**1. Due to the need to alleviate boredom & engage socially**

* The robot should be programed to portray a gregarious and happy attitude. This will have to be done with adjective choice and possibly the use of lights.
* The robot should play a variety of interesting and social games. Prompting the child to choose an option from the tablet
* Ask the child if they would like to play another game at the end of a game

**2. Due to the need to be interesting**

* Games should be engaging and challenging/fun
* The best games can be played multiple times but feel unique each time such as 20 questions or randomized based Simon says

**3. Due to the need to be quickly silenced or turned off by health care workers & authority figures**

* The robot should have an integrated e-stop command / button.
* The robot should be able to notify the nurse station if there is a serious error

**4. Perceivable by children as a playmate / agemate**

* The health care professional should be able to create/select a profile for each child before their session that contains name, age and approved games
* There should be game options on the robot that cover several age groups
* The robots speech should be chosen to reflect peer status so that it doesn't seem like an extension of the doctors and nurses

**5. Due to a need not be intimidating or creepy**

* The robot should avoid irregular movement patterns or sudden movements that do not seemed prompted
* The robot should use harsh language or mimic speech patterns associated with negative stereotypes of robots

**6. Due to the need to conduct initial social interactions**

* The robot should introduce itself to the child and initiate the option to play a game from the associated tablet
* Patient information should be stored on the tablet so that the robot can remember patient names and demonstrate a level of familiarity

**Research Questions**

* What color lights or word choices cause a robot to be perceived as more happy?
* Does an E-Stop option make a robot more effective during routine patient care?
* Does a robot designed to change the type of vocabulary that it uses based on age make it appear more like a peer?
* Are there certain movement patterns that make the robot appear more “creepy” in its movements?
* What method of demonstrating that the robot has “retained” the childs name and past game plays make it seem more familiar?