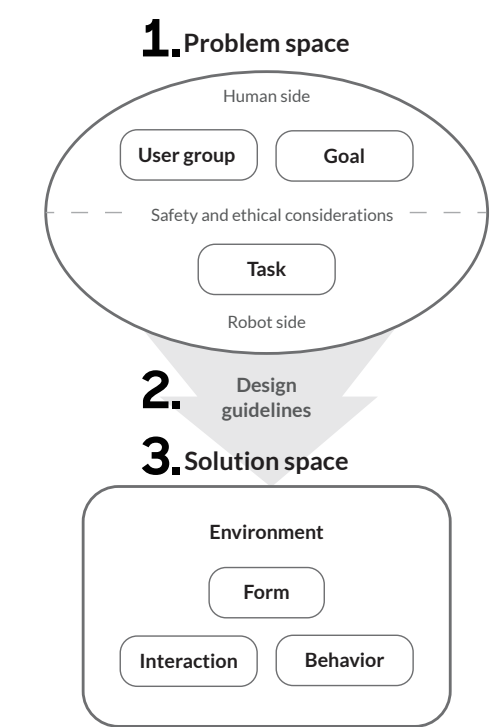


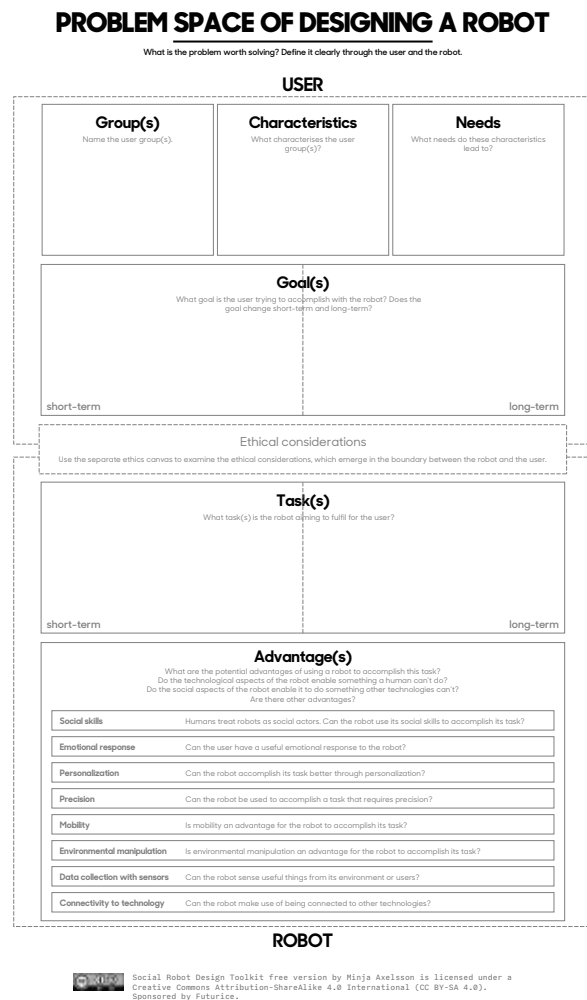
Canvases for the Process of Designing Social Robots



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.

