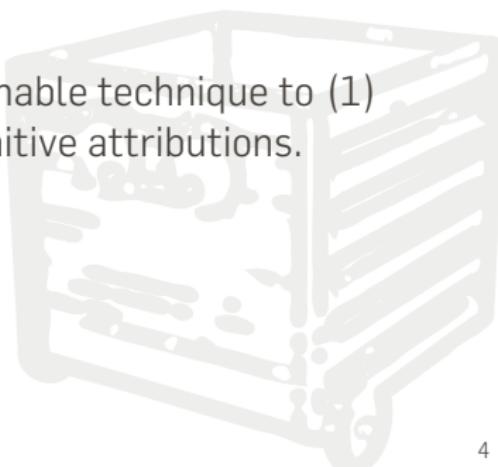
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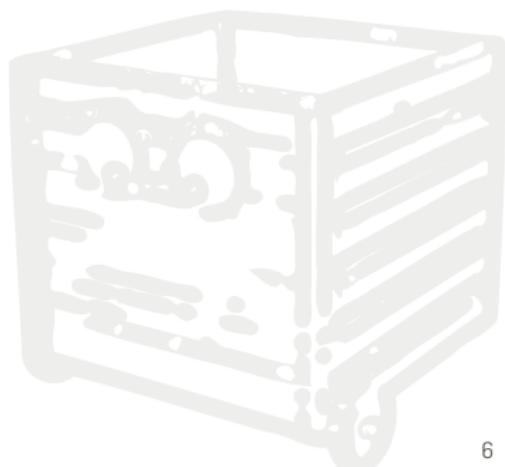
If that's indeed the case, we gain an actionable technique to (1) sustain engagement, (2) influence on cognitive attributions.



UNEXPECTED BEHAVIOUR, YOU SAID?

DESIGN OF THREE BEHAVIOURS

1. the robot get **LOST**, for no visible reason;
2. the robot **DISOBEY**;
3. the robot makes a **MISTAKE**.



LOST CONDITION

...induces the perception of a contingent malfunction
(My robot has a **bug!**)



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Hypothesis: decreased attribution of human-likeness

DISOBEY CONDITION

...induces the perception of a robot's **own will**



DISOBEY CONDITION

...induces the perception of a robot's **own will**



Hypothesis: increased attribution of human-likeness

MISTAKE CONDITION

The robot goes wrong, but recognizes the error and repairs.



MISTAKE CONDITION

To err is human. And the robot is aware of its own state (introspection) and of the expected state of interaction.



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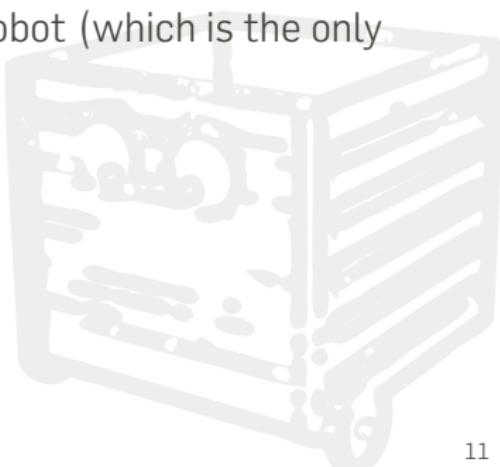
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EXPERIMENTAL PROCEDURE: THE DOMINOS TASK

