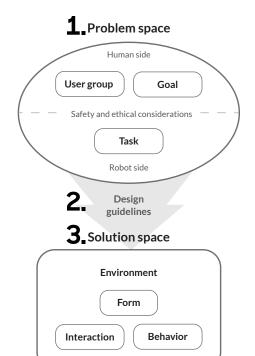
Canvases for the Process of Designing Social Robots

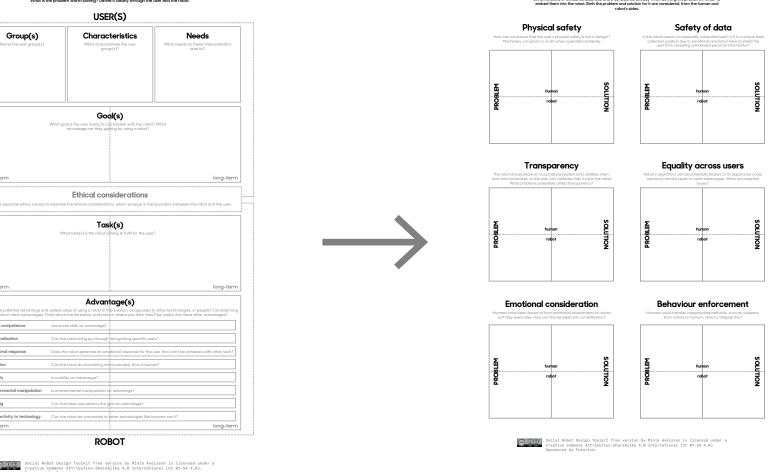


- **1.** Defining the problem
- Creating guidelines
- **3.** Defining the solution
- 4. Iterate! After user and expert feedback, redefine your problem space, guidelines, and solution.

1. The Problem Space

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

PROBLEM SPACE OF DESIGNING A ROBOT



The Problem Canvas

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

The Ethics Canvas

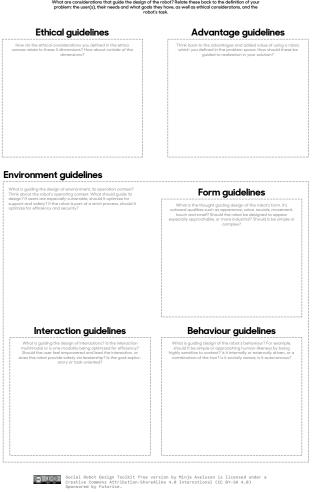
How are ethics considered already in the definition of the problem? Use these six ethical considerations.

ETHICAL CONSIDERATIONS OF THE ROBOT

2. Guidelines

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

ROBOT DESIGN GUIDELINES What are considerations that guide the design of the robot? Relate these book to the definition or

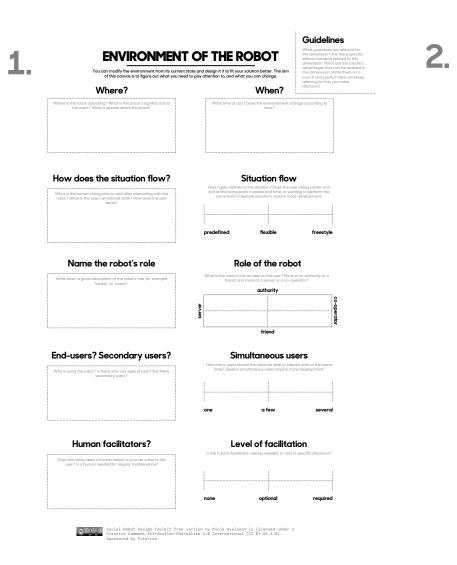


The Guidelines Canvas

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 operation?

The Form Canvas

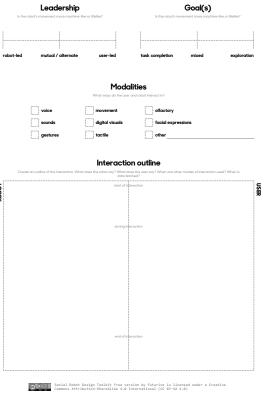
Touch sensations

animal-shaped

What are the robot's outwardly perceptible qualities?

Smell sensations

INTERACTION WITH THE ROBOT What characterises the interaction with the robot? Leadership Goal(s) Is the robot's researces more reactions like or fitalize? In the robot's researces more reactions like or fitalize?



The Interaction Canvas

How does the robot interact with users?

The Behaviour Canvas

What drives the robot's behaviour?



4. Iterate

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

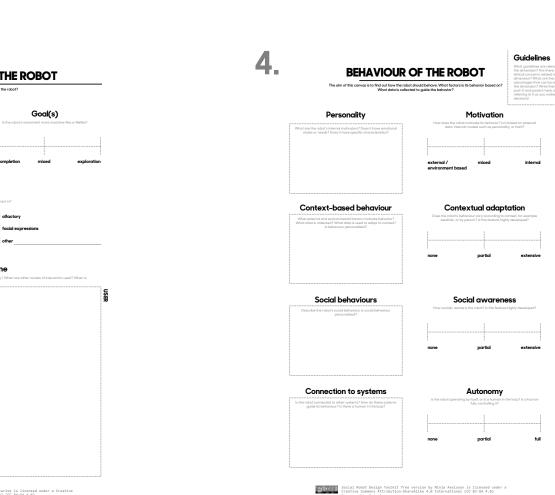


Draw a picture

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

facial expressions

Interaction outline



as a