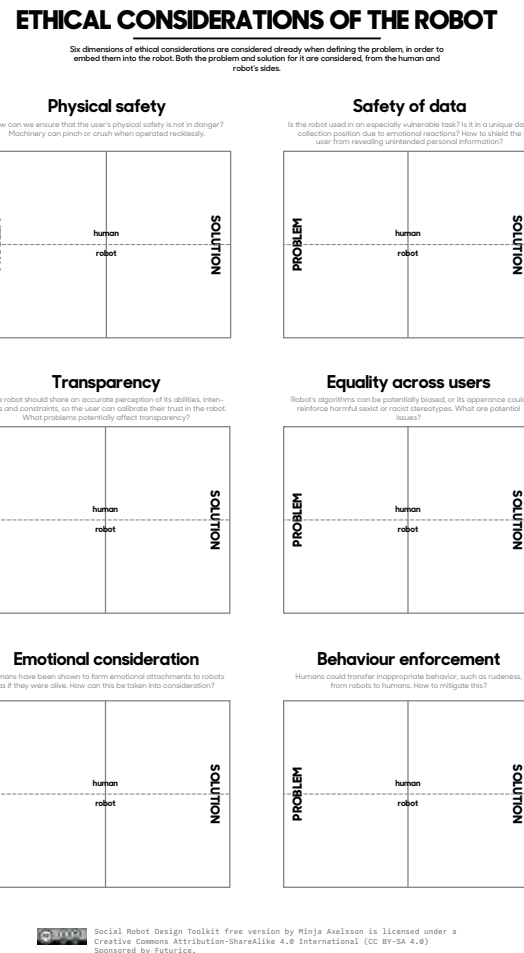
1. The Problem Space

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.

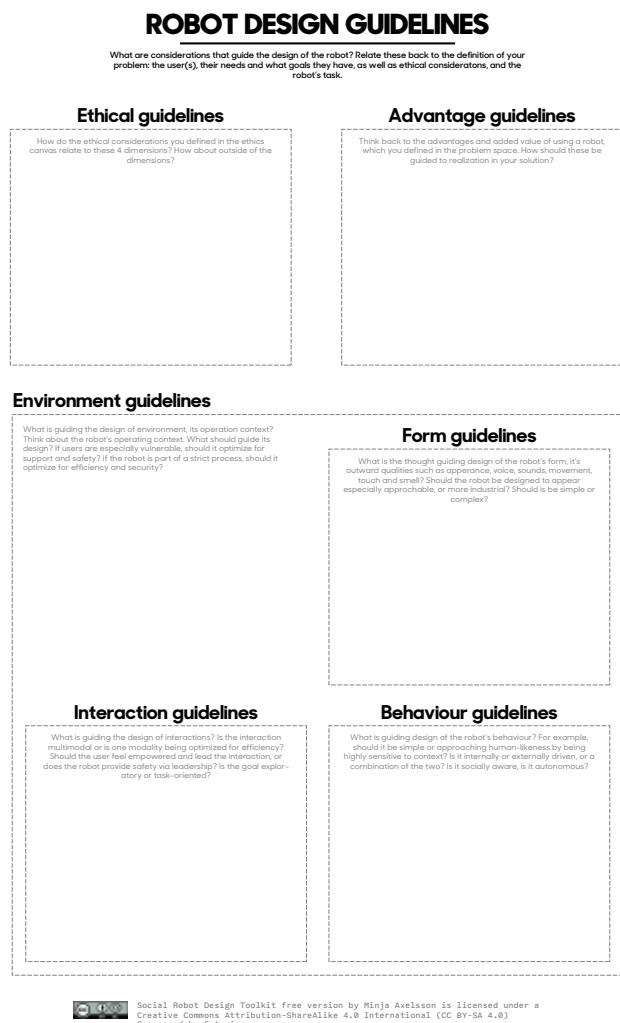


The Ethics Canvas

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.

