

Announcements

Office Hours this week

Wednesday, Thursday: 2:30–4:00

Friday: canceled

Next week: Normal (?!?!)

First Candidate for CS Tenure-track Position

Hannah Wolfe

PhD candidate: U. of California at Santa Barbara

Bachelor of Liberal Arts, Bennington College

Thursday Extra

Designing Non-verbal Communication Systems
for Social Robots and Immersive Environments

Friday's class

Queues: Class led by Hannah Wolfe

Please do reading and look through lab,

Class may or may not follow our usual format

After class send feedback to me (or other CS faculty)

Bash Script

Questions

Example

Designing Non-verbal Communication Systems for Social Robots and Immersive Environments, Hannah Wolfe, U. of California, Santa Barbara

As interactive technology becomes more prevalent, ensuring our ability to communicate with it effectively is of paramount importance. Discomfort in engaging with interactive technology arises due to unpredictable, unfamiliar and unintuitive design. I explore non-verbal communication with technological systems at different scales and its implications for the design of human machine communication. I explicitly incorporate interaction research between humans, animals, and traditional environments from social psychology, linguistics, art, and music. My research encompasses interfaces for both immersive virtual reality (VR) environments and human robot interaction. At the environmental scale of VR, my work integrates technology into familiar spaces, reconceptualizing how people interact with each other. I have built and tested collaborative interfaces to control audio-visual experiences and enable the nonverbal communication of information between researchers, performers and exhibition visitors. At the interpersonal scale of social robotics, my research examines ways to address the uncanny valley and territorialism through the design of the robot's embodiment and communication system. I have designed and tested algorithmic non-linguistic utterances, gibberish and conversations for a social robot that I built. I am currently exploring wearable interfaces for creative works and non-verbal sonic and haptic communication for personal robots. Collectively these efforts demonstrate the importance of interaction design, non-verbal communication and embodiment for technological systems, culminating in a holistic framework for designing predictable, familiar, and intuitive non-verbal human machine communication.