

# El robot social Haru: capacidades y experiencias

Luis Merino, Randy Gómez

# Haru (春): a Tabletop Social Robot

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Portugal)



Game 1:



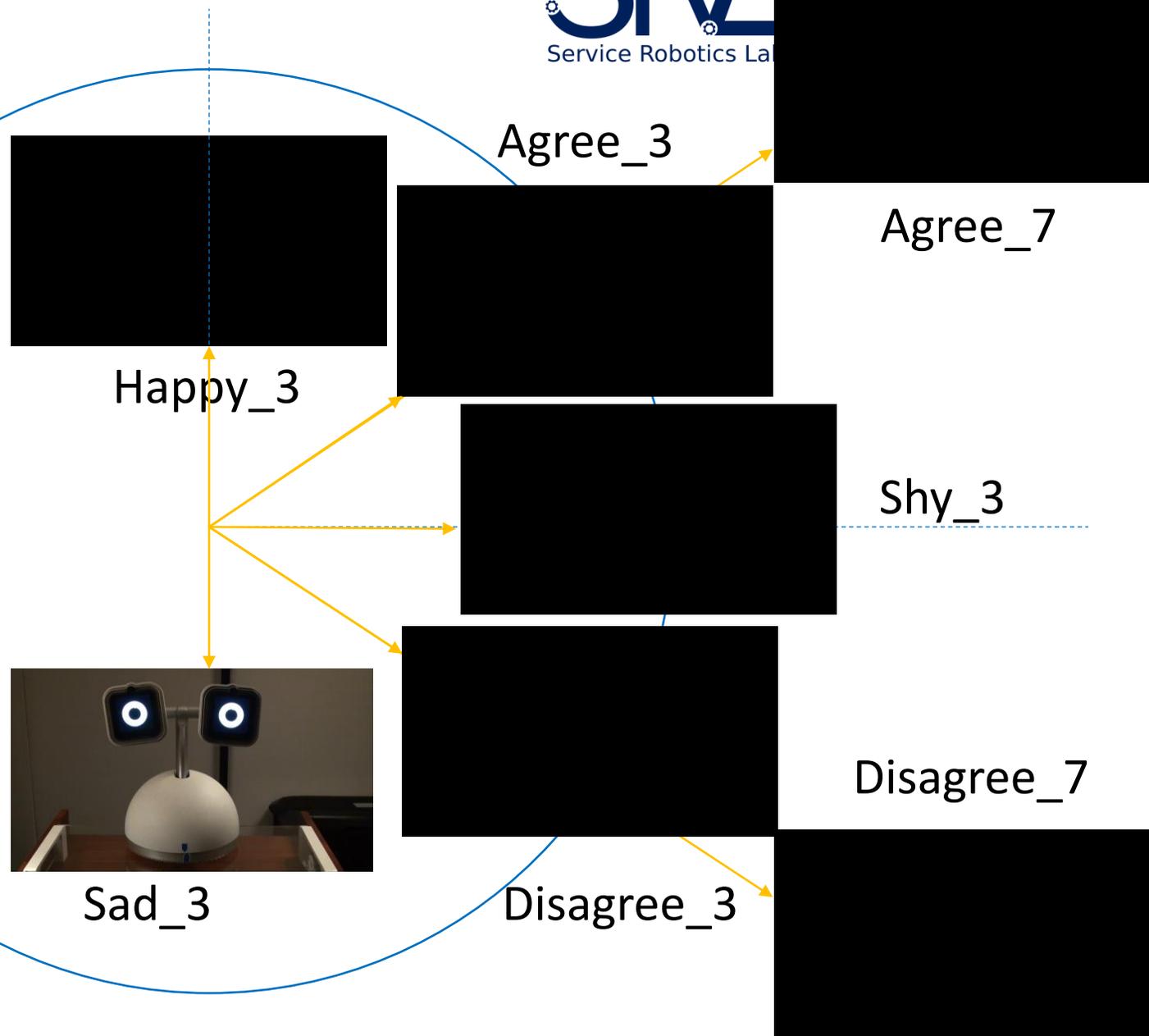
# Haru (春)

- 5 grados de libertad
- Ojos (LCDs + LEDs)
- Boca (LEDs)
- Altavoces  
(comunicación verbal  
y no verbal)