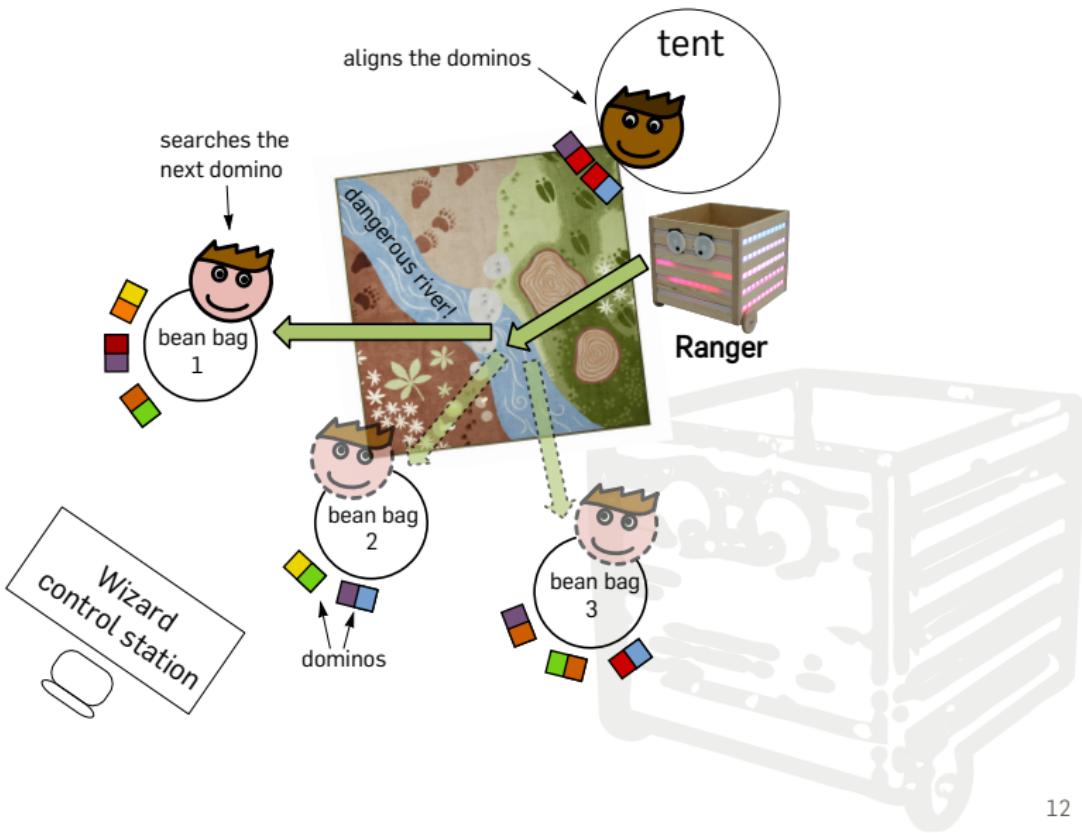
THE DOMINOS TASK

One child has to align the dominos, and at each turn, he/she ask for the next one.

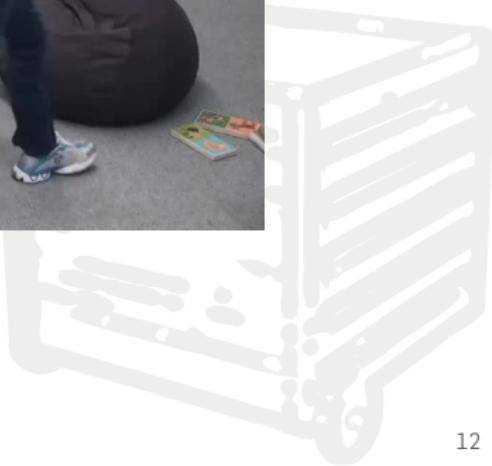
But the dominos are hidden in the room: the second child needs to find the requested one, and give it to the robot (which is the only one allowed to cross the dangerous river!)



