

## **Dourish**

In Ch. 1 Dourish speaks of the evolution of interfaces from textual to graphical, etc. If you push this analysis forward into robots as an interface, what can you say about his side effects (parts of human ability that got to be used) in the robots extreme. Note if this push or modifies Dourish's points about Peripheral Attention, Pattern Recognition, Information Density, Visual Metaphors; and also think about whether there are additional human abilities unleashed by the move to a robot from just a graphical interface.

After you read Ch. 4 you can see why I assigned this reading. Robots introduce a physical manifestation that puts us on the road toward a fairly extreme version of embodiment—granted, of course, that physicality alone does not guarantee real embodiment. Think of and describe two examples of human-robot interaction: one in which embodied interaction is very important to the goals of the interaction system; and one in which embodiment is not important or (even better!) where a fully situated/embodied robot is in fact a bad idea.

Rodney Brooks stated “Use the world as its own best model.” In saying this, Brooks was explaining that internal representations in the robot's brain can be awry, in that they can lose calibration with the real world. Thus, instead of depending on these potentially wrong internal representations, the robot should respond to its sensor readings, since they are measuring real-world phenomena and thus the robot is responsive to the physical world itself—it becomes a better representation to respond to than any internal representation. Using what you've learned from Dourish, explain where you think Brooks' opinion about robot architecture here leads us in terms of embodiment—which philosopher does this follow best in your opinion?