Intended Behavior:

Sphero meets an interaction partner and shows them its favorite toy.

Implementation:

Approaching Human
- Proxemics: Sphero physically moved closer to the interaction partner (cameraperson).

Indicating Object (Deixis & Joint Attention)
- Gaze: Turned to face the object.
- Gesture: Point at the object (via an arrow on the screen).

Responding to Contact
- Turn Taking: Waits for a response (not emphasized in video but can be seen in code).
- Touch: Autonomously **recognizes** touch via response via onCollision
- Facial Expression: Display smiley face on the screen

Timing
- After Approaching Human: Sphero waits one moment after approaching the interaction partner. This allows the interaction partner a moment to adjust before the interaction officially begins.
- After Indicating Object: Sphero waits two moments after "pointing" at the object. This timing was chosen to replicate how children typically wait for a response after showing you something. Children usually begin talking again after a "polite" amount of time, which the Sphero does.
- Waiting for Turn: Sphero indefinitely waits for human contact to respond to. This timing is unique because it is determined by the interaction partner rather than the programmer.