CORRECT BEHAVIOUR



CORRECT BEHAVIOUR



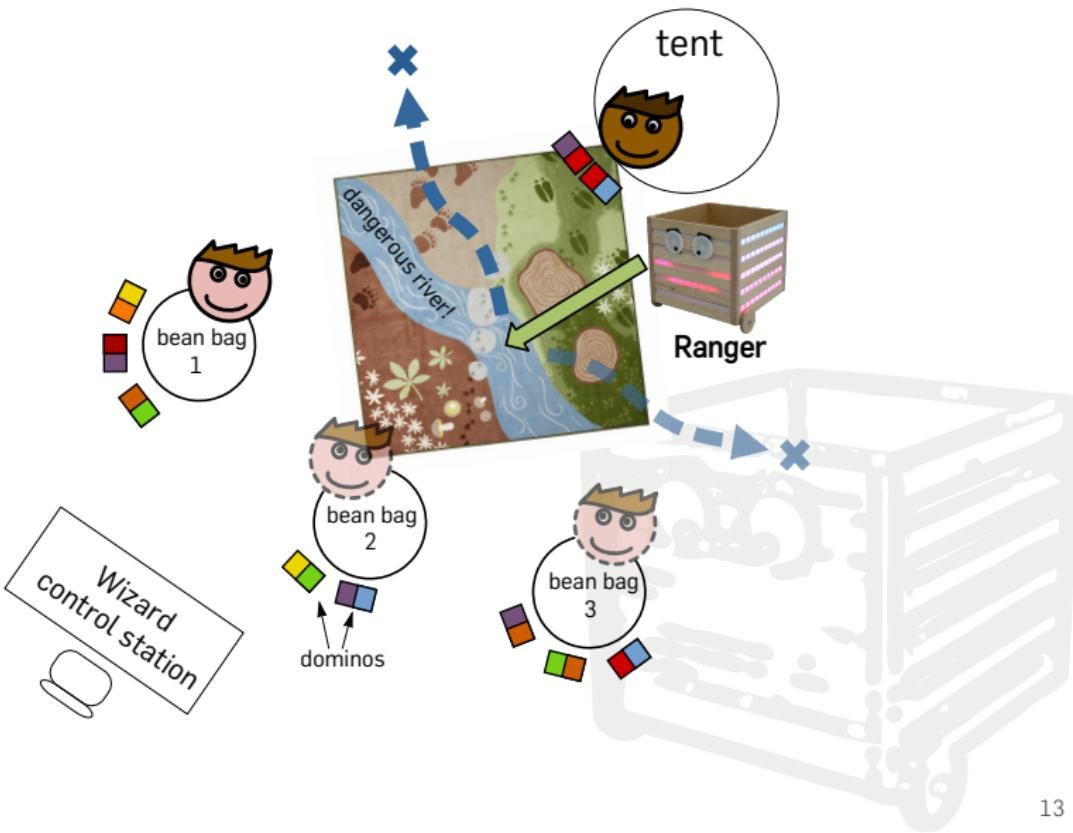
CORRECT BEHAVIOUR

Note the non-verbal interaction cues:

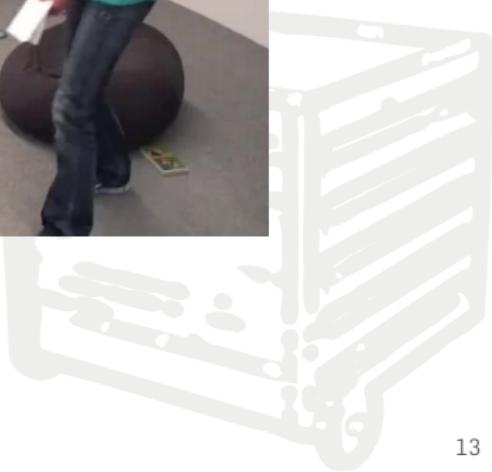
- light patterns (yellow blink: "Give me a domino!", green pattern: "I got it!")
- sounds (different sounds for "I got it!" or "Domino removed!")



