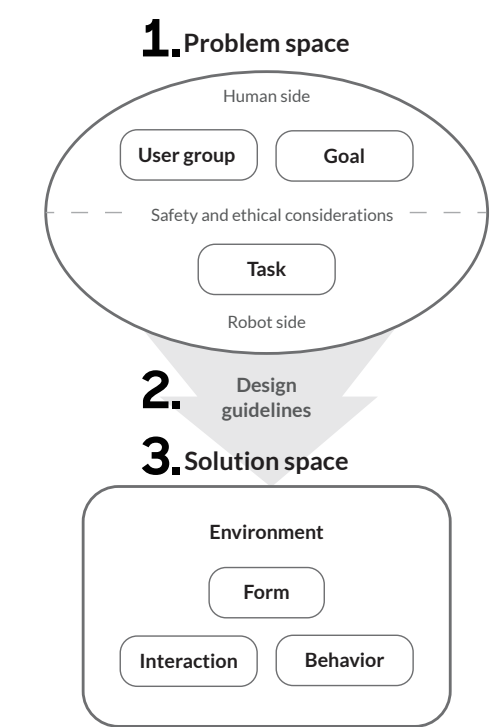


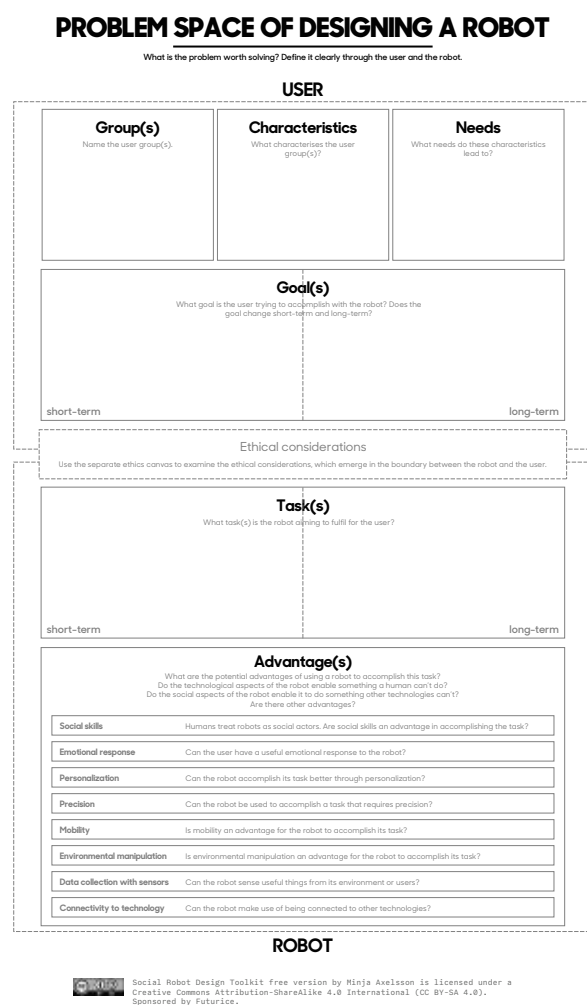
# Canvases for the Process of Designing Social Robots



1. Defining the problem
2. Creating guidelines
3. Defining the solution
4. Iterate! After user and expert feedback, redefi-  
ne your problem space, guidelines,  
and solution.

