

Working with Furhat robotics was a challenging and yet really interesting experience. The hardest was creating the facial expressions as it is quite time consuming trying to make a natural human expression with only the available parameters. It takes a little bit of time to also tweak with the time which can also lead to an unnatural expression. For example, I started by trying to create an eyeroll expression but what I actually got as a result was nothing similar to that. I managed to lower my expectations and from what I was creating I just kept the eyes looking at opposite directions and I named it crazy eyes. I would say that my other expression was quite simplistic as it only involves turning the neck and squinting the eyes. It was a fun experience but it needs quite a patience to make something human-like. Adding sound to an expression was also enjoyable as my goal was to make a typical Balkan disapproving or annoyed sound. Of course, that only fits to the conversation if the user answers that they can't do the crazy eyes expression.

It would be really interesting but quite laborious trying to automate these already existent or new facial expressions. Perhaps with some machine learning using video training of observing human's facial expressions while talking. As right now to make a somewhat natural conversation with the robot requires a lot of hardcoding. I would definitely be intrigued to keep working with Furhat.