# BEHAVIOUR
## DESIGNING A SOCIAL ROBOT

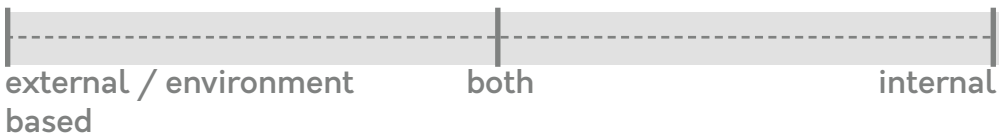
**What factors guide the robot's behaviour?**

## Robot's role

Is the robot a friend? Teacher? Helper? Something else?

## Motivation

How is the robot's behaviour motivated? Is it based on external data, internal models such as personality, or both?




## Personality

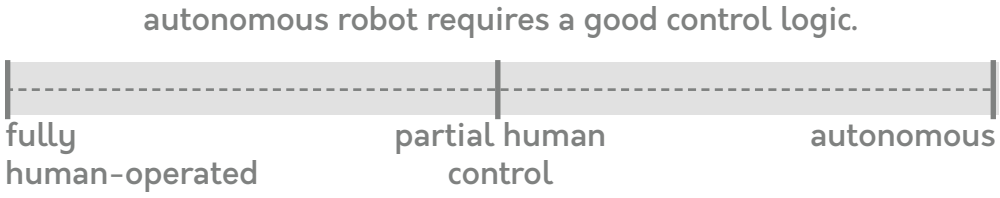
Does the robot have specific characteristics? Does it have emotional states, or needs?

TRADE-OFF:
**More personality creates more emotional bond.**

## Mode of operation

Is the robot operating by itself, or is a human affecting behaviour? Is a human in full control?

TRADE-OFF:
**A human-operated robot requires a good user interface, an autonomous robot requires a good control logic.**



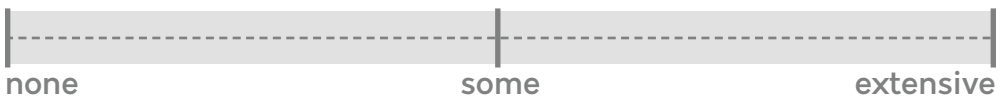

## Social behaviours

What social behaviours does the robot exhibit?

## Social skills

How good are the robot's social skills: does it greet a new person and ask their name? Does it follow people with its gaze?

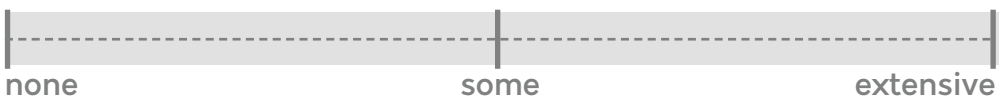
TRADE-OFF:
**Extensive social skills require a more sophisticated robot.**




## Contextual adaptation

Does the robot's behaviour vary according to context, e.g. by weather or time of day?

TRADE-OFF:
**More contextual adaptation requires a more sophisticated robot.**




## Context-based behaviour

What external and environmental factors affect behaviour? What data is used to adapt to context?

## Personalization

Does the robot behave differently toward different people? Does it need to remember people, and store their data?

TRADE-OFF:
**More personalization requires more personal data from the user.**