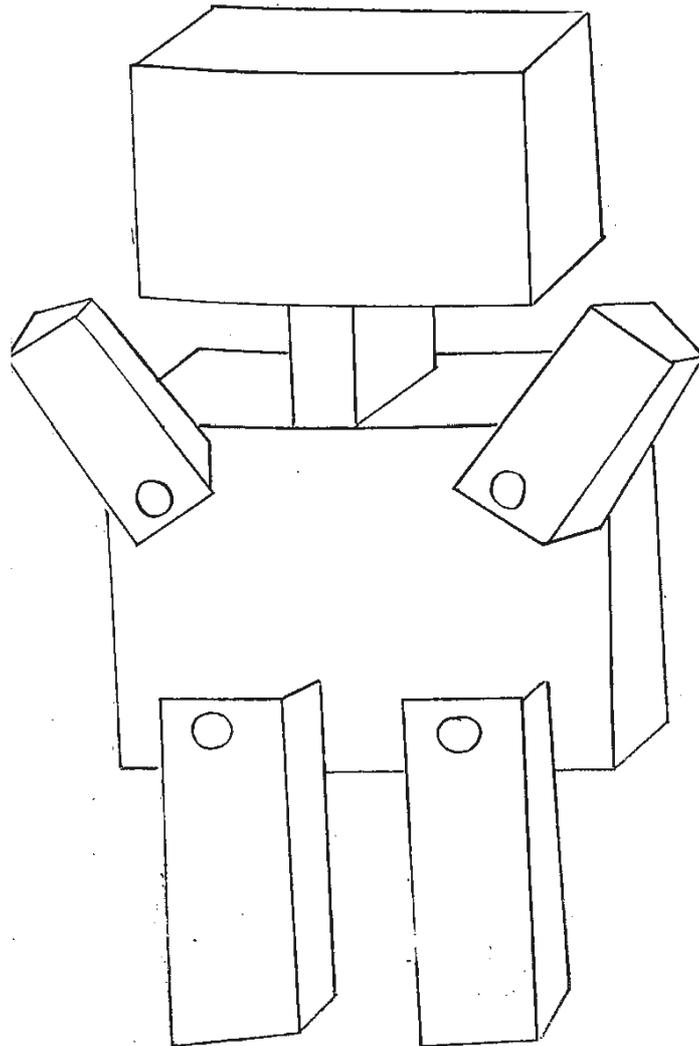


Varied Human-Like Gestures for Social Robots: Investigating the Effects on Children's Engagement and Language Learning