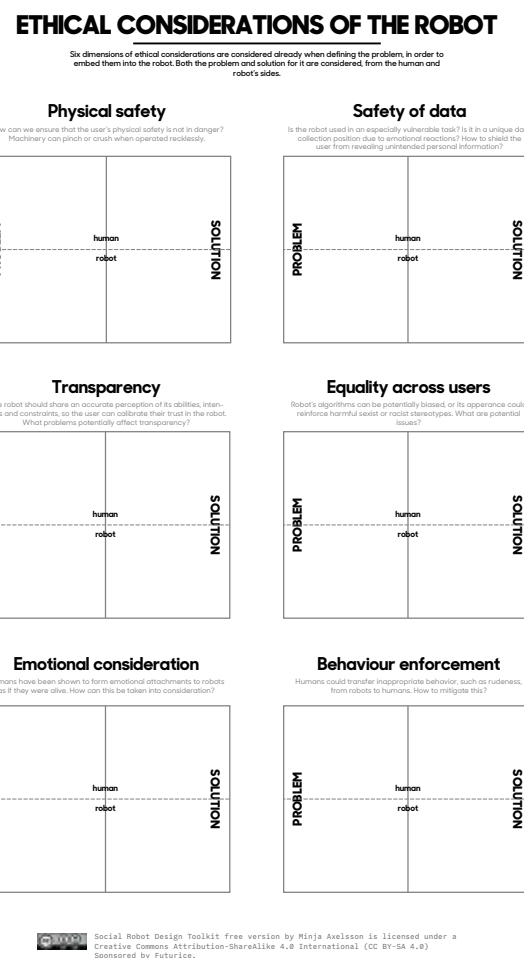
## 1. The Problem Space

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.

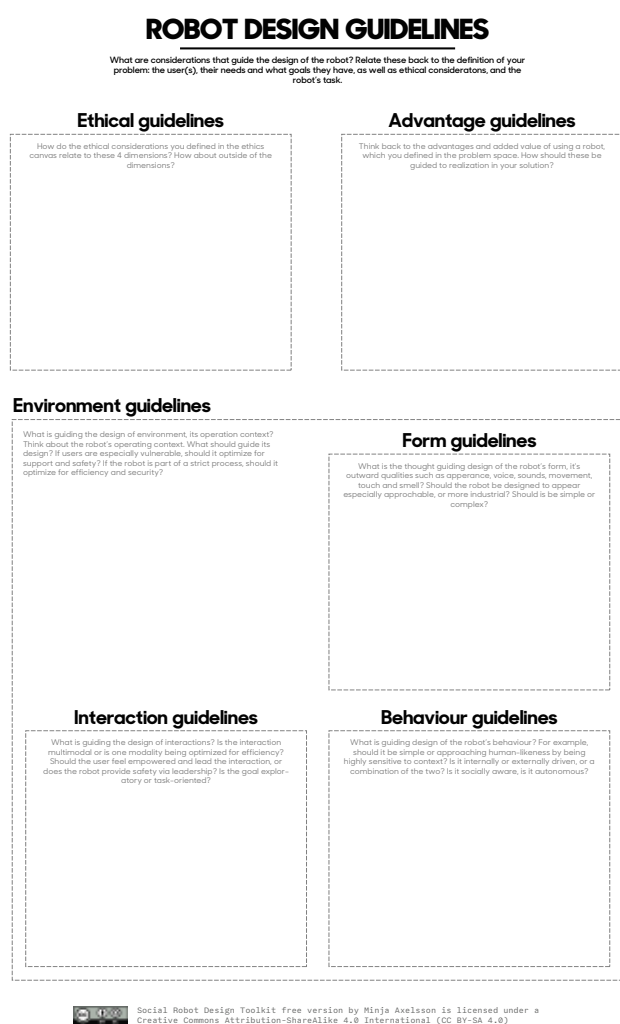


### The Ethics Canvas

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.

