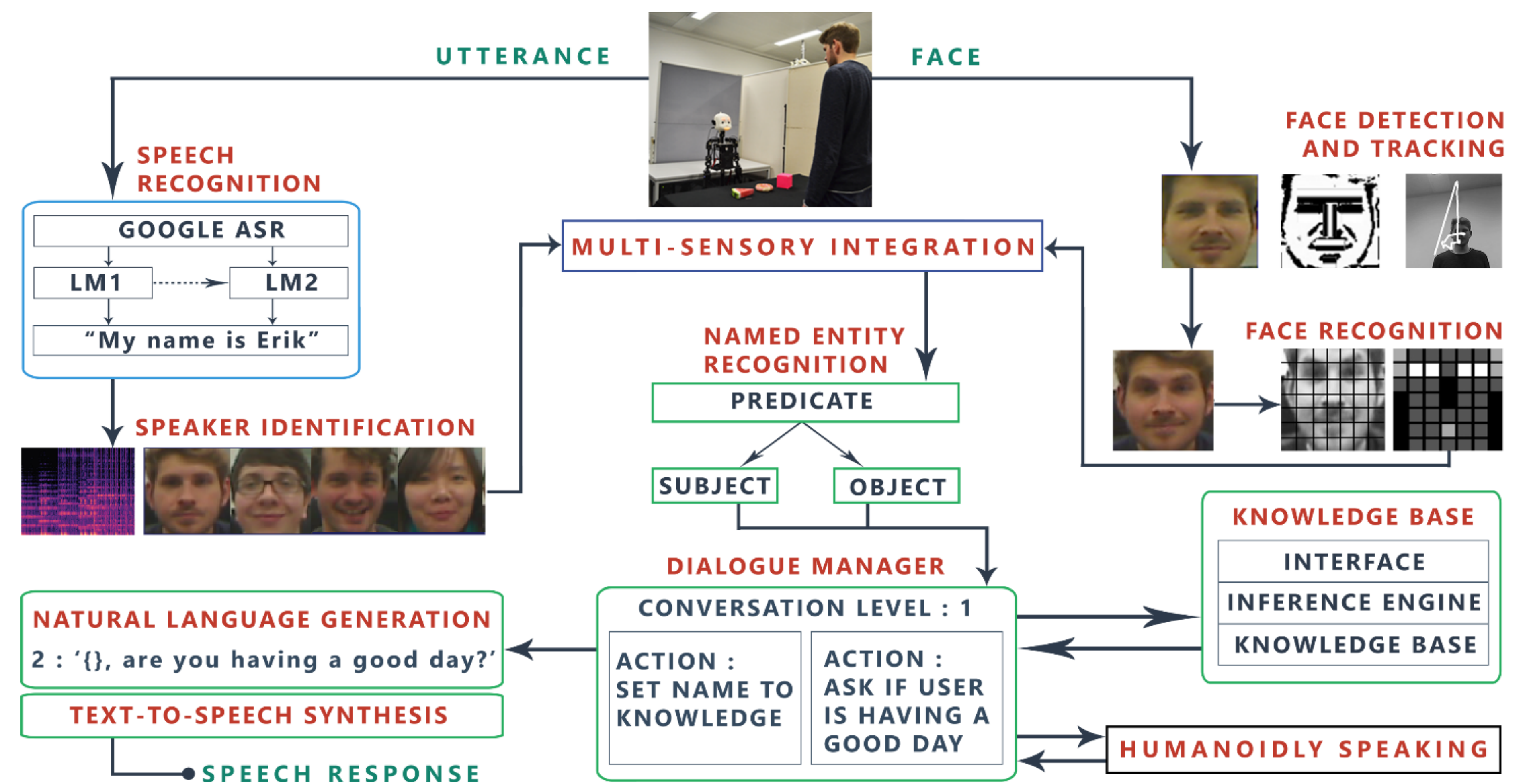


## Motivation

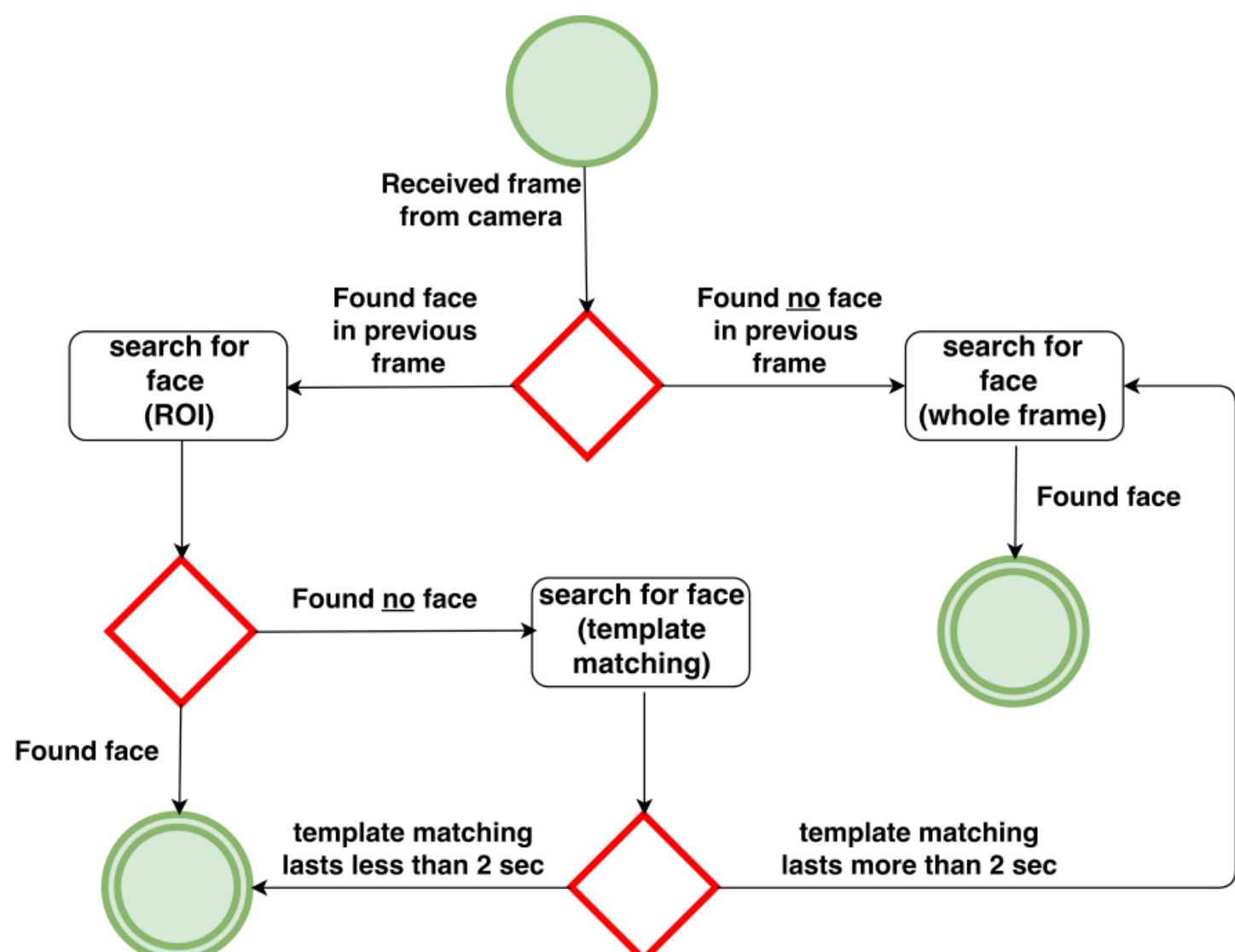
- Human-centric environment → sociable and interactive.
- Improves user's perception → overall competence.
- Model effective and engaging interactions.
- To present an interaction scenario with the NICO robot holding an engaging conversation with the users:
  - Autonomous interaction
  - Personalization → increase likeability.
  - Object learning scenario: Humanoidly Speaking.