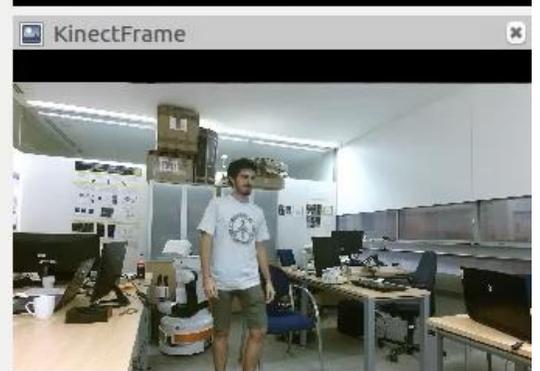
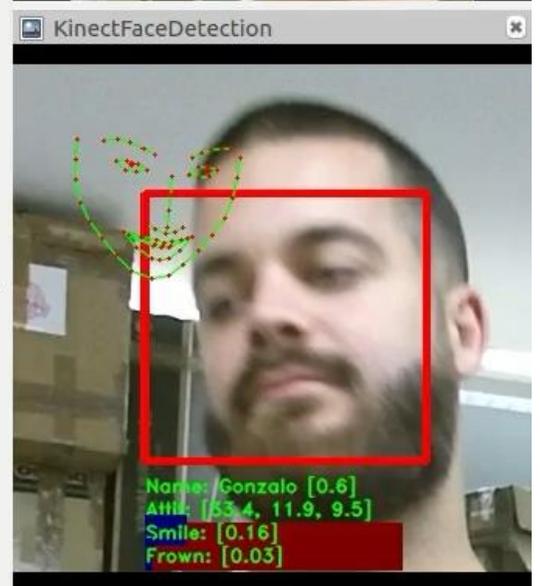
