

# ROBOTIC TOURIST GUIDE

**GOAL:** The goal of this assignment is to create a robotic tourist guide which can give information about various exhibits in the SteelPark. The robot should be able to navigate in the environment, detect and avoid obstacles and give information about the exhibits. The application should be developed on Q.bo.

## REFERENCES:

- T. Kanda et al.: “An affective guide robot in a shopping mall,” 4<sup>th</sup> ACM/IEEE International Conference on Human-Robot Interaction, 2009.
- A. Clodic et al.: “Rackham: An Interactive Robot-Guide,” RO-MAN, 2006.
- A. K. Pandey, R. Alami: “A Step Towards a Sociable Robot Guide which Monitors and Adapts to the Person’s Activities,” International Conference on Advanced Robotics, 2009.
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