

Training an Animal

Participants attempt to train the robot to stay away from an object by scowling at it when it goes for the item. This activity is designed to introduce participants to Facial Recognition.

Tools:

- An object for the robot to pursue (e.g. a sock)
- Tape (or some way to mark positions)
- 2x Smartphone
- Robot Platform

Setup:

Mark a point on the floor with tape, and place the chosen object. The object will remain here for the course of the activity.

Mark another point on the floor some distance from the object. This will be the robot's starting point

Method:

Step 1: Explain the premise of the narrative. This can be modified to better suit your needs however the basic concept is that the group has been commissioned to test additional robot functionality, facial recognition.

Step 2: Explain to the group that the robot is like an animal that wants to get to the chosen object, and we have to correct its behaviour. This will be done by frowning at the robot when it goes for the object.

Step 3: Explain to the participants the option of scanning their face to get a better understanding of how the facial recognition works. Encourage them to try this if they are having trouble reaching the frowning threshold.

Step 4: Begin the activity. Participants work individually to train the robot and complete the activity. The participant should smile at the robot to begin the activity, and frown at it when it moves towards the object. Participants should not frown at the robot if it is not moving. The robot will cease moving once the behaviour is learned.

Step 5: The robot will use stealthy movements to try and get the object. If it reaches the object then the activity ends and you should reset the robot back to its starting point. The participant may then try again.

Step 6: Make sure to encourage any questions, as well as additional facial scanning.

Step 7: The activity concludes when everyone has trained the robot at least once.