Social companion robot that helps stay on a workout goal

Human-robot interactions, interventions to keep human motivated and reward saliency - MDP framework

Presented by: Shruthi Sukumar, Lakhan Kamireddy

Motivation

- Humans often display seemingly suboptimal behaviour
 - Procrastination
 - Impulsivity
- Specific focus: Inability to stick to workout goals
 - Can we build a robot that incentivizes people to stick to their own goals for workout?

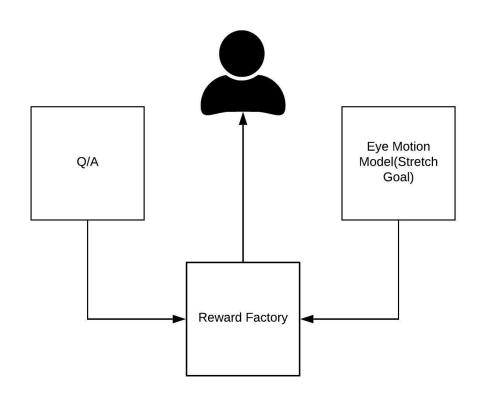
Human-Robot Interaction

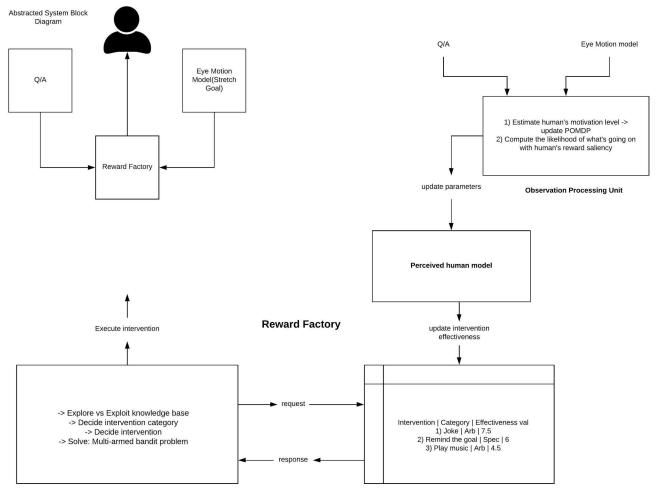
- Human sets a goal for workout
 - E.g.: 2.5 hours every week for 5 weeks.
- Human comes from work, possibly tired.
- Robot interacts with the human and finds out how he/she is feeling.
- Robot provides intervention if human is demotivated from the workout schedule
- Human can choose to cease interaction with the robot.
 - Robot will further probe humans mood with questions right before interaction ends

Interventions

- Here the interventions provided by the robot to increase motivation can be categorized as follows:
 - Arbitrary Interventions
 - E.g., Telling the human a joke or playing pleasant music
 - Goal-specific Interventions
 - E.g., Reminding the human how close they are to achieving the goal or of consequences of deviating from goal
- These interventions can be seen as modifying either reward or reward saliency for the human

System block diagram - abstracted





Intervention knowledge base

Challenges

* How do we determine which interventions are more <u>effective</u> and for what scenarios?

How do we build a <u>behavioural model</u> that allows the robot to learn and <u>create personalized motivation</u> schemes for different people?

Evaluation on human subjects

- Pre-survey and post-survey on human subjects before and after workout respectively
- Quantify or measure how well the behavior coaching worked Was the goal reached solely because of the motivation robot provided? If the robot assistance was not there, then was the goal still achieved?
- Divide subjects into two groups one group without any robot companionship (control), other group with robot companionship (testing)

Stretch goals

- Can we infer the human's mood by minimum interaction? Using facial expressions, eye movements, etc.
- Decide what rewards will work best in the given human's emotional state estimated using the above method that will motivate the human to work towards their goal?
- Quantify if the robot's companionship is effective in improving the positive mood of the human?