Questions on
Design Patterns for Sociality in Human Robot Interaction (Kahn et al.)

1. The Alexander Design Patterns come from Architecture (of course!) and are very interesting. Yet to me the actual description of the patterns themselves is a bit thin. Recall that patterns are supposed to be good at not constraining actual implementations but rather opening up a world of possibility in implementation. Consider the "In Motion Together" pattern. Does this pattern allow for multiple implementations? Defend your answer with examples.

2. Consider your project (e.g. Mombot, Law of the Robot Land, RAD, etc.) and for your specific project, generate 2 Alexander design patterns that you feel are relevant to that project.