

# INTERACTION

## SOCIAL ROBOT CO-DESIGN CANVASES

How does the robot interact with the user?  
You can use the “Experience Flow” canvas to dive deeper into this topic.

### Interaction modalities

What modalities are inputs to the robot? What modalities does the robot output?

<b>INPUT</b>	<input type="checkbox"/> movement	<input type="checkbox"/> screens	<b>OUTPUT</b>	<input type="checkbox"/> movement	<input type="checkbox"/> screens
<input type="checkbox"/> voice	<input type="checkbox"/> touch	<input type="checkbox"/> lights	<input type="checkbox"/> voice	<input type="checkbox"/> touch	<input type="checkbox"/> lights
<input type="checkbox"/> sounds	<input type="checkbox"/> smell	<input type="checkbox"/> other _____	<input type="checkbox"/> sounds	<input type="checkbox"/> smell	<input type="checkbox"/> other _____
<input type="checkbox"/> gestures	<input type="checkbox"/> facial expressions _____		<input type="checkbox"/> gestures	<input type="checkbox"/> facial expressions _____	

### Interaction flow

Describe the most important interaction of the robot.  
Note: only fill the bottom row if your robot is teleoperated.

	BEFORE	DURING	AFTER
<b>USER</b>			
<b>ROBOT</b>			
<b>ROBOT OPERATOR (optional)</b>			

### Situation flow

How defined is the situation where the interaction takes place?  
Does the user always enter and exit at the same point?

predefined	flexible	freestyle
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### Leadership

Who initiates the interaction? Who determines what happens next?

robot-led	mutual / alternate	user-led
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### Goal

What is the user's goal in the interaction? What describes the interaction?

task completion / informative	both	explorative
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### Robot's name

Does the robot have a name which is used during interaction?



TRADE-OFF:

A robot with a name, creates more emotional bond.



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The Social Robot Co-Design Canvases can be found at <https://osf.io/jg2t8/>

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