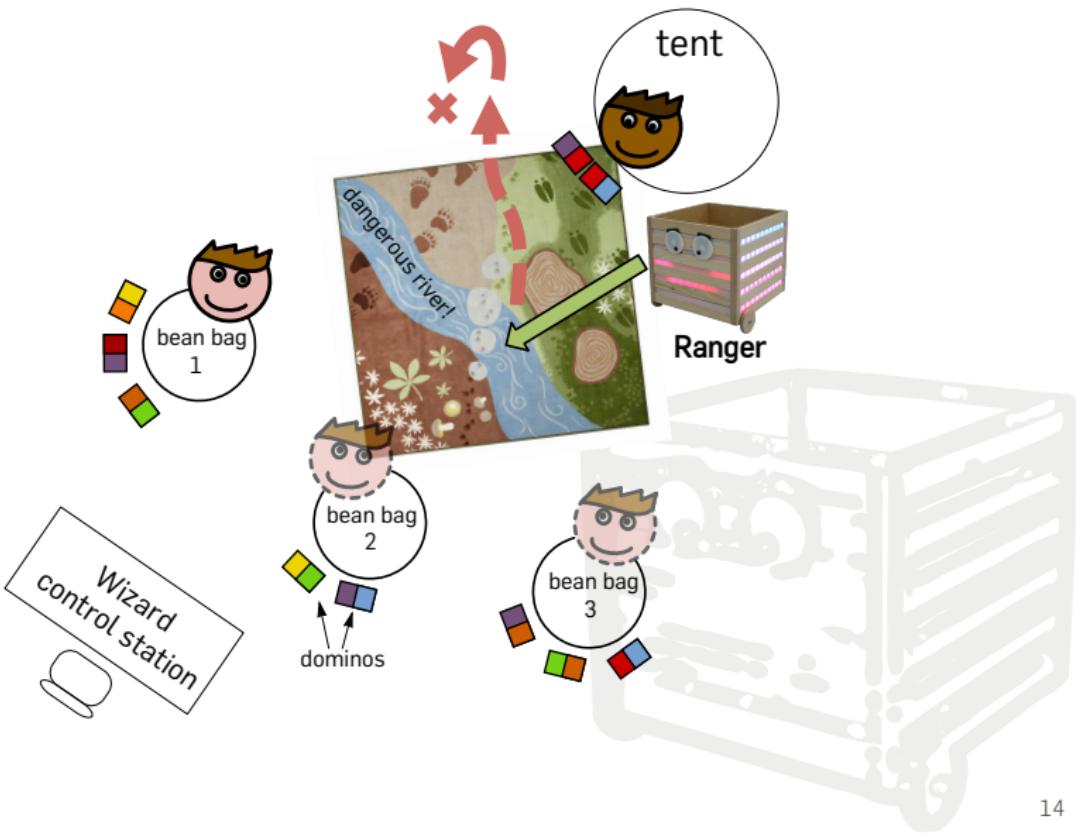
LOST BEHAVIOUR



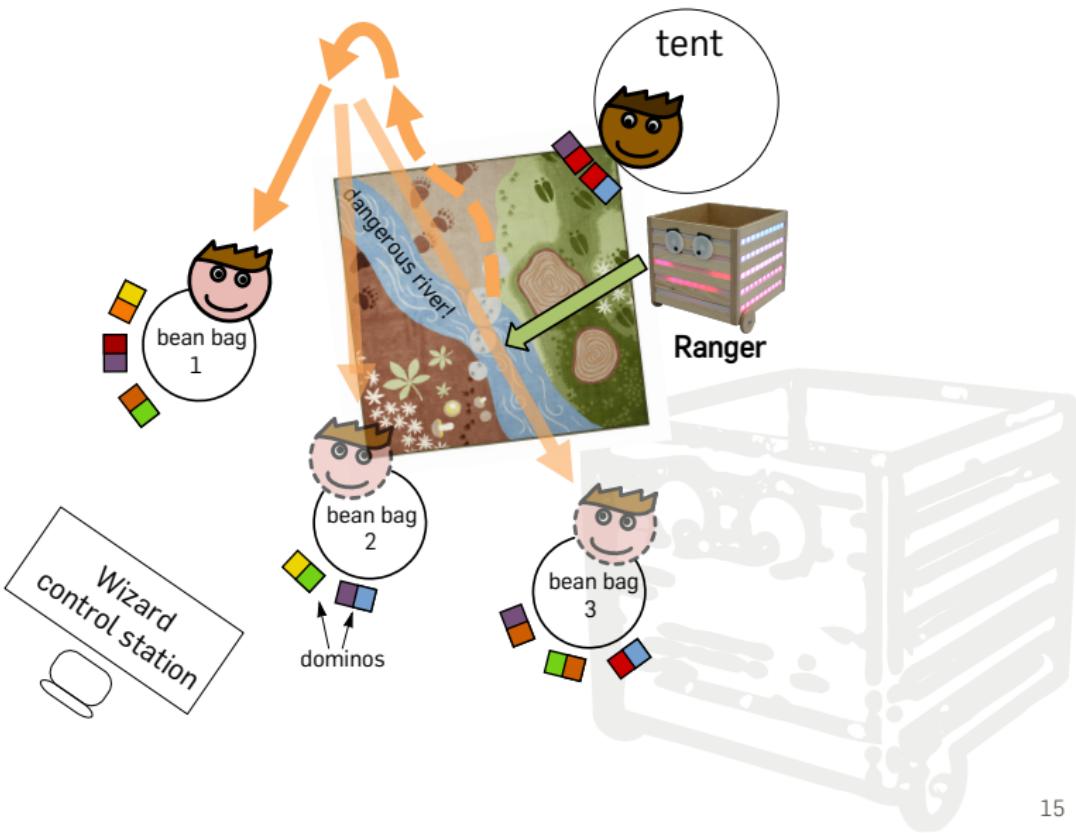
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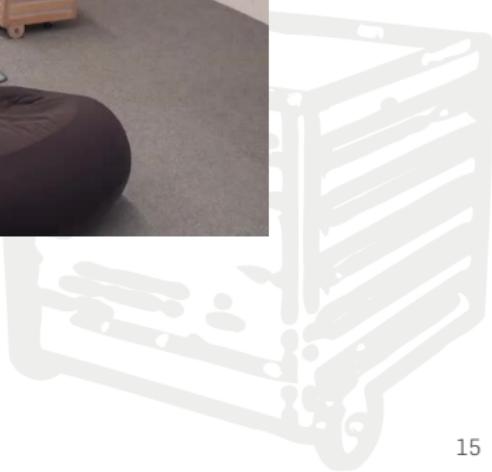
DISOBEY BEHAVIOUR



MISTAKE BEHAVIOUR

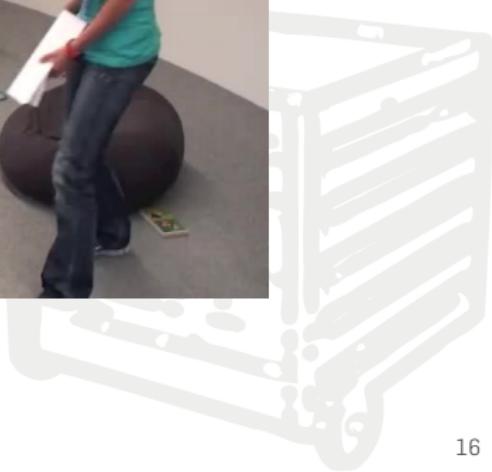


MISTAKE BEHAVIOUR



GENERATING BAD LETTERS

Insight: PCA on a database of hand-written letters to extract characteristic features



GENERATING BAD LETTERS



GENERATING BAD LETTERS

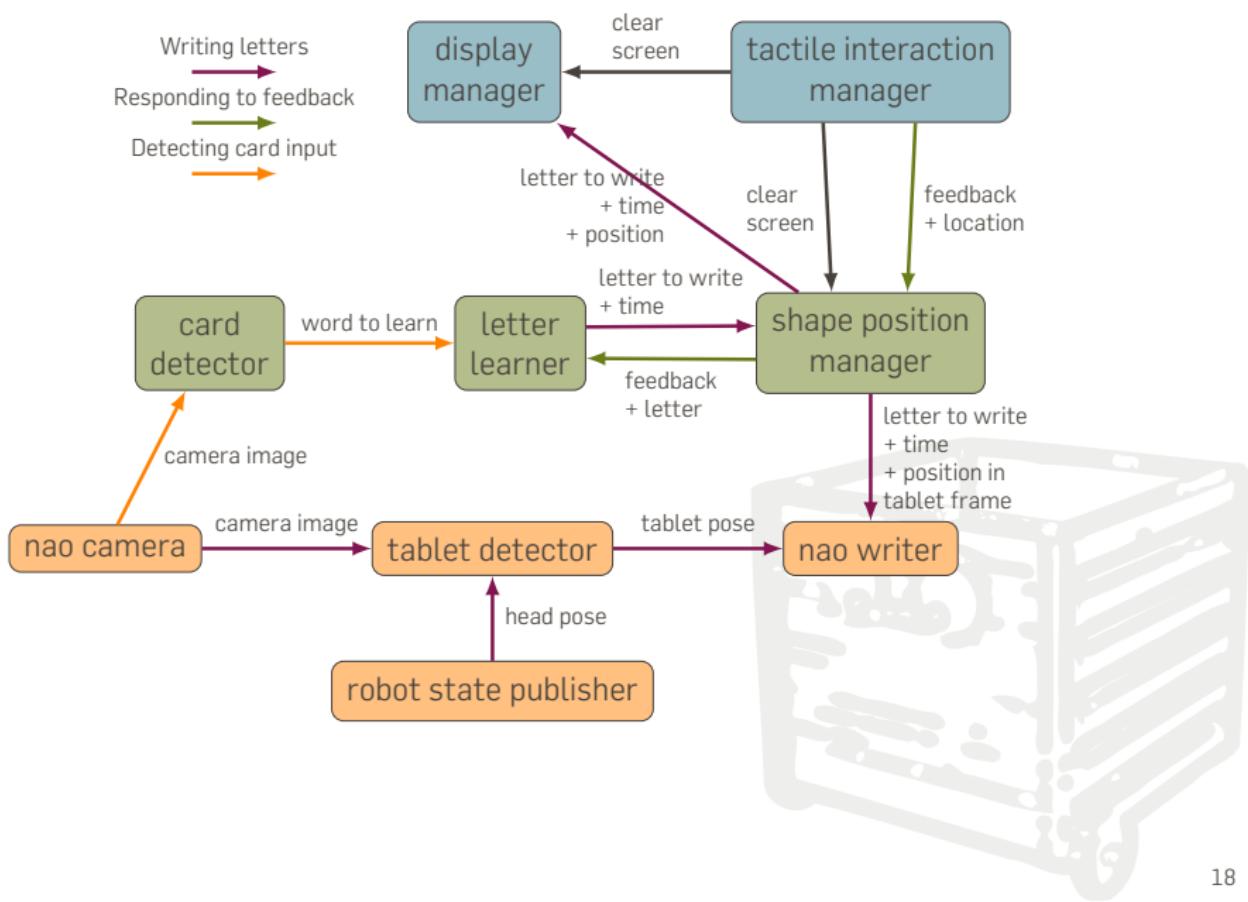


LEARNING FROM DEMONSTRATION



LEARNING FROM DEMONSTRATION





ON THE FIELD





A NEW ROLE?

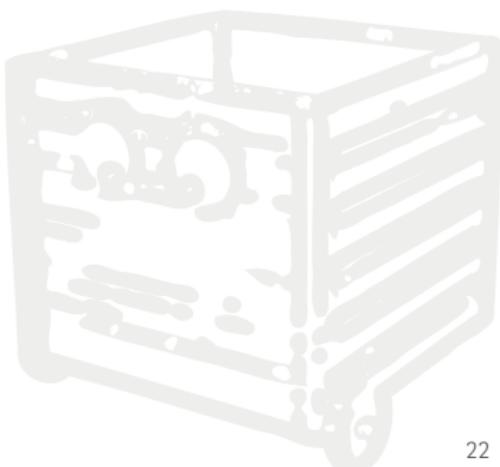