Original paper by J. de Wit, E. Kraemer, A. Brandse, P. Vogt

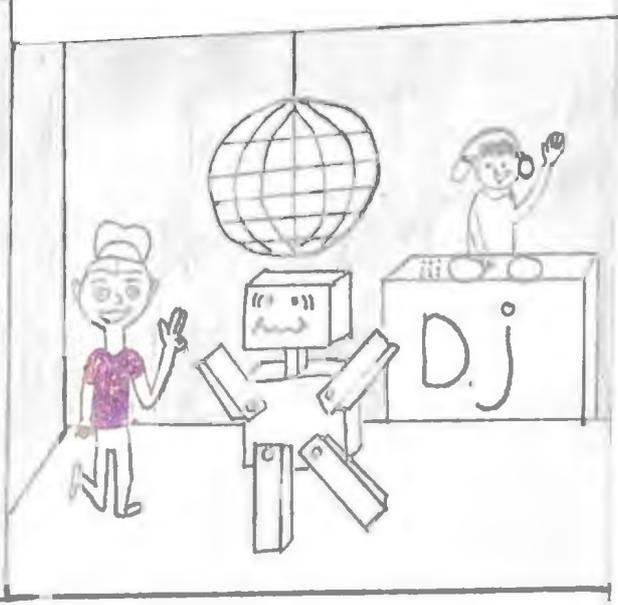
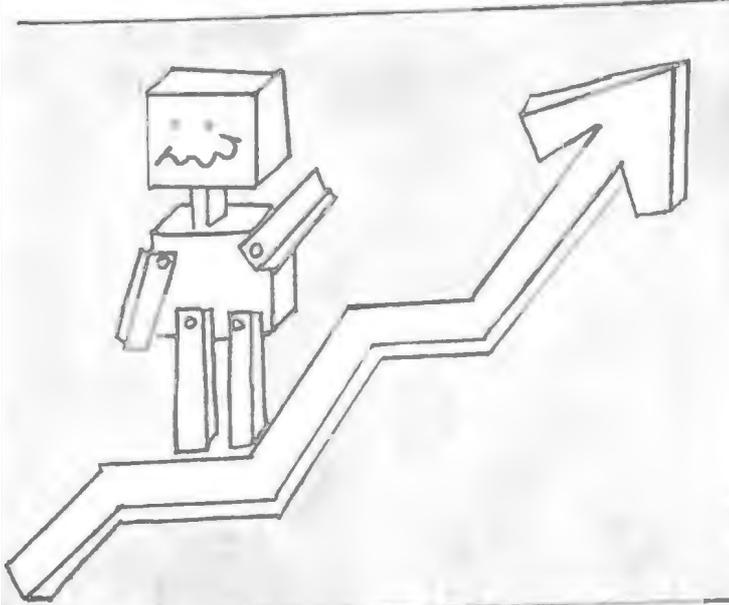
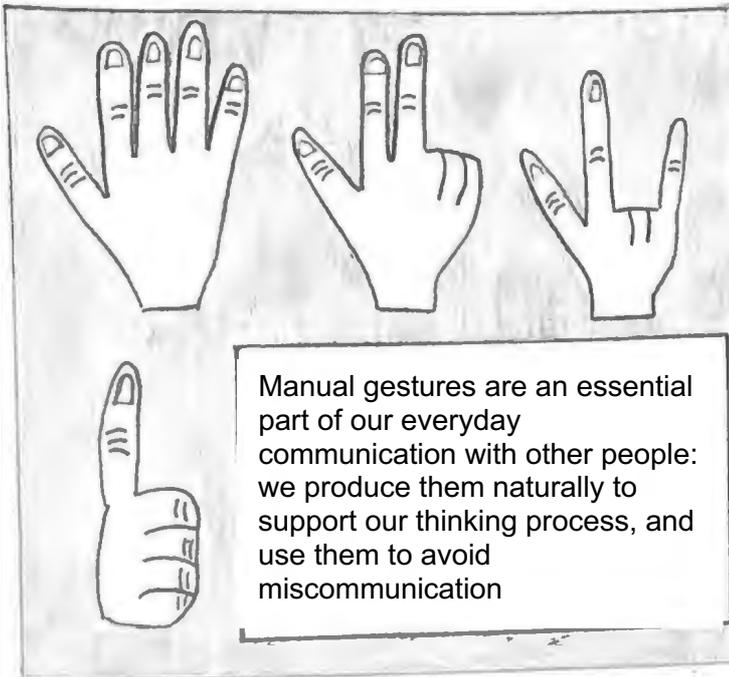
Illustrated by Eline Verhaar | e.e.m.verhaar@tilburguniversity.edu



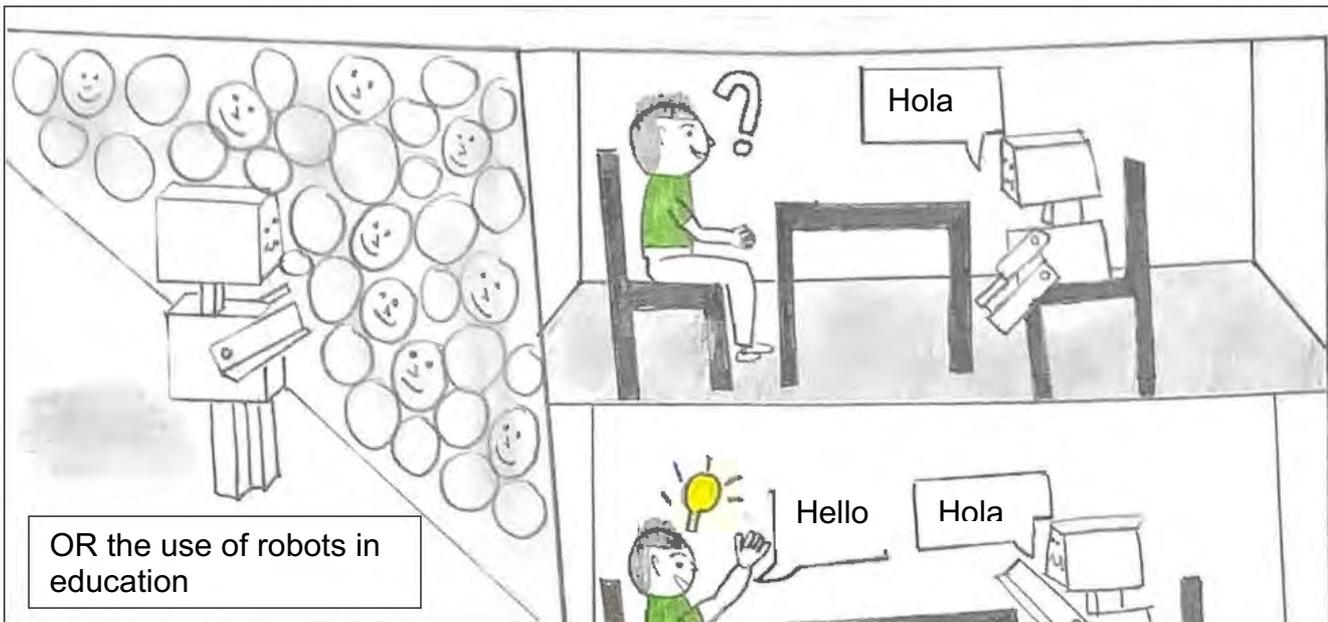
Reference for the original paper: de Wit, J., Brandse, A., Kraemer, E., & Vogt, P. (2020, March). Varied Human-Like Gestures for Social Robots: Investigating the Effects on Children's Engagement and Language Learning. In Proceedings of the 2020 ACM/IEEE International Conference on Human-Robot Interaction (pp. 359-367).