## Scenario

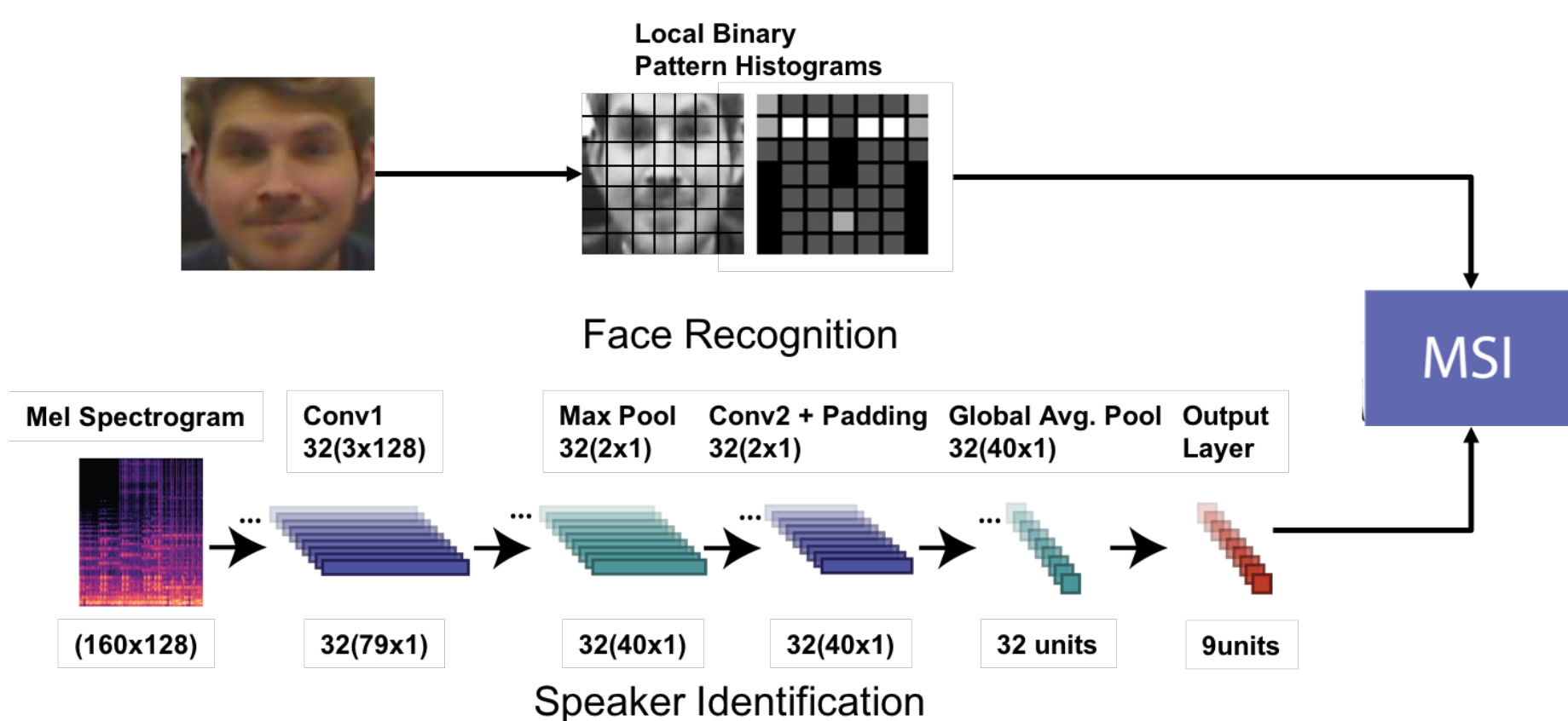


## Approach

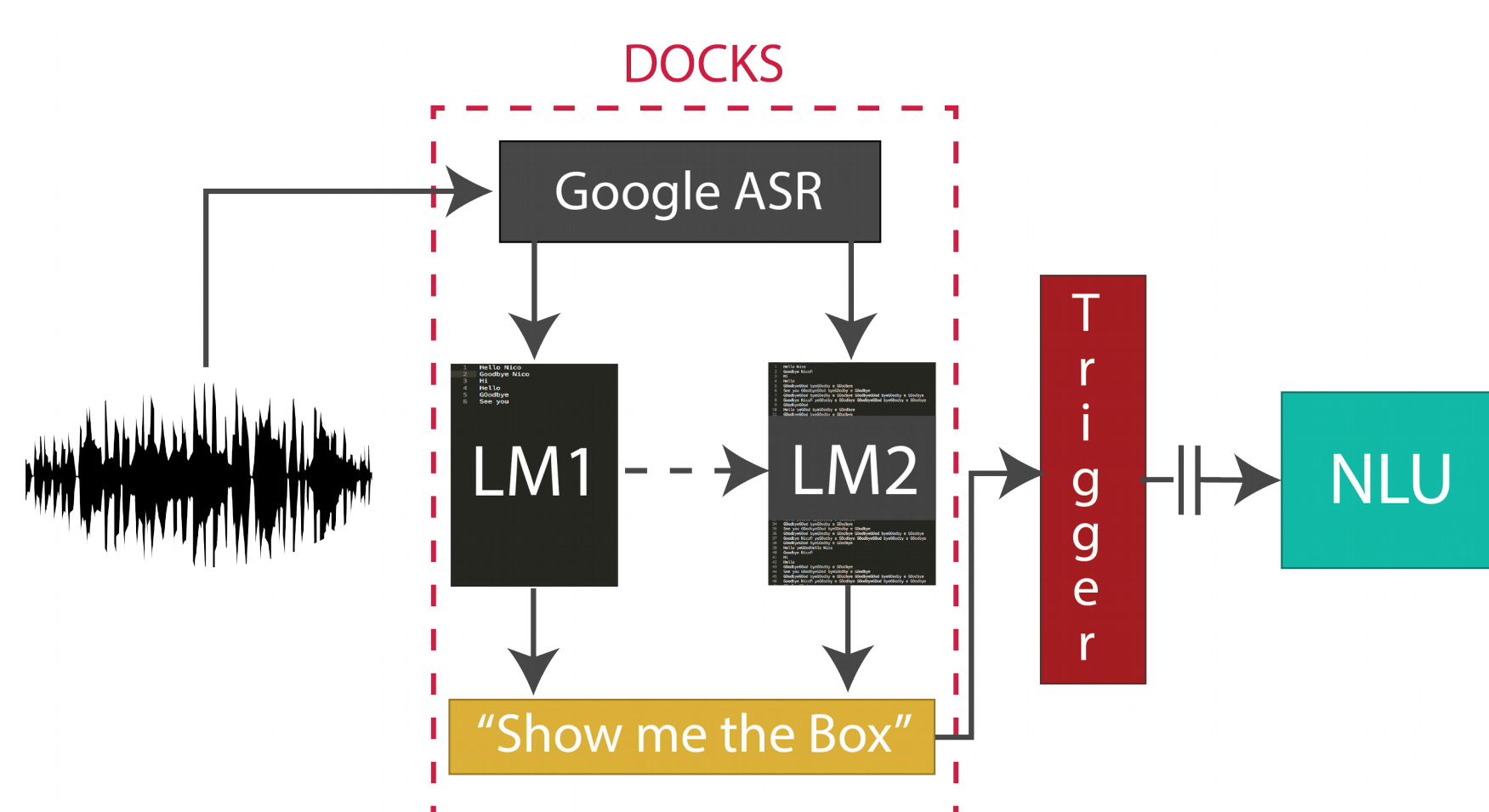
- Face Detection and Tracking



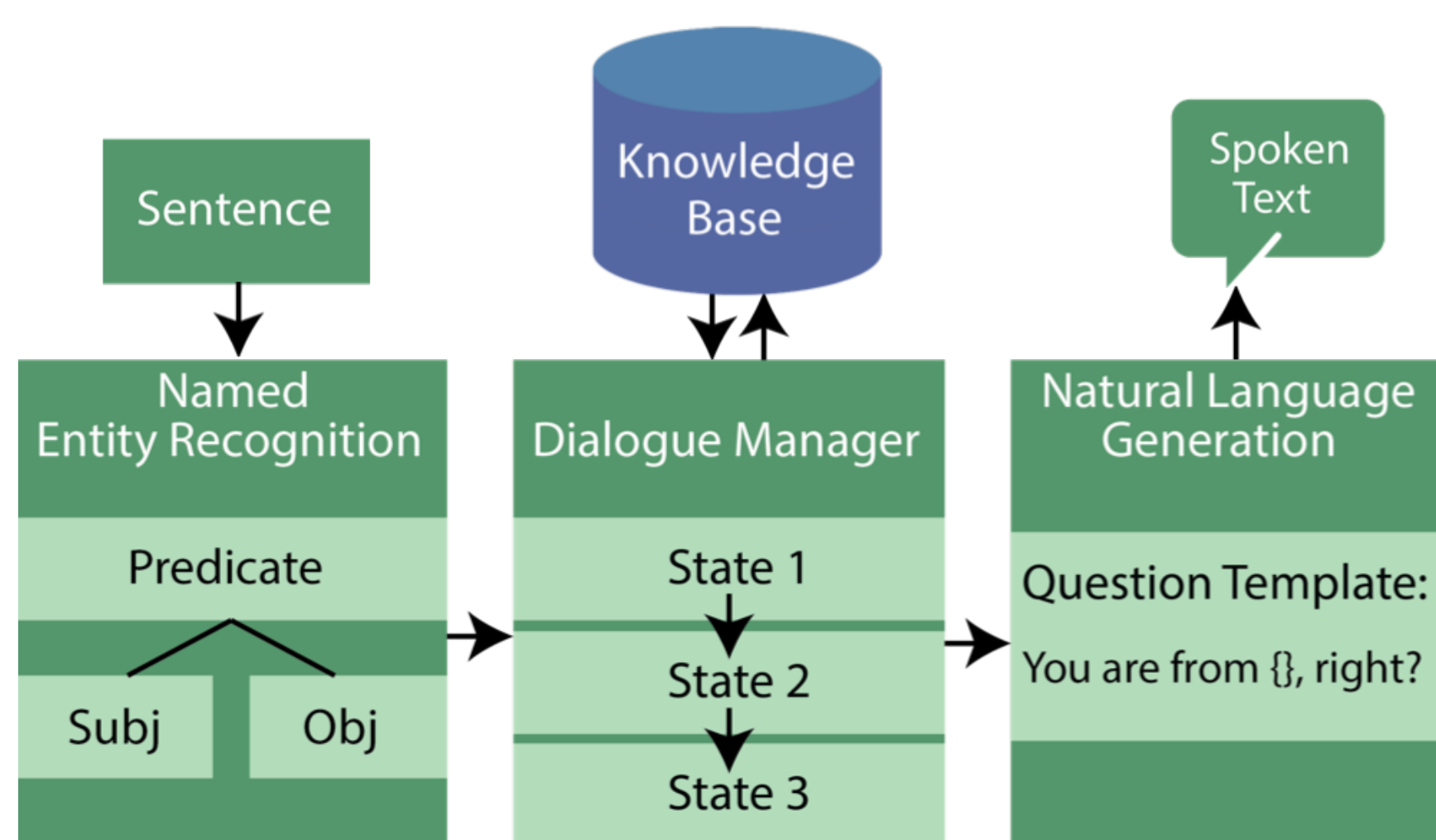
- Person Identification



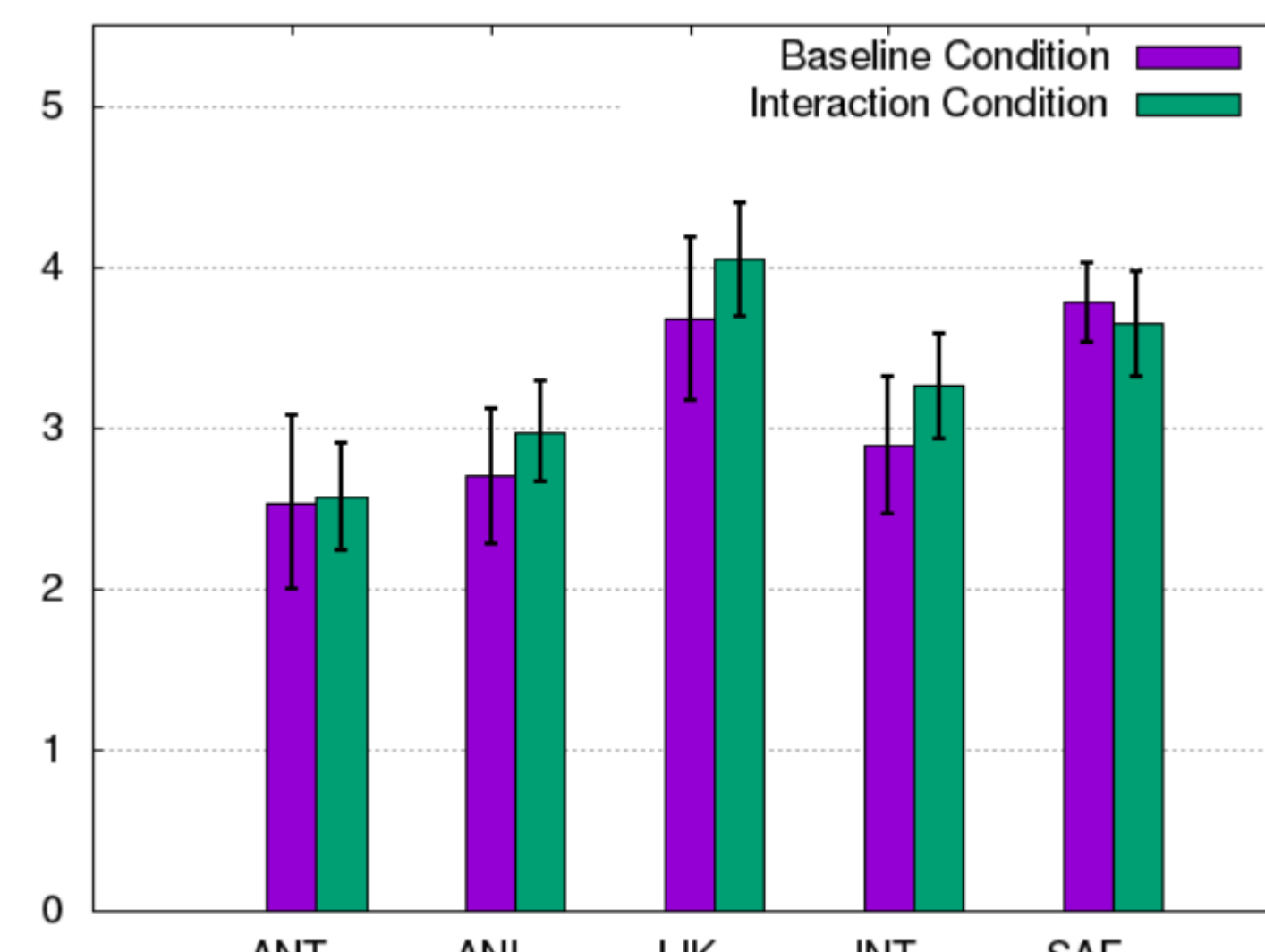
