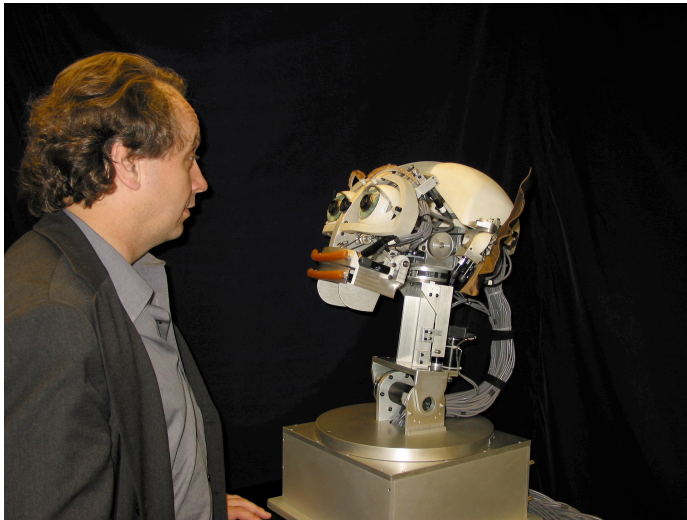
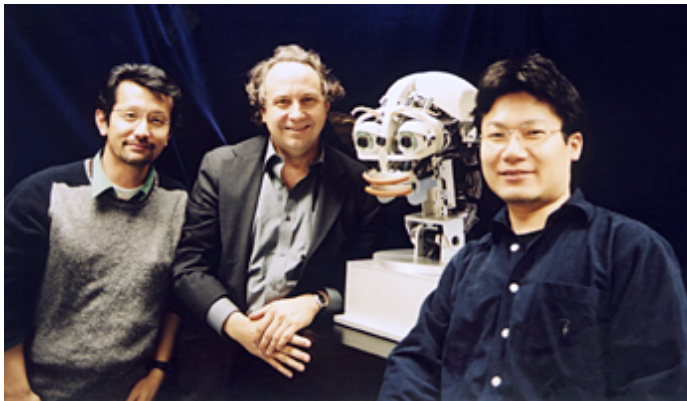


## Project Overview



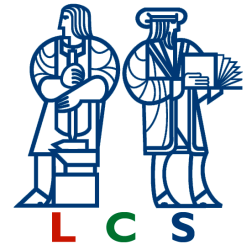
The big question:

- ♦ humans naturally interact with an embodied robot
- ♦ is the physical nature ultimately important, or will a person have identical reactions to an equivalently programmed 3-D graphical agent?

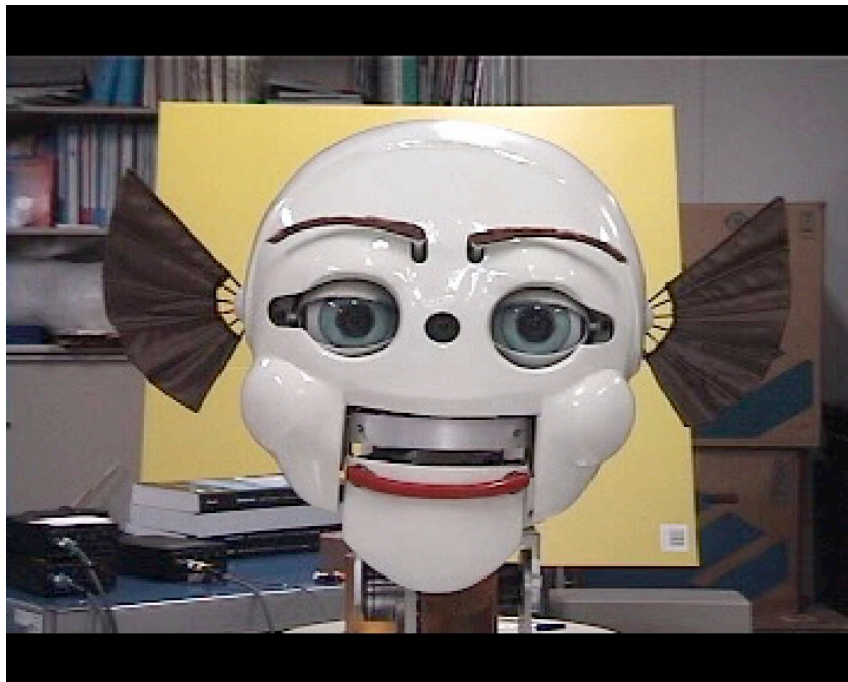


MIT's role: provide a physically embodied robot that can enter into dynamic interactions with a person.