Online access via: <https://dl.acm.org/doi/pdf/10.1145/3319502.3374815>

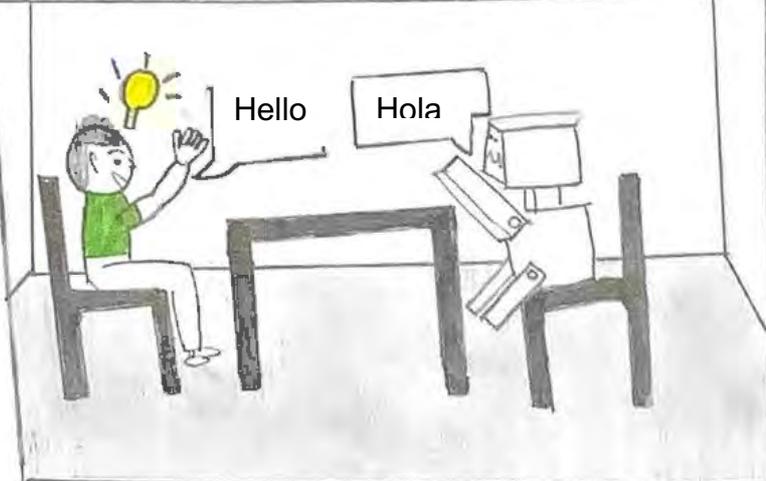
Project created for the class Visual Thinking and Composition, Winter 2020
Tilburg University, Department of Communication and Cognition
Instructor: Neil Cohn, neilcohn@visuallanguagelab.com, www.visuallanguagelab.com



Increasing interest in research into using robots  To interact socially with humans



OR the use of robots in education



Hmm, will children learn more target words in a second language and remember them better when a robot uses iconic gestures for the target words?

Are children more engaged when interacting with a robot that produces iconic gestures for the target words?

Will children learn more target words in a second language and remember them better when a robot produces iconic gesture every time a particular target word is presented?

Are children more engaged when interacting with a robot that produces an iconic gesture every time a particular target word is presented?

