

# Project Quibbler

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# Overview

- Description
- Initial Exploration
- Interviews
- Future Plans

Description

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- Tasked with building a robot toy to compete with the Robosapien
- Focus on better and more intuitive interaction
- Making the product really come alive

# Competitive Analysis

- The Robosapien
  - \$99
  - Touch and Sound sensors
  - “Programmable”
  - Remote Control



# Video



# Initial Exploration

# Function



# Function...some ideas

- Teach-by-Demonstration
  - Robots can teach other robots actions they've been taught (IR)
- Transform..
  - ..but how to do it simply?
- Synchronized Acting between robots
- How to control it..?

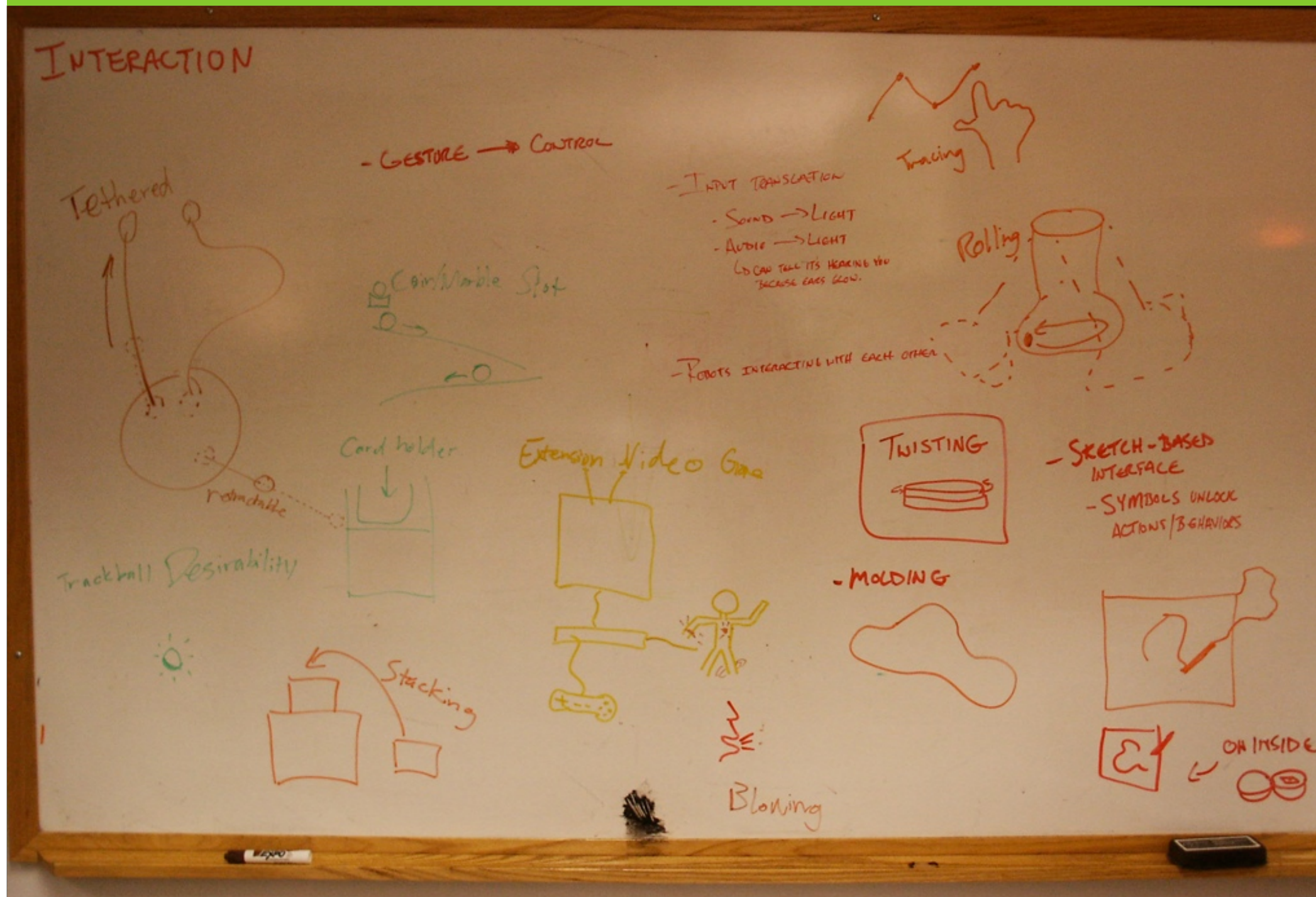
# Form



# Form...some ideas

- Humanoid form “dictated” to us
- But what supports that..
  - Durable
  - Configurable

# Interaction



# Interaction...some ideas

- Twisting
- Molding
- Rolling
- Tracing
- Gesturing
- ..the list goes on

# Interviews

# Charmed Labs

- Interview with Rich LeGrand
- Back-EMF Technology
- How can it help us?
  - Learning by demonstration
  - Sharing actions between 'bots

# Video



# Robots in the Wild

- “Playtest” with 2 children ages \_\_ and \_\_ under supervision of their parents
- Robosapien, Transformers, and others
- Observed their interactions with the different toys



# What we saw..

- Basic functionality of Robosapien easy to learn
  - More advanced features of the Robosapien are hard to figure out
- Liked all of the toys, no strict preference
- Expectations due to humanoid form
  - e.g., “Can it squat?”



# Future Plans

- Analyze data from initial user study
- Additional user studies and ideation
- Solidify form and function
- User studies to get feedback on designs
- Prepare deliverables
  - Storyboards, website, “prototype?”