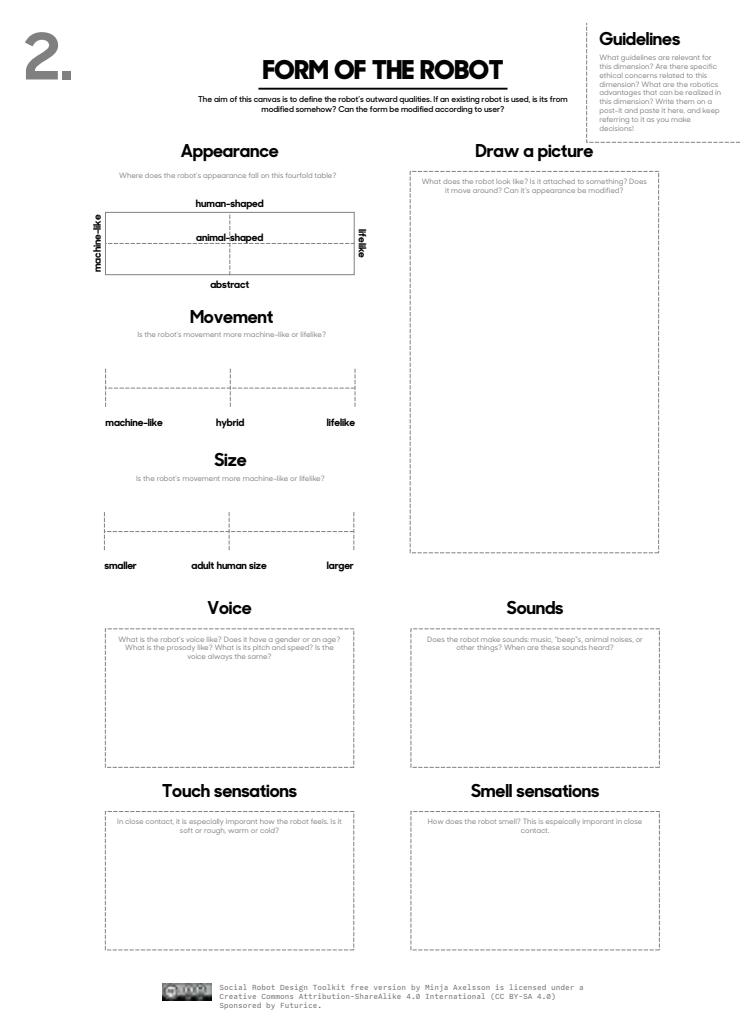
## 3. The Solution Space

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



### The Environment Canvas

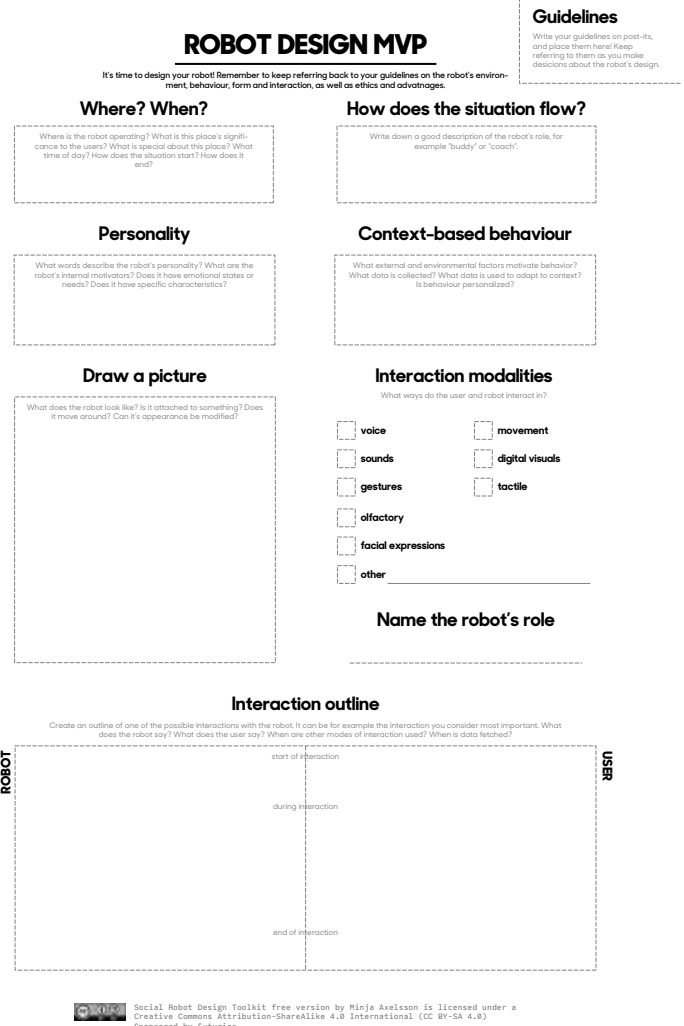
What is the context of the robot's opera-  
tion?



