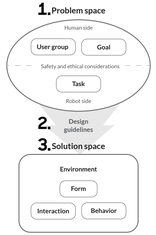
# Canvases for the Process of Designing Social Robots




**1.** Defining the problem

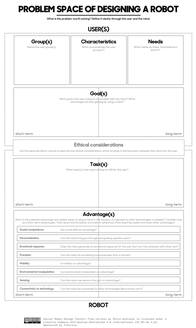
**2.** Creating guidelines

**3.** Defining the solution

**4.** Iterate! After user and expert feedback, redefine your problem space, guidelines, and solution.

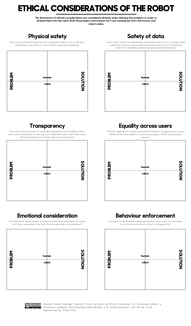
## 1. The Problem Space

What is the problem worth solving? Define it clearly through the user and the robot.




### The Problem Canvas

Define who you are building for and why. What are the advantages? Always use this canvas first.

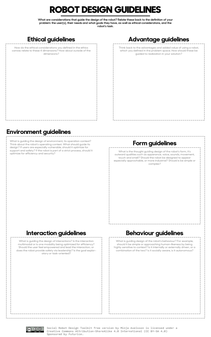



### The Ethics Canvas

How are ethics considered already in the definition of the problem? Use these six ethical considerations.

## 2. Guidelines

Create guidelines for your future robot. How will your problem be answered by the design?



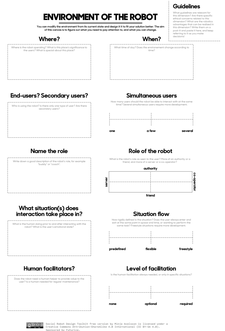

### The Guidelines Canvas

How will the definition of your problem and the ethics be visible in the final design? Make guidelines for different dimensions of the robot.

## 3. The Solution Space

It's time to start designing your robot! The solution is visible in four dimensions: environment, form, interaction, and behaviour.

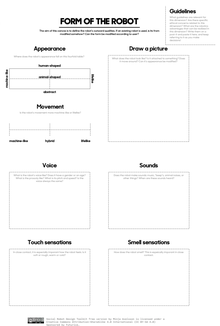
**1.**




### The Environment Canvas

What is the context of the robot's operation?

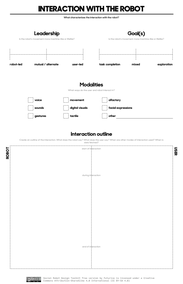
**2.**




### The Form Canvas

What are the robot's outwardly perceptible qualities?

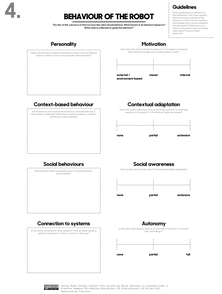
**3.**




### The Interaction Canvas

How does the robot interact with users?

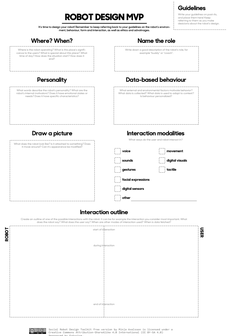
**4.**




### The Behaviour Canvas

What drives the robot's behaviour?

OR




### The MVP Canvas

If you want to prototype rapidly, the "minimum viable product" canvas can act as a replacement for the four dimensions.

## 4. Iterate

Test your prototype, ask for expert and user feedback, and iterate.