Let's go find out



Bridge

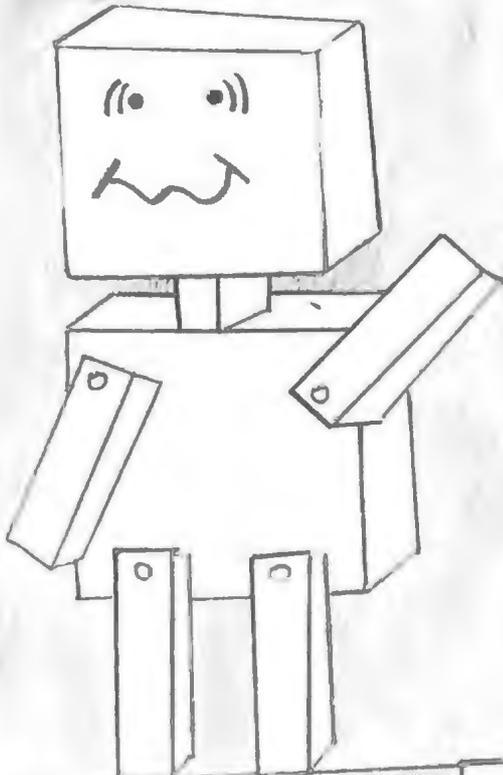
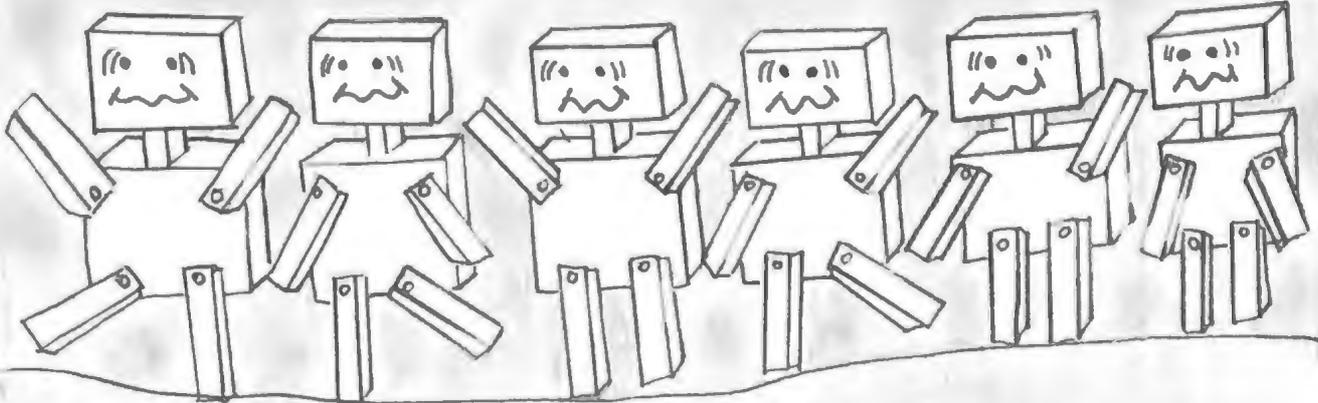
Horse

Pencil

Spoon

Stairs

Turtle

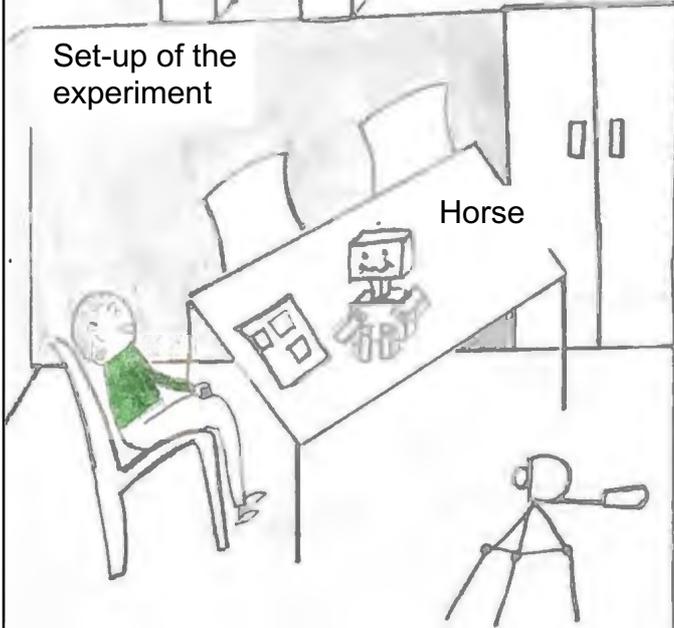


Hello, I am NOA the robot.

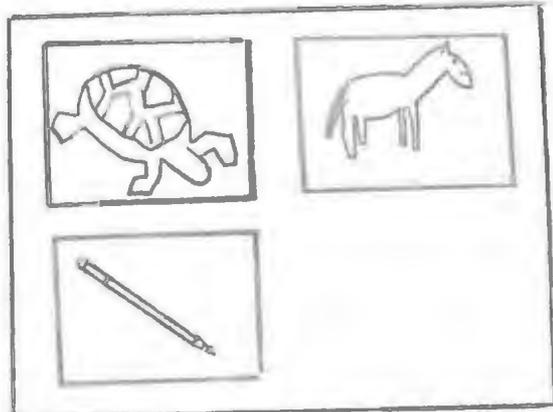
In this research we use different gestures for different target words.