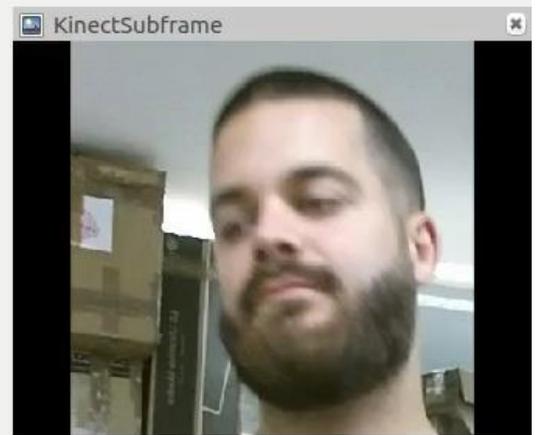
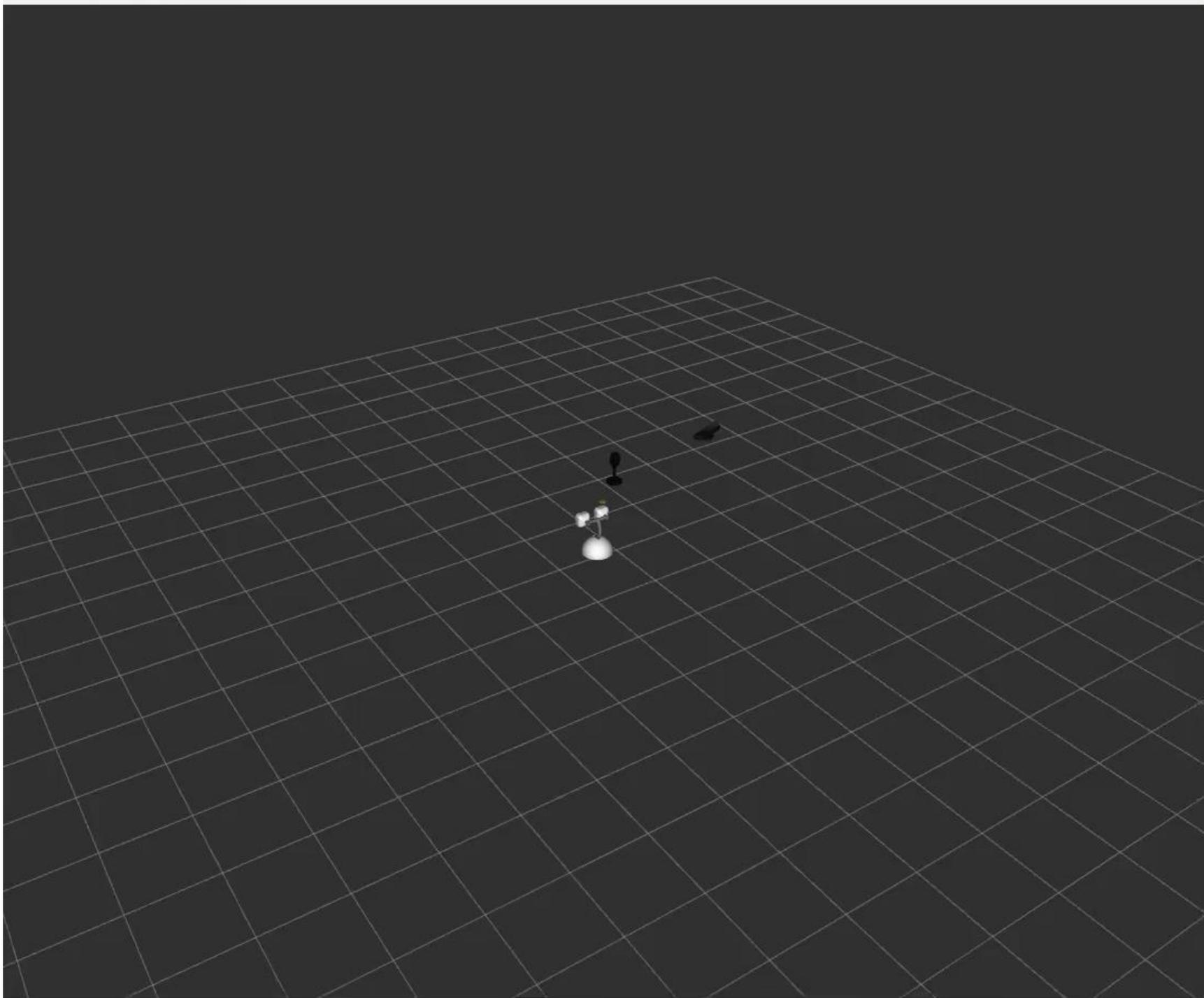
# Expresiones

