

DESIGN PATH

SOCIAL ROBOT CO-DESIGN CANVASES

How to choose your canvases

Canvases:



START HERE

Canvas # 01

PROBLEM SPACE
Define the solution you're building.

Canvas # 02

ETHICAL CONSIDERATIONS
Think about ethical questions related to your solution.

Canvas # 03

DESIGN GUIDELINES
Decide what guides the design of the robot.

PHASE 1: PROBLEM SPACE

PHASE 2: DESIGN GUIDELINES

PATH 1:
A quick first draft of the robot design. Choose to create first ideas, or to choose between ideas.

PATH 2:
In-depth design of the robot and its four dimensions. Choose to create the final product design.

PHASE 3: SOLUTION SPACE

Canvas # 04

MVP (MINIMUM VIABLE PRODUCT)
Create a rough draft of the design of your robot.

Canvas # 05

ENVIRONMENT
Examine what factors surround the operation of the robot.

Optional:
Use to examine the robot's service ecosystem in-depth. Canvas # 09

SERVICE ECOSYSTEM
Examine the service ecosystem the robot exists within.

Canvas # 06

FORM
Examine the outwardly perceptible qualities of the robot.

Canvas # 07

INTERACTION
Examine how the robot interacts with the user(s).

Optional:
Use to examine the user's experience in-depth. Canvas # 10

EXPERIENCE FLOW
Create an interaction script of the robot and the user.

Canvas # 08

BEHAVIOUR
Examine what drives the robot's behaviour.

FINISHED



<https://creativecommons.org/licenses/by-sa/4.0/>

Social Robot Co-Design Canvases free version by Minja Axelsson is licensed under a Creative Commons Attributions-ShareAlike 4.0International (CC BY-SA 4.0) license. Sponsored by Futurice. The Social Robot Co-Design Canvases can be found at <https://osf.io/jg2t8/>. Questions: message minjaaxelsson@gmail.com
Cite as: Axelsson, M., Oliveira, R., Racca, M., & Kyrki, V. (2021). Social robot co-design canvases: A participatory design framework. ACM Transactions on Human-Robot Interaction (THRI), 11(1), 1-39.

THRI paper:

