

# FORM

## DESIGNING A SOCIAL ROBOT

What are the robot’s outward qualities? If an existing robot is used, are its qualities modified?

### Draw a picture

What does the robot look like?  
Is it attached to something?  
Does it move around?  
Can its appearance be modified?

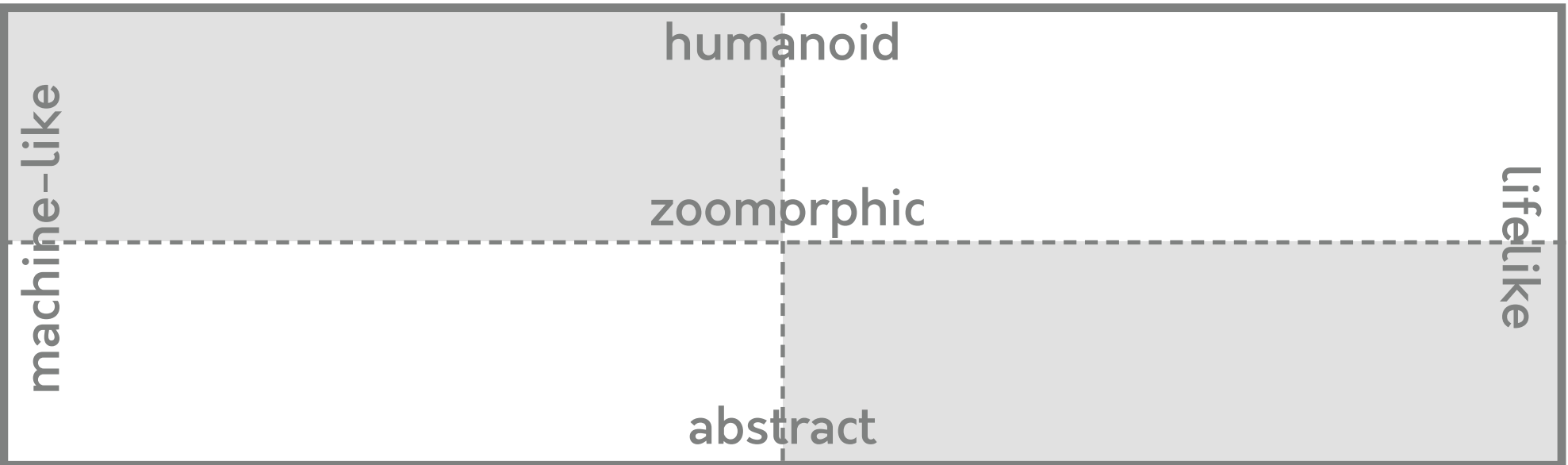
### Appearance

Is the robot more machine or lifelike? Is it human-shaped, animal-shaped, or abstract?



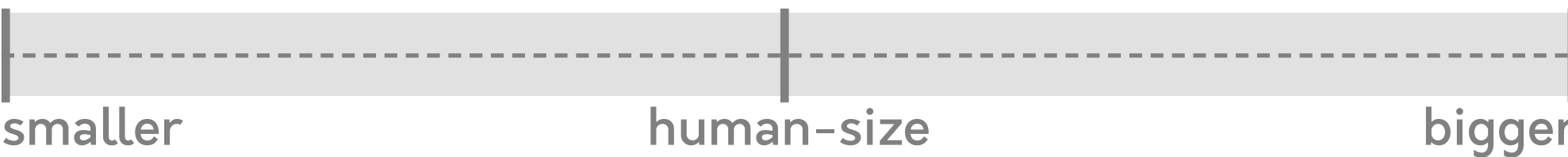
TRADE-OFF:

Robots that appear more human and lifelike are expected to be more sophisticated in features.



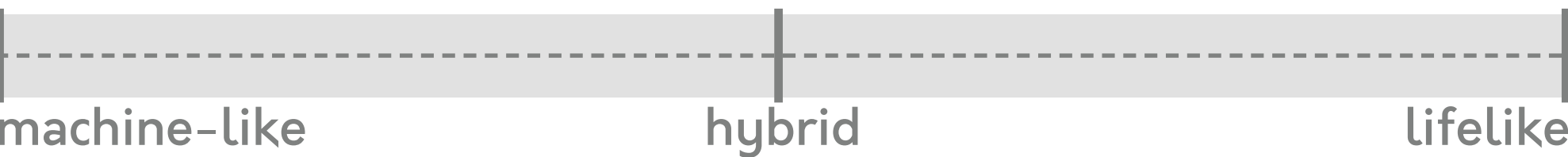
### Size

How big is the robot?



### Character of movement

What is the robot’s movement like?



### Voice & sounds

Does the voice have a gender or an age? What are pitch, speed and prosody like? Is the voice always the same?  
Does the robot make sounds: music, “beep”s, animal noises?  
When are these sounds heard?

### Mobility

Does the robot move across space? Does it move in place?

### Visual cues

Does the robot have expressions, lights, a screen or other visual elements?

### Touch & smell sensations

Is the robot soft or rough, warm or cold?  
How does the robot smell?  
Touch and smell are especially important in close interactions.