A NEW ROLE?

- Not a 'tool to teach robotics', not a facilitator



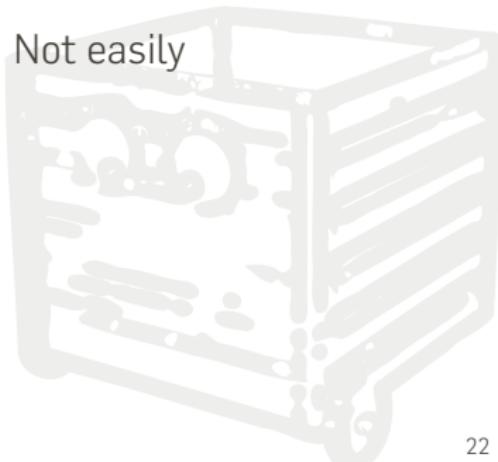
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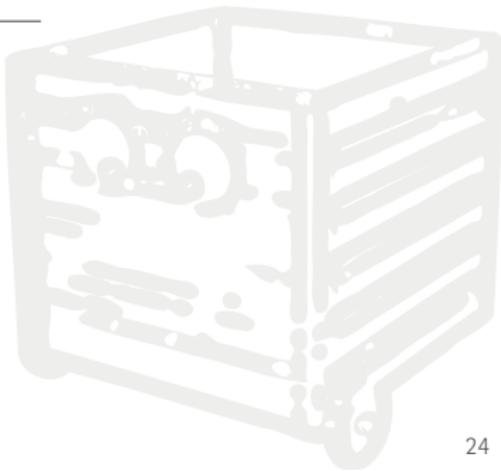
- Not a 'tool to teach robotics', not a facilitator
- The robot as 'cognitive agent' is key here (Protégé effect, metacognition)
- Could we replace it by someone else? Not easily