First, let's do the language and training game words

Set-up of the experiment



Horse

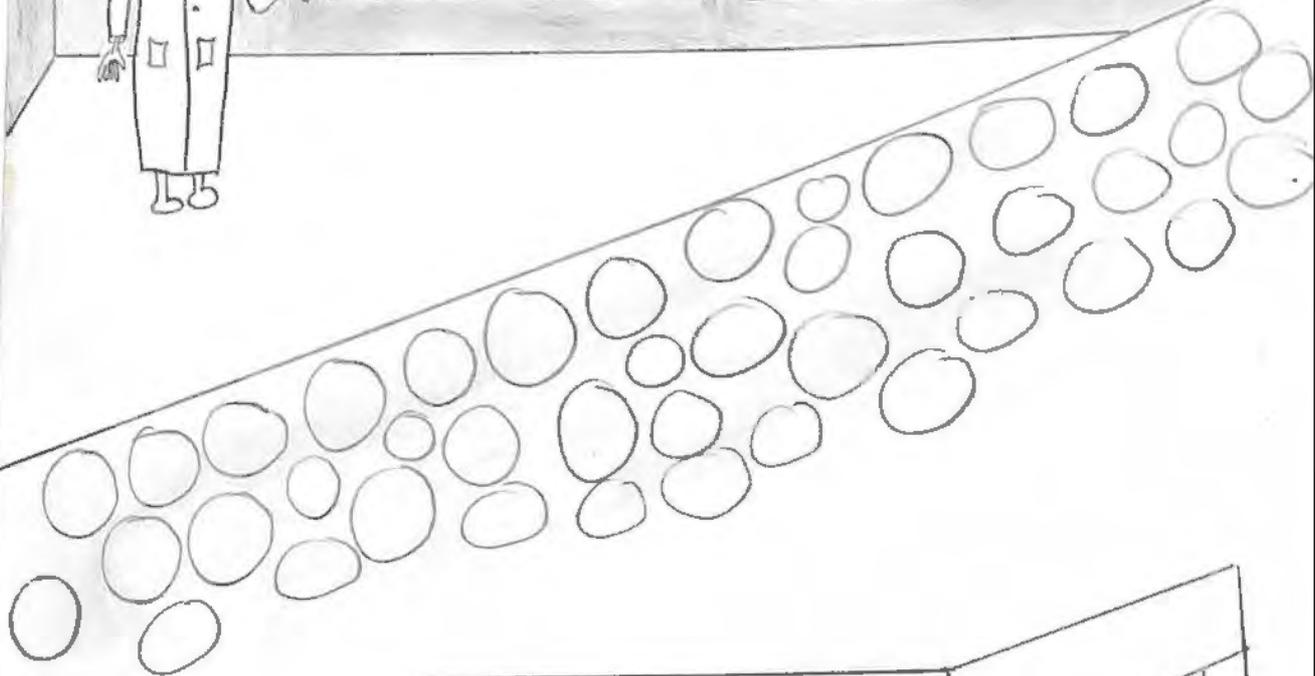
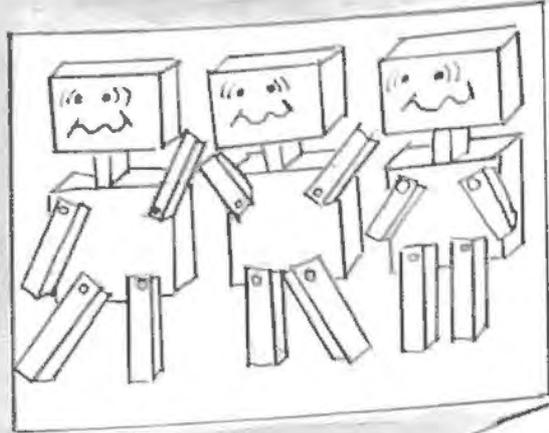


30 rounds

This was done for all the 6 target words.
BUT in order to investigate the robot use of
iconic gestures resulted in increasing learning
outcomes we used 3 types of conditions.