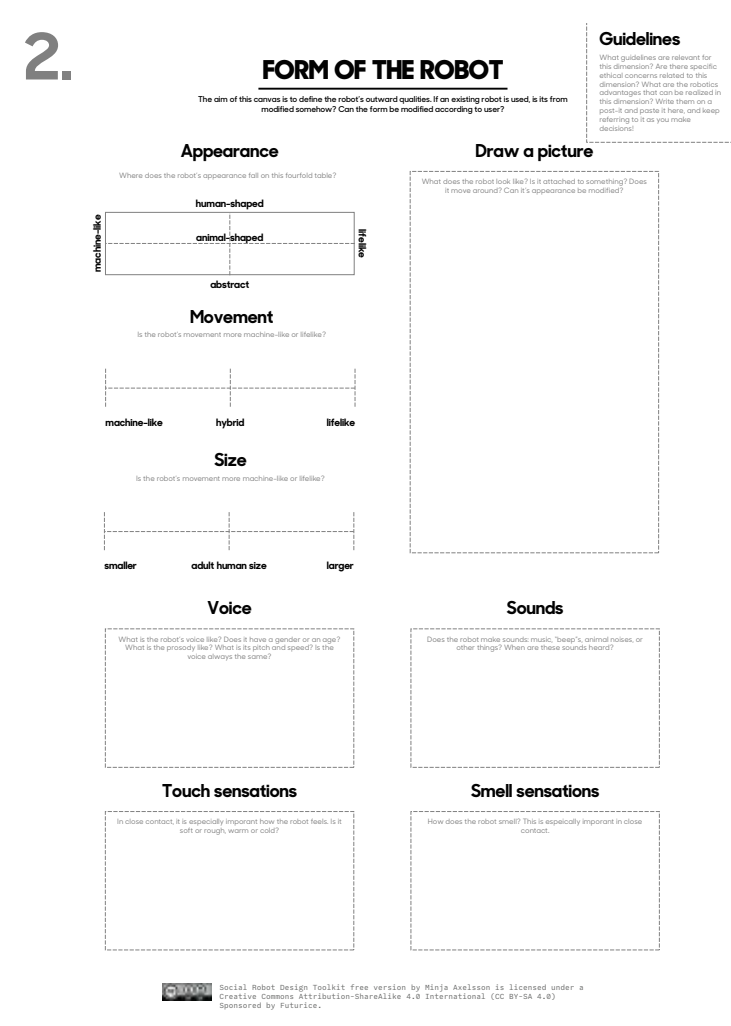
3. The Solution Space

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



The Environment Canvas

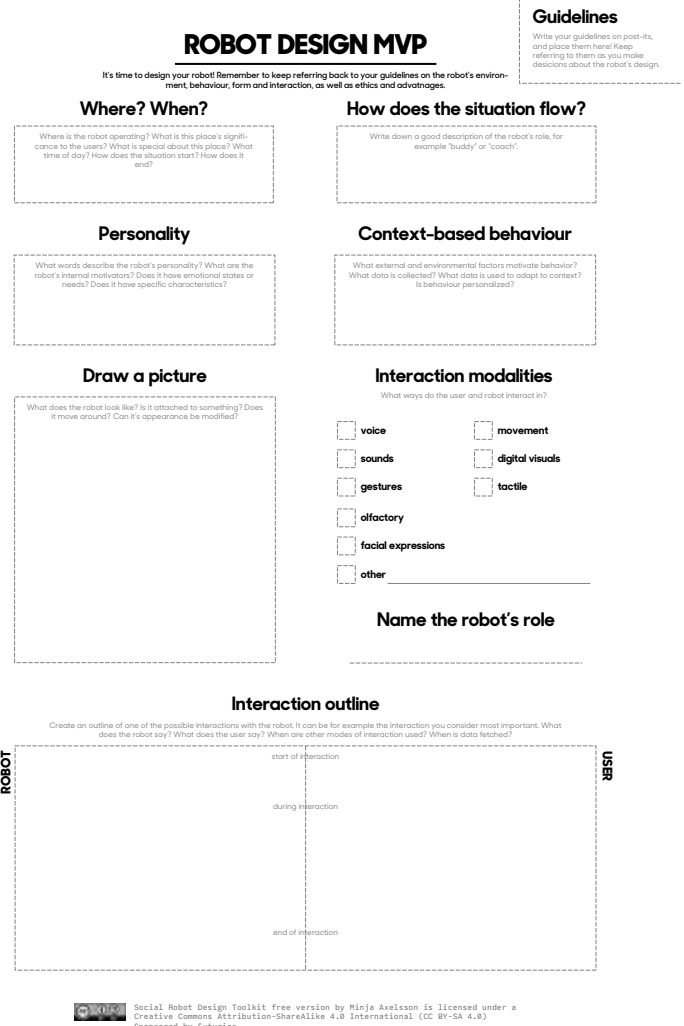
What is the context of the robot's opera-
tion?