Wheel of Emotion (Plutchik, 1980)



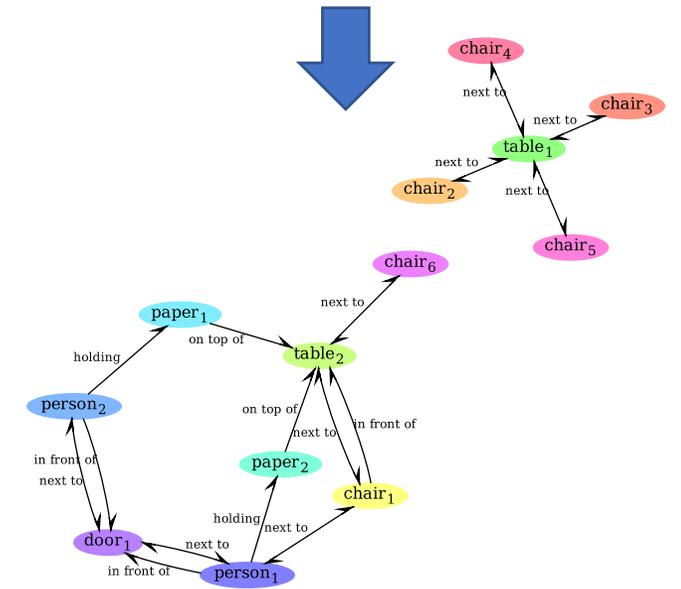
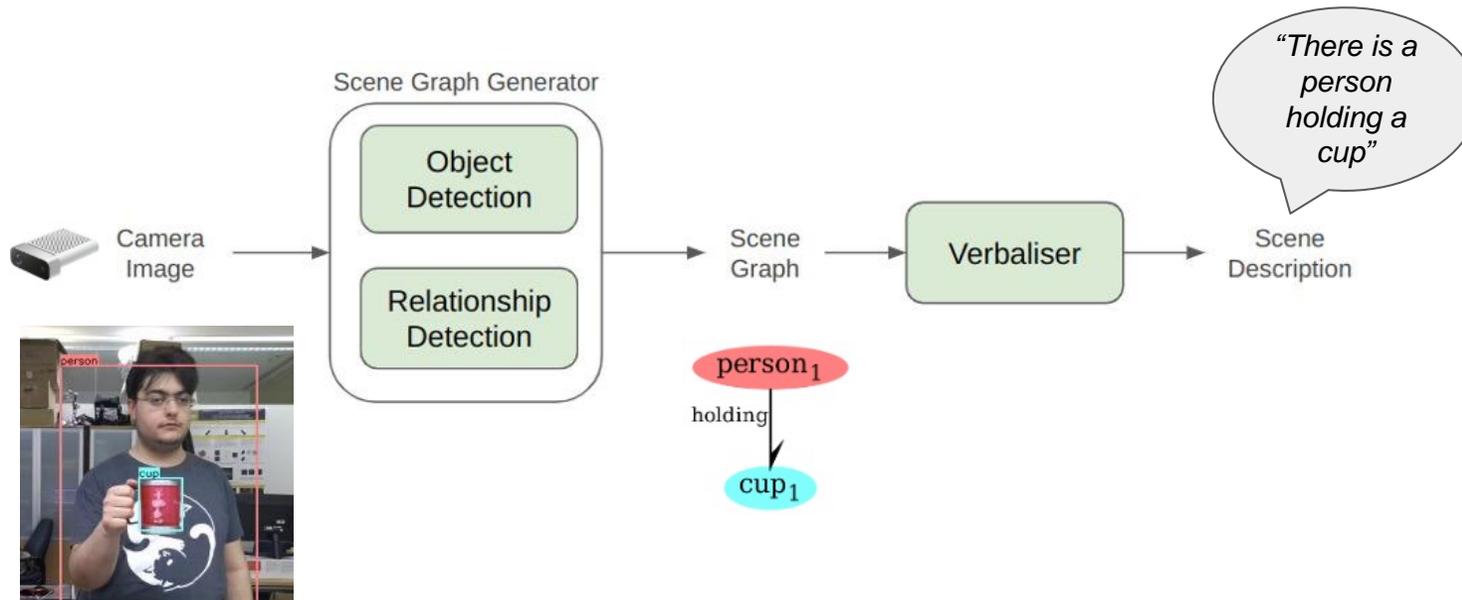
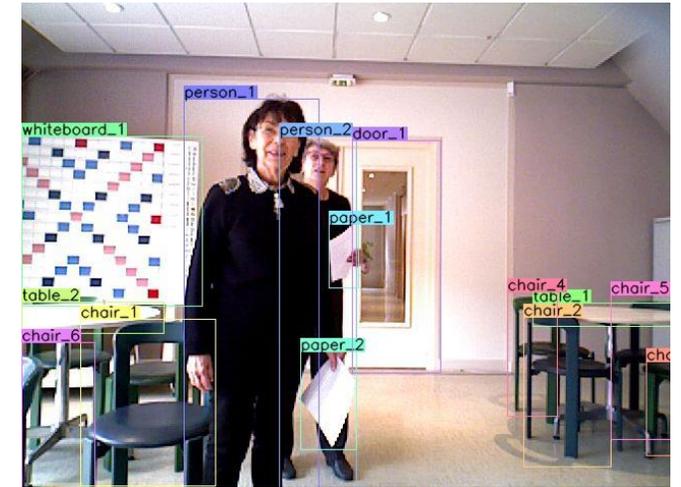
Randy Gomez, Keisuke Nakamura, Deborah Szapiro, and Luis Merino. A Holistic Approach in Designing Tabletop Robot's Expressivity. In Proceedings of the IEEE International Conference on Robotics and Automation, ICRA, 2020.

Mier, G., Caballero, F., Nakamura, K., Merino, L., & Gomez, R. (2019). Generation of expressive motions for a tabletop robot interpolating from hand-made animations. In 2019 28th IEEE International Conference on Robot and Human Interactive Communication (RO-MAN)



# Percepción

- Estimación de información semántica:
  - Estimación grafos semánticos de lo que ocurre en una situación
  - Permite la interacción con el robot a alto nivel
  - Descripción verbal de escenas



# The Effects of Robot Cognitive Reliability and Social Positioning on Child-Robot Team Dynamics

V. Charisi, L. Merino, M. Escobar, F. Caballero, R. Gomez and E. Gómez

ICRA 2021



# NH A

Never Home Alone



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