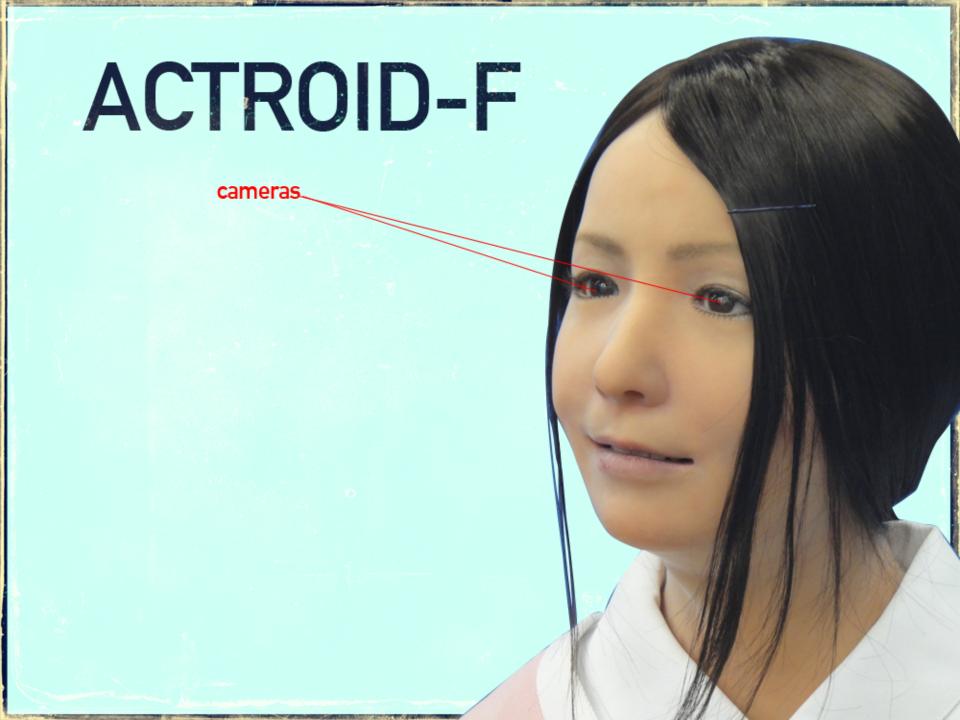
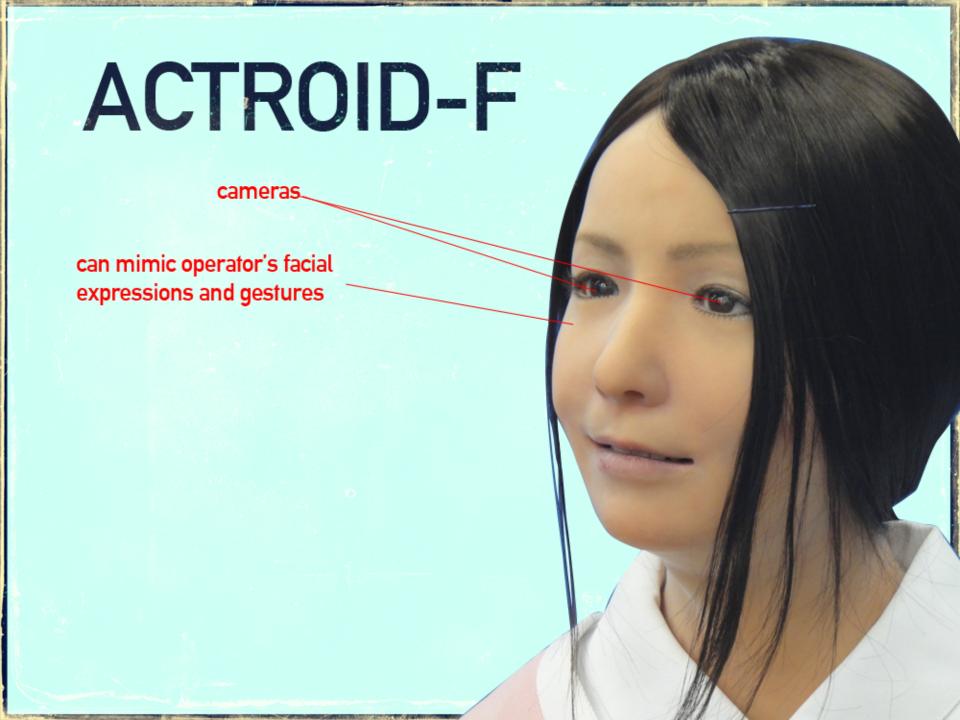
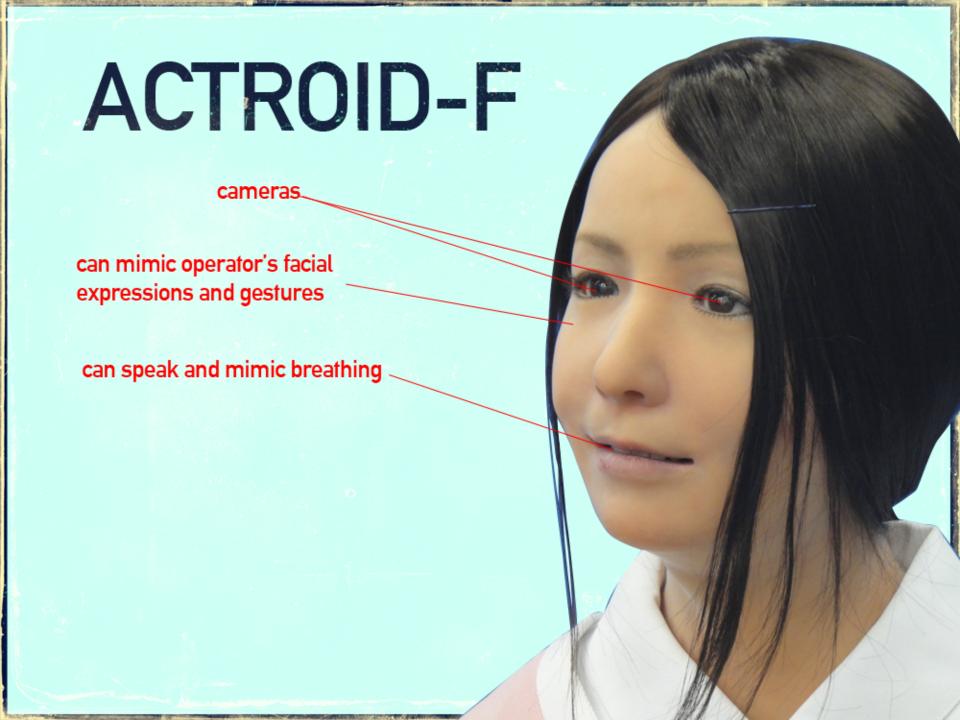


