Objective

The purpose of this project is to build a social behavior set for a Pepper robot, help with the design of a brief set of experiments to measure robot social influence, and assist with the collection of experiment data to investigate how social robots have social influence.

Project Details

This project will involve a brief investigation to understand the phenomena of social influence, program a humanoid robot to perform behaviors with a human that will demonstrate a form of social influence over the person, setting up an experiment to collect data on how people change their responses based on a robot that uses social influence strategies, and help with analyzing the data, including quantitative and qualitative analysis. The student will be asked to program the robot and all its behavior for the project, including movement, gestures, and verbal speech. The student will then conduct the experiment in a laboratory setting by controlling the robot’s behavior. The student will receive extensive coaching and mentorship on how to design and run an experiment.

Prerequisites

Preferred skills: Strong interpersonal and communication skills for running an experiment. Strong attention to detail to record experimental data via observation.

Additional Information

Applicants may be required to attend an interview.