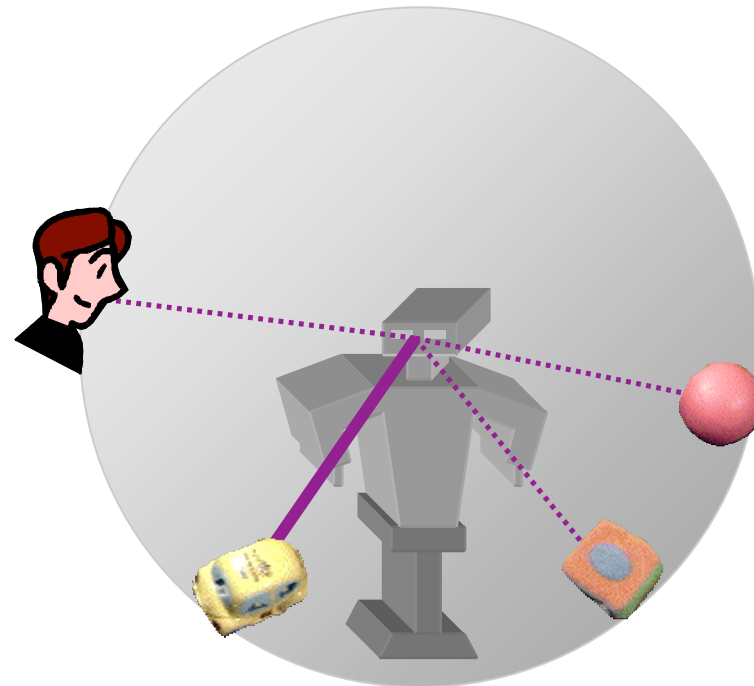
NTT's role: measure the physiological response of people interacting with the robot and interacting with a 3-D graphical agent and compare them.



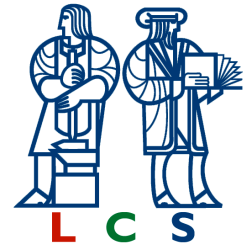
# Progress Through December 2002



NTT design of robot-based experiments

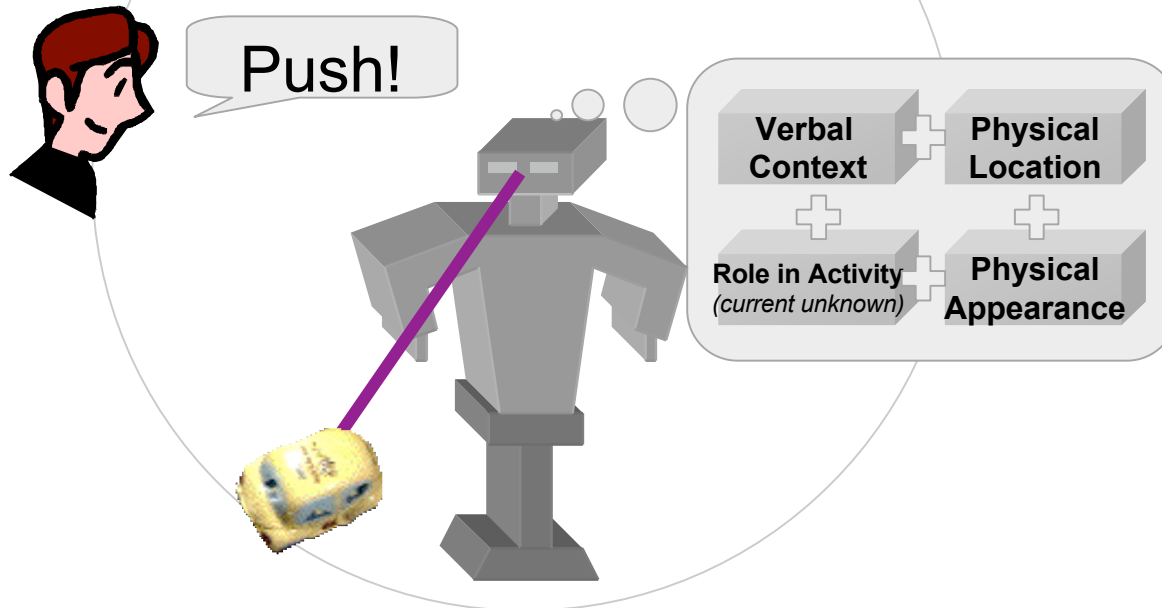


MIT EgoMap research



## Research Plan for the Next Six Months

### Task Learning



- NTT experiments using Kismet
- MIT group representatives to visit to Computer Sciences Laboratories, NTT
- MIT research investigation into task learning