- Speech Processing



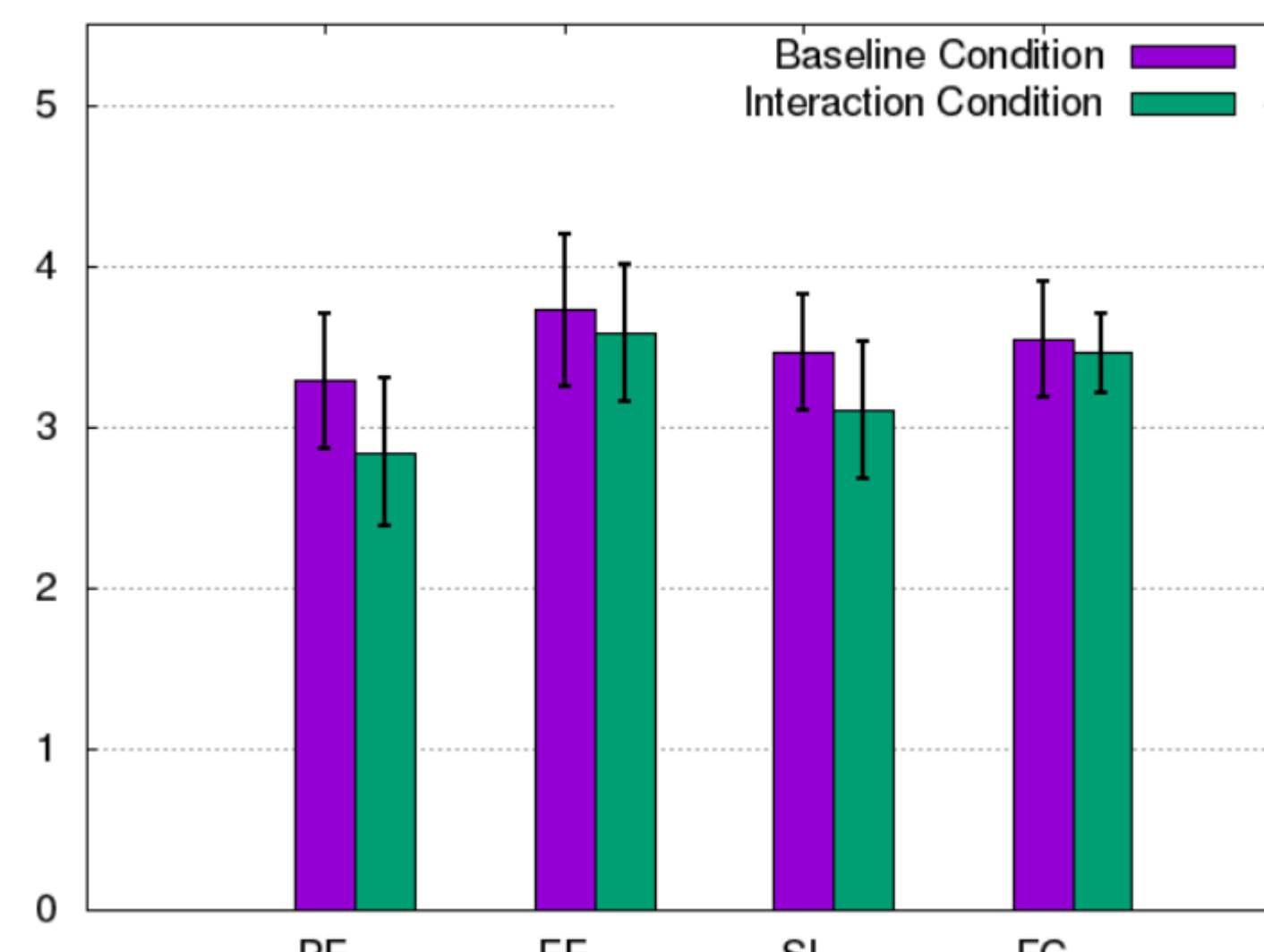
- Conversation Modeling



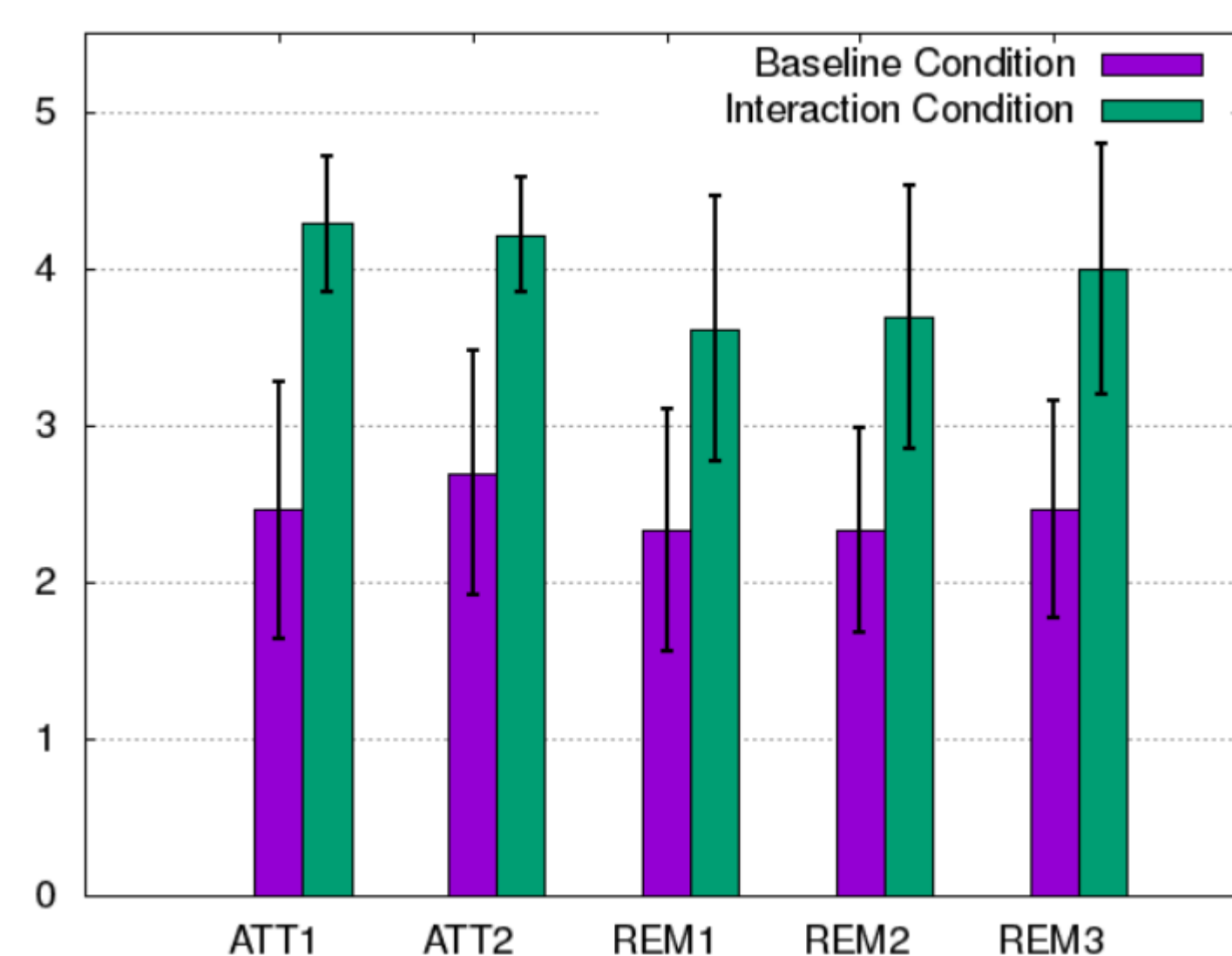
## Preliminary Results



GODSPEED Dimension	$Q^2$	DoF	$p$ -value
Anthropomorphism	8.9606	5	0.110
