DATT 2000 - SHORT ARTIST STATEMENT

Group Members:

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Our robot incorporates face tracking, capacitive touch, LEDs, and a speaker in order to function. With these, it represents everything that tries to distract you from are what you might consider important, such as family, work, school, or current events. It's the social media, the advertisements, the spam. None of the distractions this robot represents are necessarily bad things; sometimes, you just need to relax and pet the cardboard and tin foil robot of life.

The face tracking included is an attempt for the robot to humanize itself, in the way advertisements tend to do (See: Wendy's Twitter account). Face tracking is also a great way to capture your attention, as lights will flash until you're looking almost directly at it, and then will attempt to make "eye contact" to keep your attention. Capacitive touch is also included as a different mode of interaction. In this project, petting and hugging lead to the same result. The yellow LEDs stand for caution, representing how it can be either good or bad to give in to your distractions. The green LEDs get brighter faster with the amount of attention it is receiving. This represents the robot's happiness. We chose green because it usually means "go" or "good," representing the robot's approval. The tail on the back of the robot also displays the happiness value; the happier it is, the more the tail will wag. This feature was included to make the robot seem more approachable. Red represents anger when it's not getting attention. The LEDs on its head flash when it is not detecting a face, and the LEDs on its body flash when it isn't happy. The speaker also makes an annoying alarm-like sound. But, when the robot is even slightly happy, it turns into a more pleasant sound.

In short, our robot wants you to approach and give attention to it, and it does all that it can until that happens.

Roles/Tasks:

- Kemdi Ikejiani: audio, servos, design aspects, arduino programming
- Matthew Ierfino: max (face detection), LEDs, servos, design aspects, arduino programming