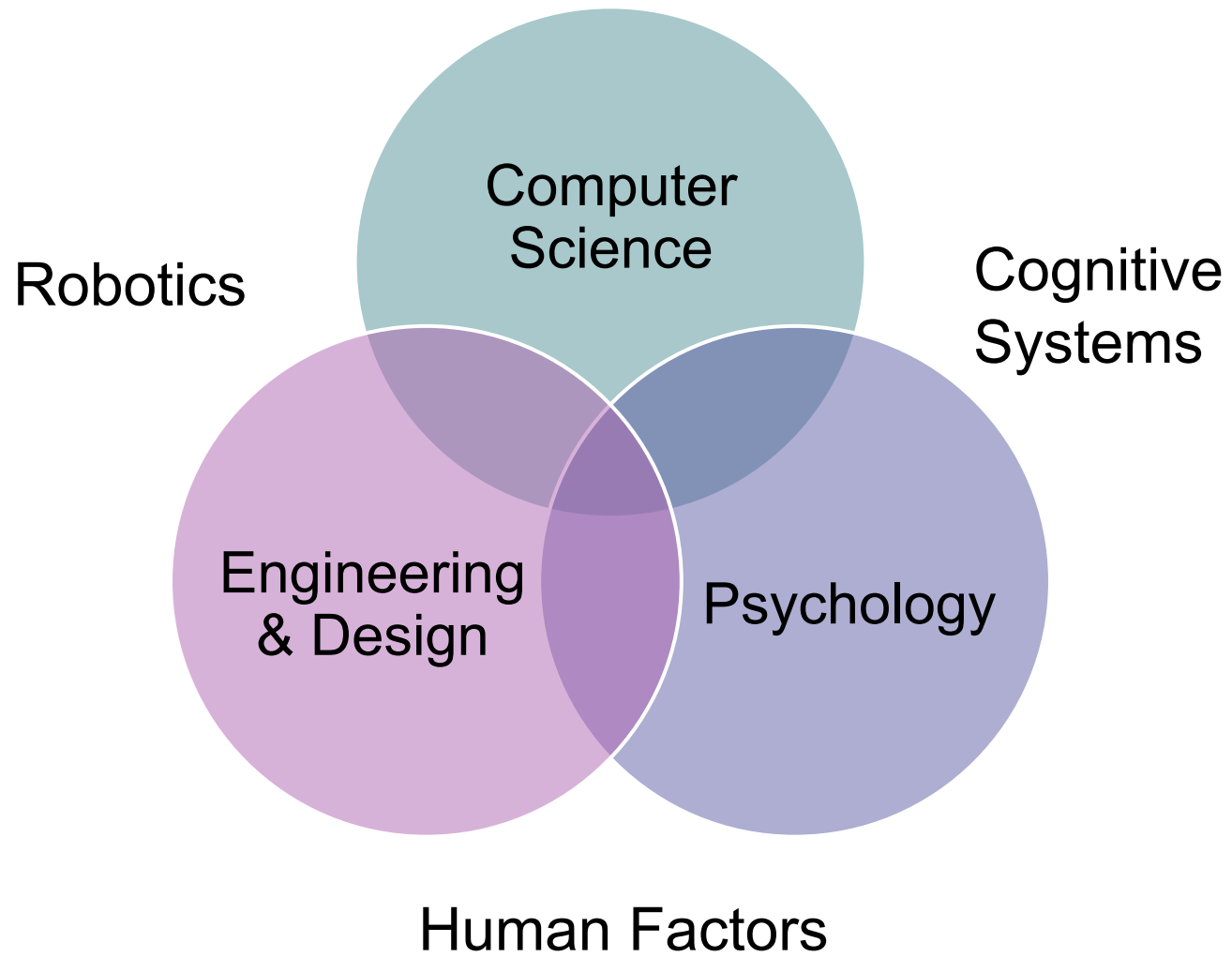


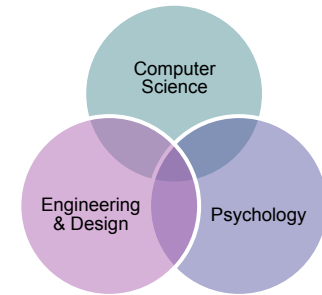
# Research Areas in HRI

Frederick Heckel

Washington University in St. Louis

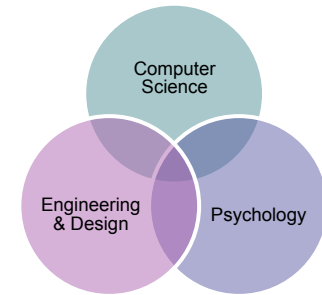


# Significant Research



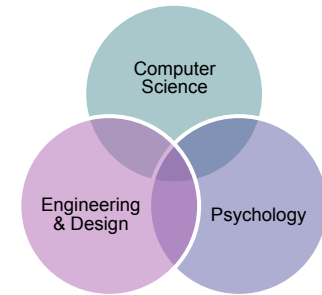
- **Generalize**
  - The effects of systems
- **Effects**
  - Usability
  - Reactions to robots / computers

# Working Together



- The key is education & training
- An HRI curriculum should:
  - Introduce each main area
  - Introduce each subarea
  - Provide specialized training based on interest
- Recognize and take advantage of the differences!
  - Existing textbooks, coursework

# Understanding Humans



- **Computer Science**
  - Perception / Computer vision
  - Machine learning
- **Psychology**
  - Cognitive models
  - Theory of mind

# Games As Interactions

- Social interactions and games
  - Goals
  - Hidden state
  - Rules
- Games are well understood
  - Provides natural starting point

