

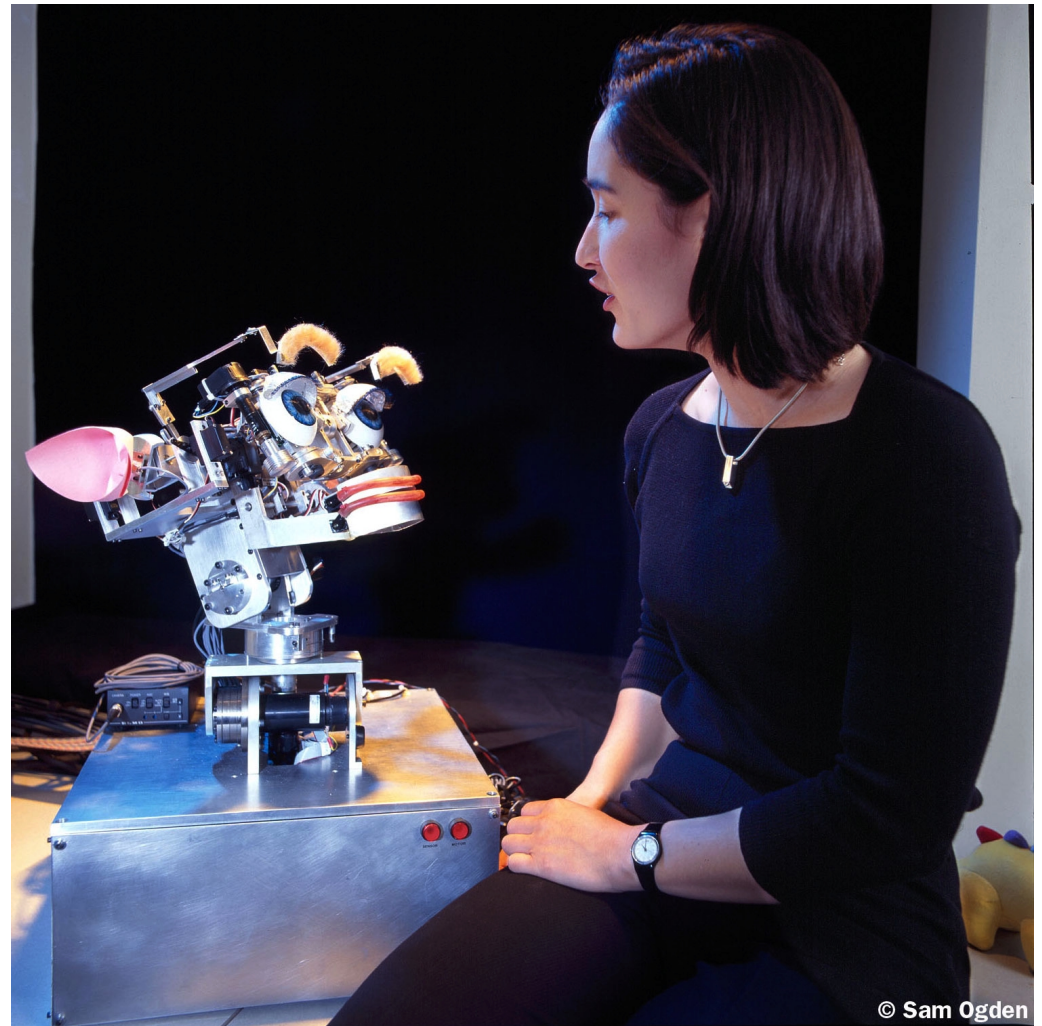
## Project Overview

**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?

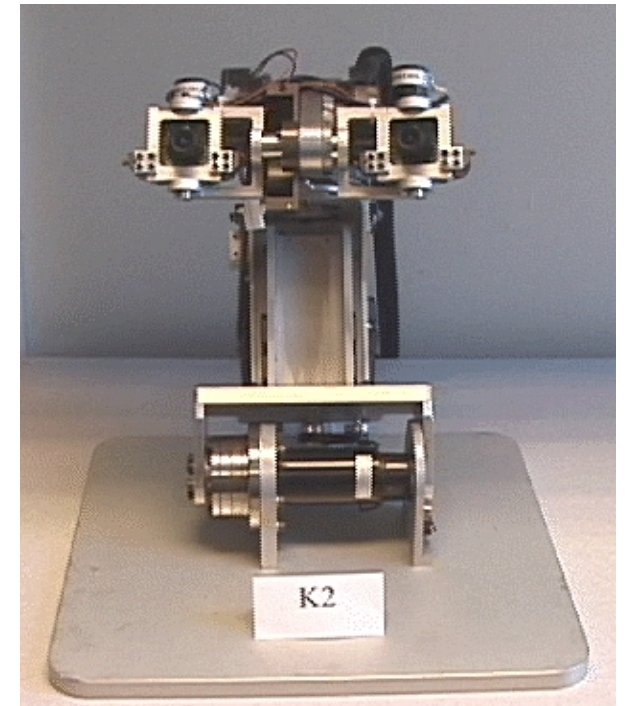
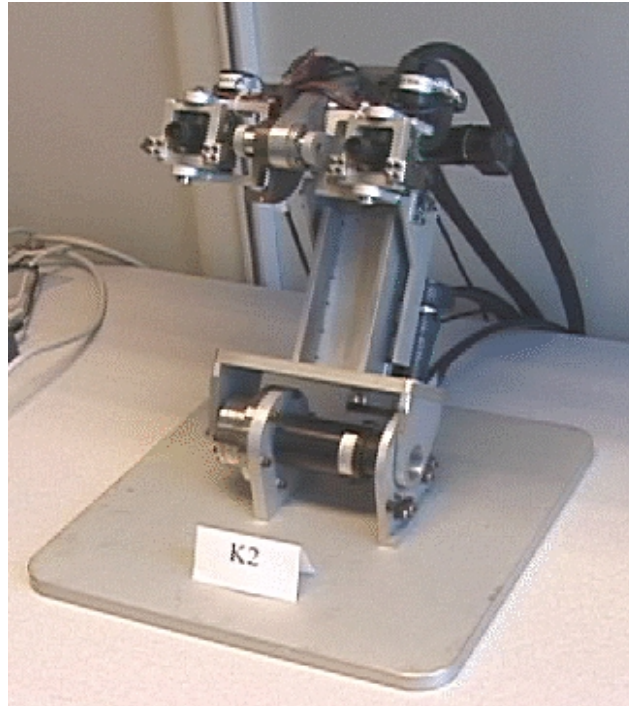
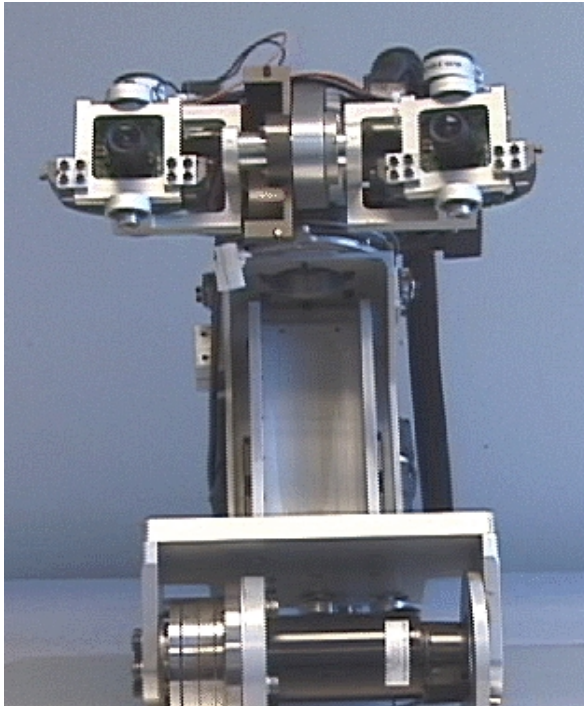
**MIT's role:** provide a physically embodied robot that can enter into dynamic interactions with a person.

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



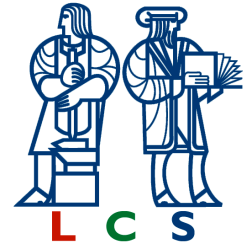
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## Progress Through December 1999



- Completed the internal design of new Kismet
- Fabricated the first prototype
- Designed a portable control system for new Kismet





## Research Plan for the Next Six Months

- Design the new system for facial expressions
- Fabricate an instance of the new control system
- Build the first instance of the facial expression system
- Develop a software library to run new Kismet

