Objective

The purpose of this project is to program and run a social robot interaction targeted for young adults that will also involve interactive elements displayed on a robot tablet touchscreen, i.e. gameful interactive learning about health and wellbeing.

Project Details

Students will be asked to review documents about how young adult wellbeing can be improved in digital programs. They will then be asked to learn to use a new social robotic system and design the interaction that should last no longer than 15-30 minutes. This program requires the robot to run autonomously, and people should be able to use the interaction without the need for extensive instruction. This will involve a variety of features, such as speech-to-text, gestures, tablet interactivity and sensor use. This project allows for the use of a variety of different techniques and will provide experience on the delivery of an autonomous robot-delivered program from start to finish. Support will be available for co-creation of the content delivered by the robot.

Prerequisites

Preferred skills: Strong interpersonal and communication skills for running an experiment. Good level programming skills and use of HTML/CSS.

Additional Information

Applicants may be required to attend an interview.