Mobile Apps II: Week 9 Summaries

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1 Abstract:

[1] The first source is "Social Group Interactions in a Role-Playing Game", which discusses the game "Mafia" and the role that a robot took in this game. The two roles the robot took on were when the robot played like the rest of the participants and when the robot moderated the game. They asked the participants for their interaction with the robot to study group spatial behavior on robotic platforms

2 Abstract:

[2] The second source, "The effect of social-cognitive recovery strategies on likability, capability, and trust in the social robot", discusses potential performance errors that robots may run into considering the increasingly dynamic situations that they may run into. These errors can have a huge impact on the trust and reliability that the robot maintains. The more errors occur, the less a human will trust in its capabilities. The paper describes an experiment that examines 326 people's perceptions of a robot that employs synthetic social behaviors to elicit trust.

References

[1] Marynel Vázquez. Social Group Interactions in a Role-Playing Game, March 2015

[2] David Cameron. The effect of social-cognitive recovery strategies on likability, capability and trust in social robot, December 2019