The Form Canvas

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

OR



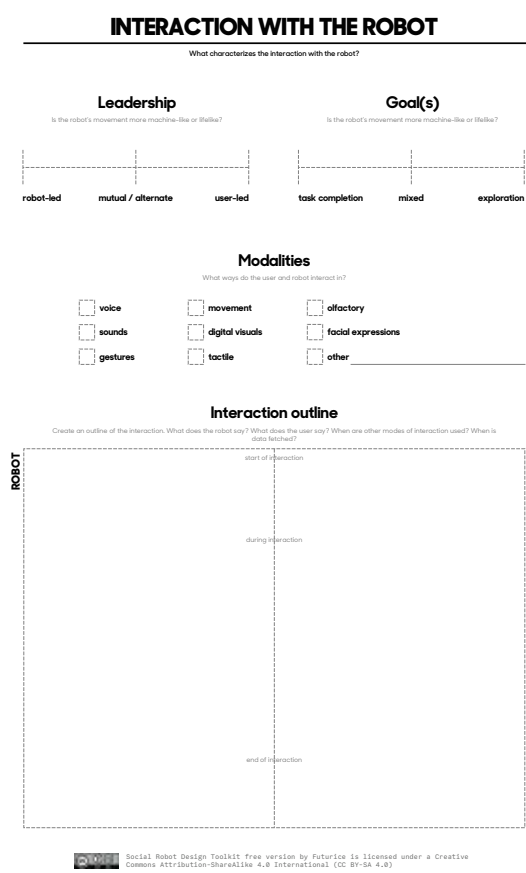
The MVP Canvas

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.

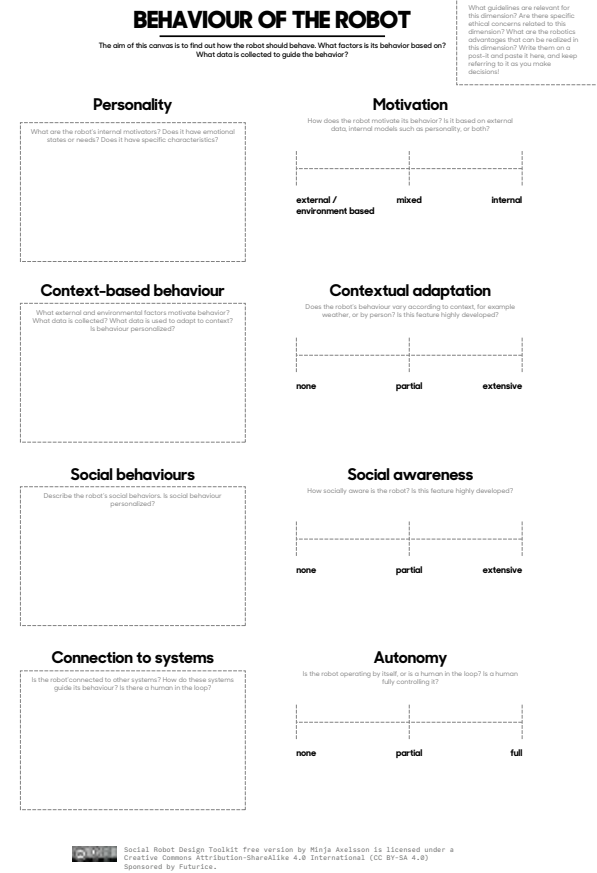
3.



The Interaction Canvas

How does the robot interact with users?

4.



The Behaviour Canvas

What drives the robot's behaviour?