Table 3 Summary of the long-term studies in work environments and public spaces

References	Robot	Capabilities	Exp. design	Nr. sessions	Main results
Severinson-Eklundh et al. (2003)	Cero	Fetch-and-carry objects such as books or coffee cups	Subjects: 1 target user in a work group of 30 Measures: long-term effects of a service robot Methods: video and direct observation, system logs, pos-trial interviews	66	Social robots in public spaces should be able to interact with everyone, not just the main users
Stubbs et al. (2004)	PER	Simulated scientific testing	Subjects: 11 Measures: people's cognitive model of the robot Methods: interviews	3 months	Regular interactions influence people's cognitive model of the robot
Gockley et al. (2005)	Valerie	Reveal back-story, recognise people around the booth, limited natural language user interaction through text input	Subjects: 233 Measures: length of interactions Methods: analysis of interaction data	180	Many users kept interacting daily with the robot, but after a certain period only a few interacted for more than 30 seconds
Kirby et al. (2007)	Valerie	Additional mood displays while telling stories	Subjects: 62 Measures: length of interactions Methods: analysis of interaction data, questionnaire	45 (8 hours a day)	Interaction patterns change according to the robot's mood and level of familiarity with the robot
Kanda et al. (2010)	Robovie	Guiding, rapport building, identify repeated users, advertisement	Subjects: 162 Measures: intention of use, interest, perceived familiarity, intelligence and adequacy of route guidance Methods: questionnaire	2.1 (average); from 2 to 18 sessions	Perception of the robot was positive; shopping suggestions of the robot were accepted by visitors