Animacy	6.0206	6	0.421
<b>Likeability</b>	<b>12.7130</b>	<b>5</b>	<b>0.026</b>
Intelligence	9.8482	5	0.079
Safety	9.1397	3	0.027



UTAUT Dimension	$Q^2$	DoF	$p$ -value
Performance Expectancy	4.4579	5	0.485
Effort Expectancy	5.9265	5	0.313
<b>Social Acceptance</b>	<b>13.4710</b>	<b>5</b>	<b>0.019</b>
Facilitating Condition	4.3774	5	0.496



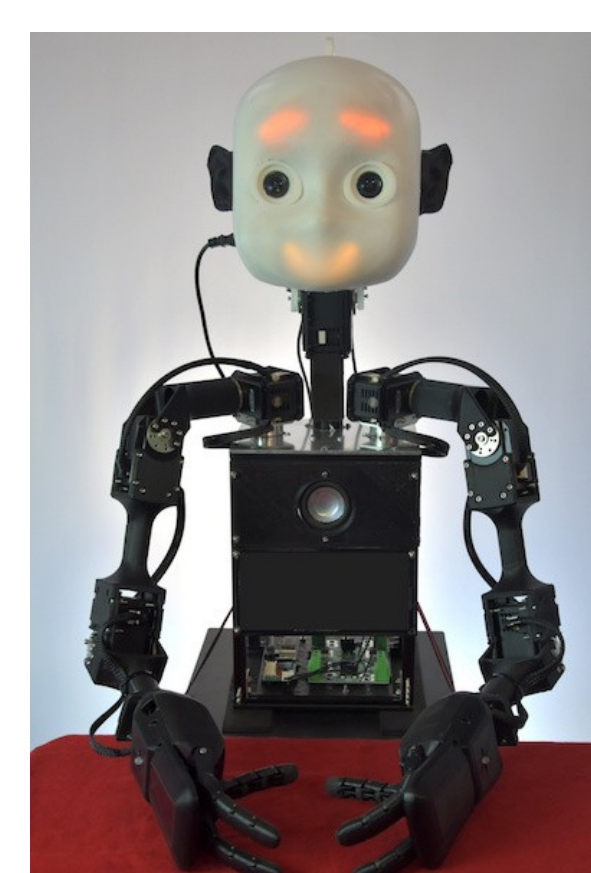
MISC Dimension	U	$p$ -value
<b>Pay Attention</b>	<b>33.5</b>	<b>0.002</b>
<b>Keep Engaged</b>	<b>35.5</b>	<b>0.002</b>
<b>Remember</b>	<b>42.5</b>	<b>0.025</b>
<b>Remember Next Time</b>	<b>37.5</b>	<b>0.013</b>
<b>Confidence remembering</b>	<b>33.0</b>	<b>0.003</b>

## Conclusion

- NICO as a personalised interactive social robot.
- Autonomous and personalised interaction.
- Participants perceived NICO to be more intelligent and likeable in personalised conversations, however having less social influence.



Vote for NICO on Facebook!



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