

INTERACTIVE GAMES WITH A ROBOT AND A TOUCH TABLE

GOAL: The goal of this assignment is to create an educational application for children/elderly using a touch table (tablet or Ideum Table) and a robot. The game can be from various disciplines, such as math, geography, Slovak, etc. The robot's role is to supervise the game and help the subject if necessary.

EXAMPLE: The following video shows an example of such an interaction:

<https://www.youtube.com/watch?v=5QHP-clvMSM>

REFERENCES:

- P. Baxter, R. Wood, T. Belpaeme: "A Touchscreen-based Sandtray to Facilitate, Mediate and Contextualise Human-Robot Social Interaction," 7th ACM/IEEE International Conference on Human-Robot Interaction, 2012.
- T. Belpaeme et al.: "Multimodal Child-Robot Interaction: Building Social Bonds," Journal of Human-Robot Interaction, 2012.
- HW. Park, A. Howard: "Providing Tablets as Collaborative-task Workspace for Human-Robot Interaction," 8th ACM/IEEE International Conference on Human-Robot Interaction, 2013.
- ...