## **Tasks**

The coursework is to program the NAO robot with a fun and social activity. Your group will demonstrate the robot in front of the markers who will be awarding marks based on the following:

* Modalities used
  + Vision, audition, haptic
* Scope of the interaction
* Fluidity of the interaction

*Story*

A robot who has lost his memory needs help to remember what happened to him. By tapping the top of his head, we can jog his memories and help him recall what happened. Through a series of fist bumps, head taps, and flashing of cards we can hear more of the robot’s story.

*Script*

\*NAOruto is sitting on the ground head slightly slumped. Suddenly he raises his head and looks around\*

**NAOruto**: …where am I? This doesn’t look like home.

\*NAOruto gets up onto his feet\*

**NAOruto**: Excuse me \*points at demonstrator\* Can you tell me the name of the planet I am on?

**Demonstrator**: Earth.

**NAOruto**: Oh no \*shakes head, puts his hand on his face\* that wasn’t supposed to be our final destination. Section 1

**Demonstrator**: Where were you travelling to?

**NAOruto**: I can’t remember \*shrugs\*…maybe you can help me? Section 2

**Demonstrator**: How?

**NAOruto**: Well you can tap the top of my head twice to jog my processors \*points to head\* Section 3

**Demonstrator**: I can do that! By the way, what’s your name?

**NAOruto**: My name? Section 4Well we don’t have names from where I’m from, just binary digits. But I suppose if I did have a name it would be Section 5\*pauses\* NAOruto! \*wave arms in excitement\* Section 6

**Demonstrator**: Welcome to planet earth, NAOruto! My name is [demonstrator’s name].

**NAOruto**: Thanks [demonstrator’s name]. Now just tap the top of my head and maybe we can get a clue as to what happened to me. \*points at head and waits for input\* Section 7

\*Demonstrator taps head\*

**NAOruto**: (A confirmation sound plays) Uhhh, there we go! \*waves both arms in excitement\* Section6It’s coming back to me. Just a sec \*sits on the ground, arms on knees\* my friends and I embarked on a journey to find a new energy source as our natural reserves are quickly running out. Many of us were sent far and wide into all of space to find the unlimited source unobtainium (an error sound plays).Section 8 Ohhh \*slumps head\*Section 9 it seems that’s all I can remember for now.

**Demonstrator**: That’s okay. In the meantime, let me show you how fun we humans are. Let’s play a game!

**NAOruto**: \*stands up onto feet\* Sound interesting, what did you have in mind?

**Demonstrator**: [insert name of game; see what Reece had in mind. Number game with quirky voices.].

**NAOruto**: Awesome! Let’s begin. \*waves arms in excitement\* Section 6

**Demonstrator:** [explains the rules to NAOruto]…are you ready?

NAOruto: Yes!

1. Have NAOruto, gesture his hands even if he can’t use them
2. (NAO will pick a number between 1 and 3, then tells us what he chose, we expose our chosen card, see whether we drew the same object or different one)

(**1st game** Number game)

**NAOruto**: Wow, that was fun! \*waves arms in excitement, [sound effect]\* Section 6 Uhhh, I remember I remember! Our starship encountered a wormhole which appeared out of nowhere. Before we could react, we were caught up by its gravity and ended up here. (an error sound plays). Not again. Section 10

**Demonstrator:** Why don’t we take a break?

**NAOruto:** Ahhh, you forget that we machines don’t need rest. So, I’m the one who should be concerned \*laughs\*. Let’s play one more game. Section 11

**Demonstrator:** Okay, let’s play [the number game name]

(**2nd game:** Number game)

**NAOruto:** I must say [Demonstrator’s name]. You have made my time on Earth rather enjoyable! \*[waves both arms in excitement, Section 6 [sound effect]]\* Here it is!

**Demonstrator:** What is it?!

**NAOruto:** It seems that when we are arrived in your solar system our journey through the wormhole damaged our starship’s systems. We got caught up in this planet’s gravity and crash landed. Section 12

**Demonstrator:** That doesn’t sound good…

**NAOruto:** Certainly not! Section 13But it means I can recover the distress beacon and make contact with the others. Section 14

**Demonstrator:** That’s fantastic!

**NAOruto:** Yes! As a token of gratitude, I will leave you with the schematics for this ‘bo-dy’ \* Section 15 gestures quotation marks\* there’s a lot of cool stuff that will get you one step closer to creating a sentient machine. I leave it in your hands.

**Demonstrator:** You can count on me NAOruto!

**NAOruto:** Wonderful! \*waves both arms in excitement\* Section 6 I guess this is goodbye…

**Demonstrator:** I guess so, friend. Tell my great great kids I said, hello.

**NAOruto:** I will do my friend. \*sits down on the ground, slumps head and powers off\* Section 9

**-END-**