ACTROID-F









CHALLENGES



CREATING A BELIEVABLE CHARACTER

- Embodied cues gestures, vocal stress, facial expressions, posture, proximity, etc.
- > Needs to meet our expectations

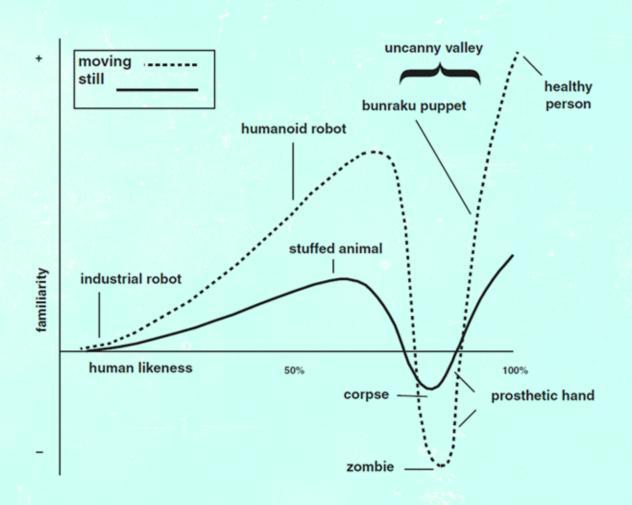
UNCANNY VALLEY

A hypothesis put forward by Japanese Roboticist Masahiro Mori in 1970

As robots become more and more lifelike, their likeability increases until a vague point (the Uncanny Valley) is reached.

At this point, all the empathy we had for the robot vanishes; instead, we just find it eerie.

UNCANNY VALLEY



CAUSES?

Mismatched parts

Subconsciusly, we don't like looking at a human likeness and seeing parts that don't belong

- synthetic hair
- doll eyes

When we spot something that is obviously fake, our minds refuse to tolerate it.

BUT WHY?

Most popular theory: Evolution!

The negative feelings we experience stem from a healthy fear of death.

Our brains are programmed to avoid corpses and sickly-looking people.

Seeing a robot's not-quite-alive face triggers this ancient instinct to back off.

PATIENT SAFETY

It is not enough for the machine to be able to effectively communicate with people.

Robots must be programmed to handle humans with care.