### The Form Canvas

What are the robot's outwardly percepti-  
ble qualities?

OR



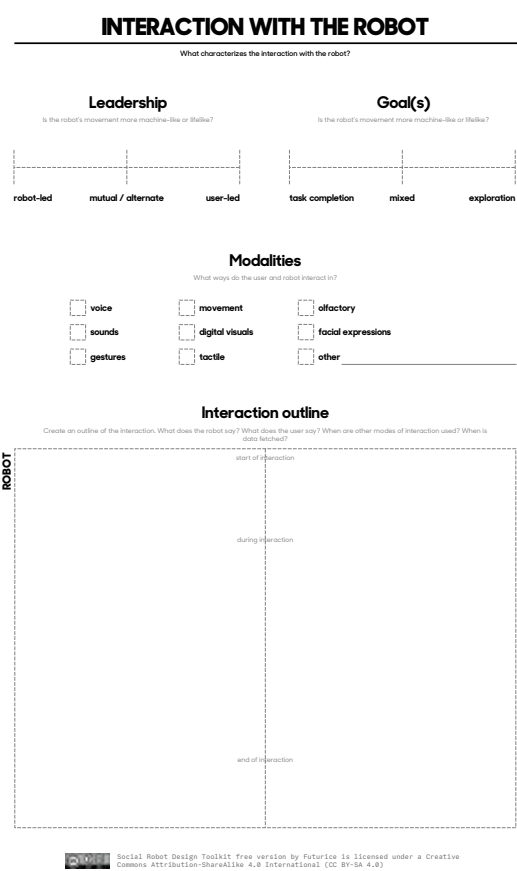
### The MVP Canvas

If you want to prototype rapidly, the "min-  
imum 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.

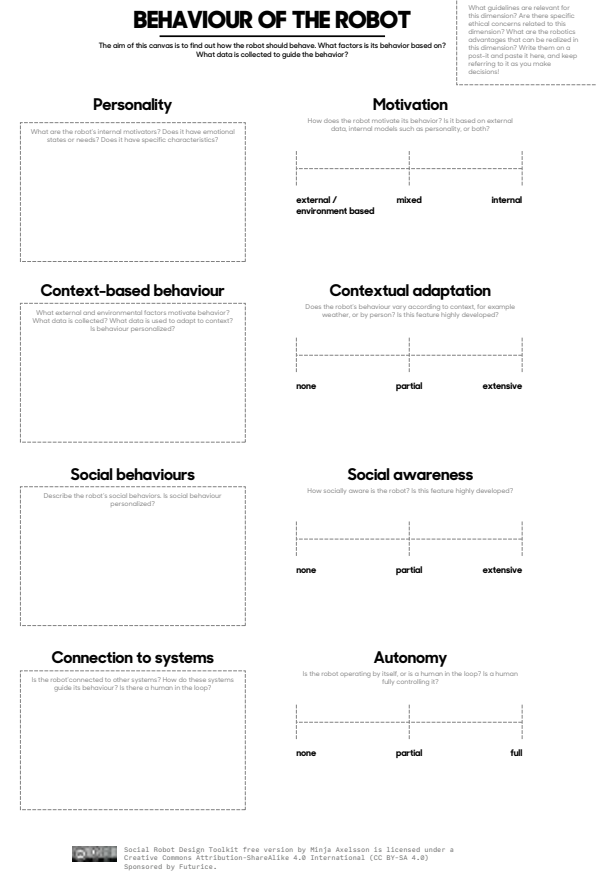
## 3.



### The Interaction Canvas

How does the robot interact with users?

## 4.



### The Behaviour Canvas

What drives the robot's behaviour?