

Conclusion

Summary

Development

- Robots as an infrastructure
- Interactive robot Robovie II
- Constructive approach
- Ideal mechanism

Evaluation

- Short term experiment
- Long term experiment (field experiment)
- Appearance or behavior

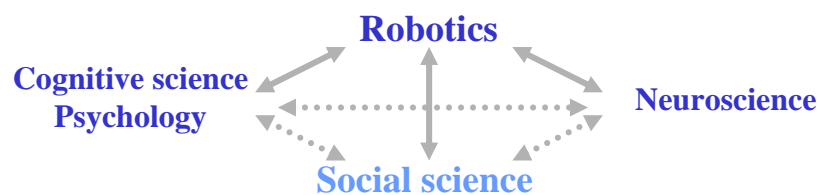
Interactive humanoid robots

Basic assumptions

Humanoid body is for communication

Human feels intelligence through rich interactions

- Constructive approach for building a large set of behaviors
- Interdisciplinary research approaches for designing interactive robots and their behaviors.



Research issues

Approach from social cognitive science

Long-term experimentations for analyzing social relationships
- Elemental school, mental hospital

Approach from brain science

Measurement of brain activities by opt-topography

Approach from pattern recognition

Perfect recoding of interaction and modeling
using a 3-D point tracking system and eye movement trackers

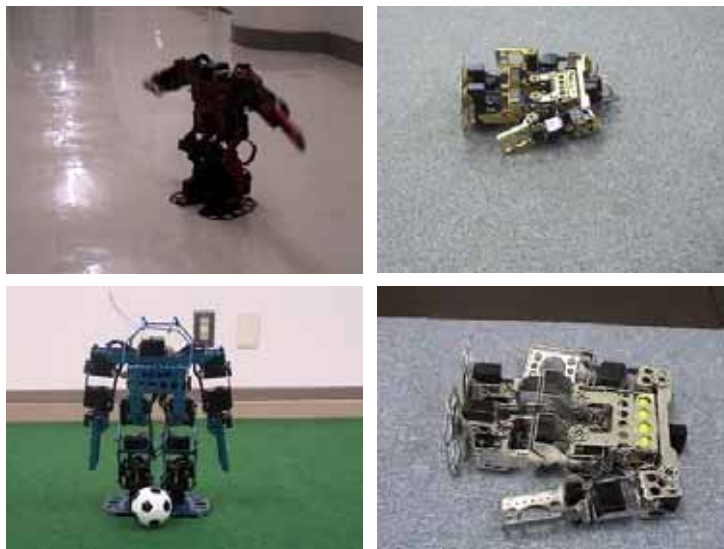
Approach from robotics

Ideal mechanism as an everyday robot
Android that has sensitive soft skin

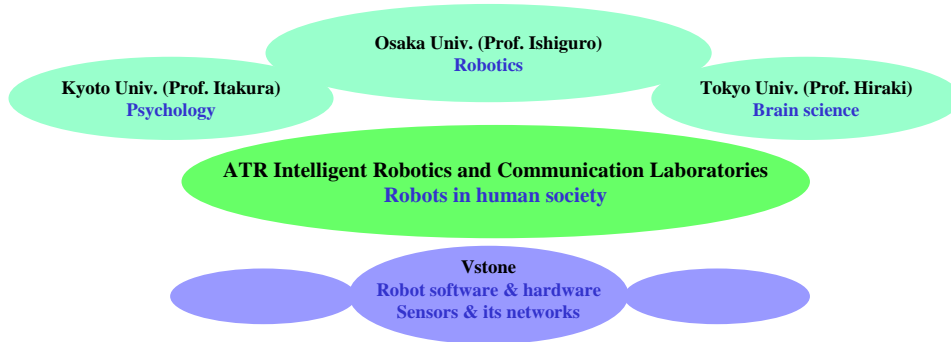
Education with robots



Education with robots



Research network for developing cognitive & social robots



Join us !

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