

FORM

SOCIAL ROBOT CO-DESIGN CANVASES

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?

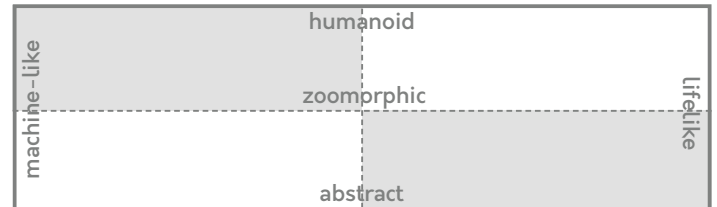
Appearance

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.



Social Robot Co-Design Canvases free version by Minja Axelsson is licensed under a Creative Commons Attribution-ShareAlike 4.0 International (CC BY-SA 4.0) license. Sponsored by Futurice.

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

Cite as: Minja Axelsson. 2020. Social Robot Co-Design Canvases. <https://doi.org/10.17605/OSF.IO/JG2T8>