dimecres, 28 de febrer de 2024

Ponència. "Transformations in Human-Robot Interaction"

a càrrec del el Professor Dr. Bipin Indurkhya de la Jagiellonian University Cracovia (Polonia)

Informació de l'esdeveniment

Lloc:
Aula 0.05 EPS

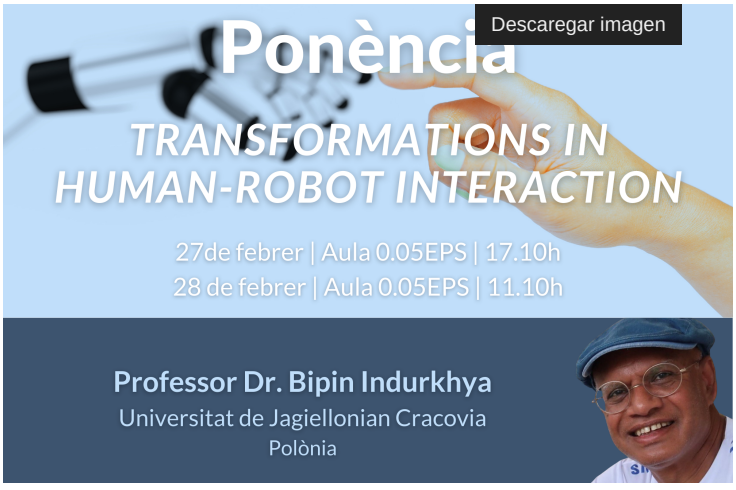
Adreça:
Campus Cappont

Jaume II, 69

Preu:
Activitat gratuïta

Organitza:
EPS - GDDTEC

Inici:
28 de de febrer de 2024



En el marc de l'assignatura de Interacció Digital [https://guiadocent.udl.cat/pdf/ca/102188] del Grau en Disseny Digital i Tecnologies Creatives, el dimecres 28 de febrero 2024 (Aula 0.05 - 11.10 hores) el Professor **Dr. Bipin Indurkhya** de la Jagiellonian University Cracovia [https://en.uj.edu.pl/] (Polonia), oferirà la ponencia: ***Transformations in Human-Robot Interaction***

Resum:

Co-evolution of human-robot ecosystems: We propose to focus on four key aspects that emphasize the role of social in social robotics. The first is co-design (or participatory design), where the target user groups (children, elderly) are participants in all aspects of the design.

Another is to shun universal design in favor of many local solutions that address specific needs of different user groups. A third is embodied design, the focus of which is on physical body and movement. This is especially important for the children, who are developing their physical and cognitive abilities, and the elderly, whose bodies, and physical and cognitive abilities are hardly neurotypical. The fourth is in-the-wild or ethnographic studies (in contrast to lab studies), where we bring robots to the places familiar to the target user groups: for example, classrooms and museums for children, and care facilities or homes for the elderly. In the last five years, we have conducted several such activities with children (4-12 years) in Poland and in Japan. We are also now conducting co-design activities regarding how to effectively deploy social robots to help the elderly. Overall, this approach emphasizes subjective experiences, empathy, and understanding the diversity of user experiences; and considers the social, cultural, and emotional context in which users interact with social robots. We strive to create solutions that not only meet users' specific needs, but also integrate with their everyday experiences and sense of well being. We will present the results from our past research and identify future research directions.

Bio:

I'm Bipin. I have studied Electronics Engineering and Computer Science in India, The Netherlands, and in the US (University of Massachusetts at Amherst). I have taught in the US (Boston University), Japan (Tokyo University of Agriculture and Technology), India (International Institute of Information Technology, Hyderabad), and now in Poland (AGH and Jagiellonian University). My research interests include visual metaphors, computational creativity, multimodal affective computing (especially the role of haptic stimuli), application of cognitive science to design intuitive interfaces, human-robot interaction, and modeling programming as a cognitive process. I enjoy hiking, swimming, knitting, and sewing, and I am a voracious reader. I participated in Asia to Europe swim across the Bosphorus in Istanbul four times and finished three times. If you are interested in getting involved in any research activities in our lab, or have your own ideas for research, you are welcome to talk with me.