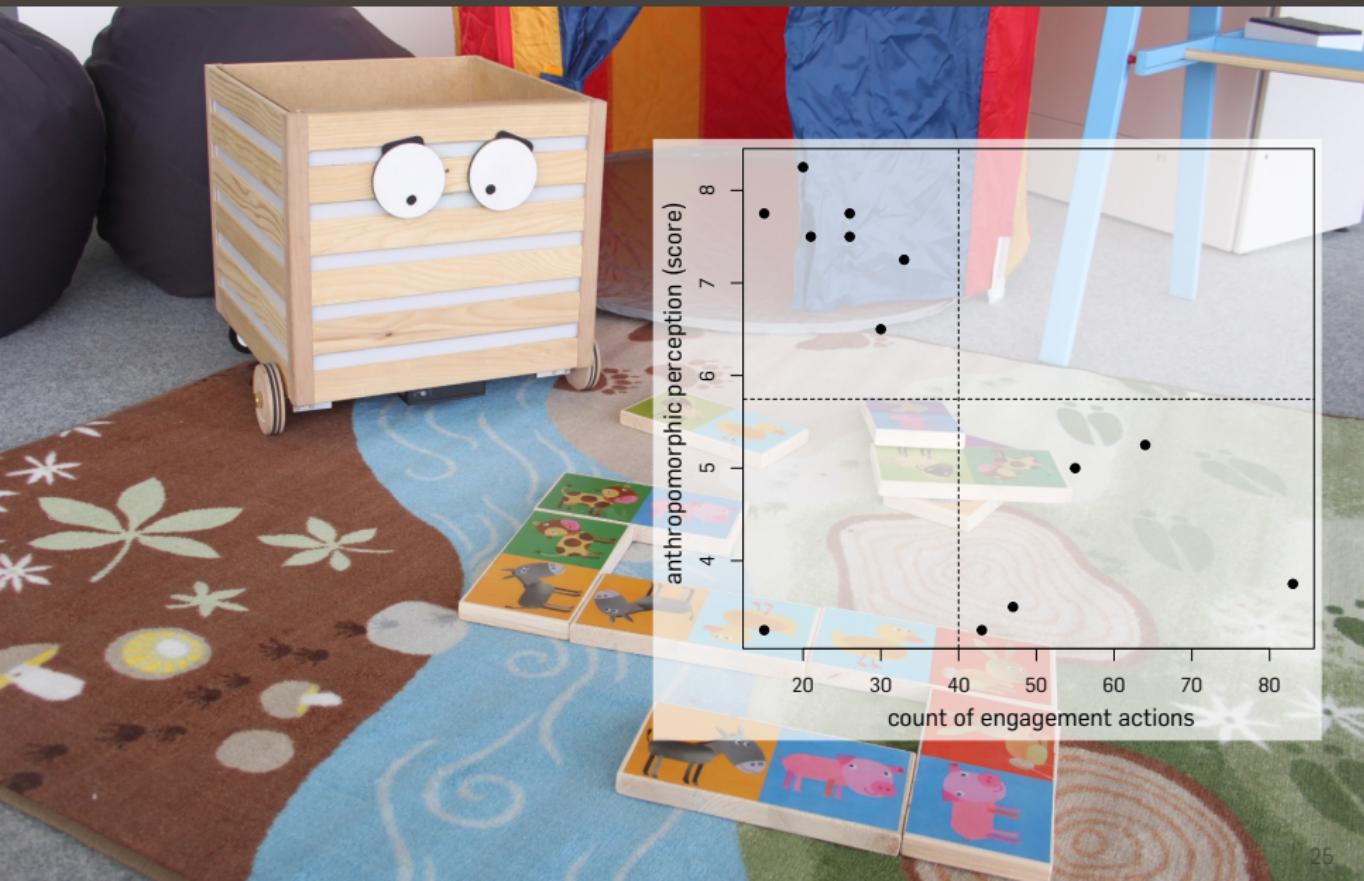
TAKE HOME MESSAGE?

UNEXPECTED BEHAVIOURS

	Unplanned by the robot	Planned by the robot
Perceived as non- intentional	A	B
Perceived as intentional	C	D



ANTHROPOMORPHISM != ENGAGEMENT



Thank you!

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