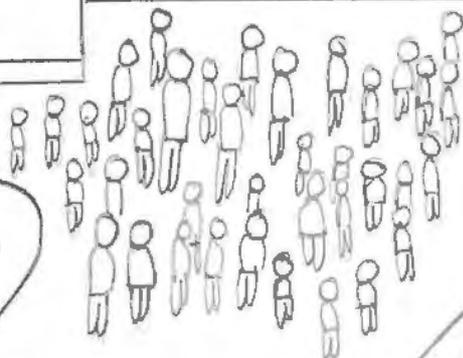


- No gestures
- Repeated gestures
- Varied gestured

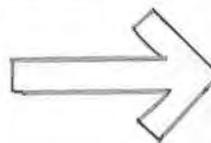


Primary school 2

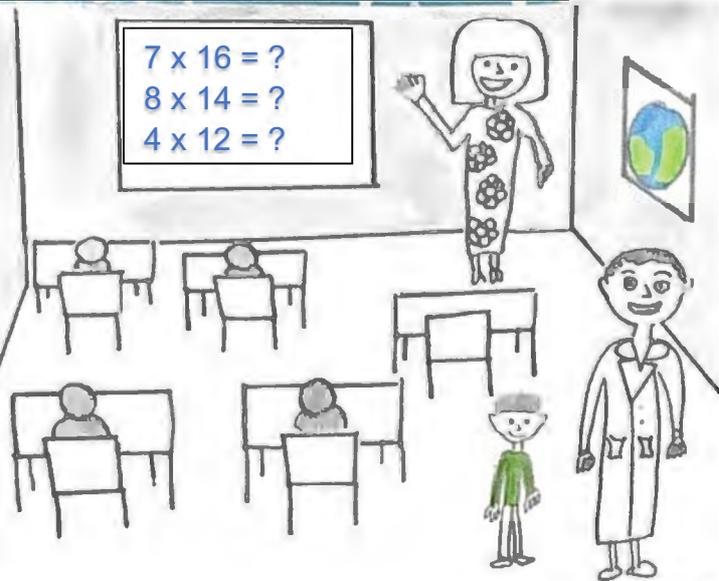
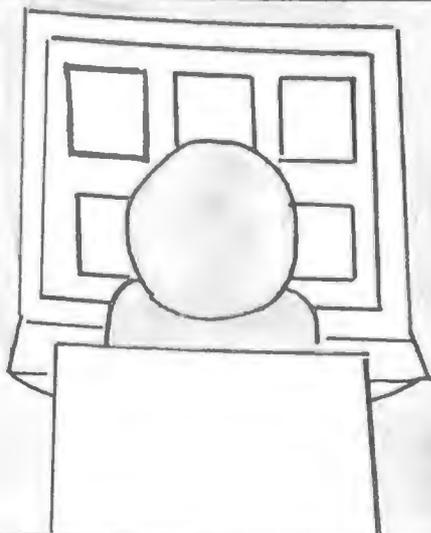
Primary
school 1



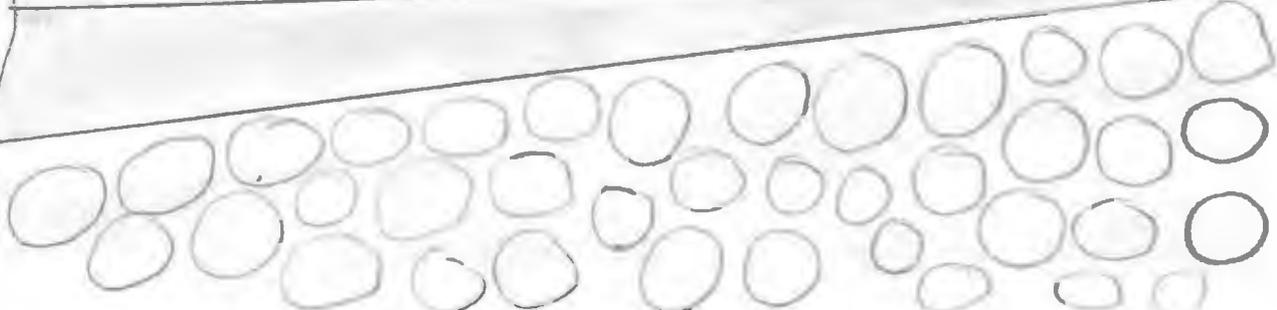
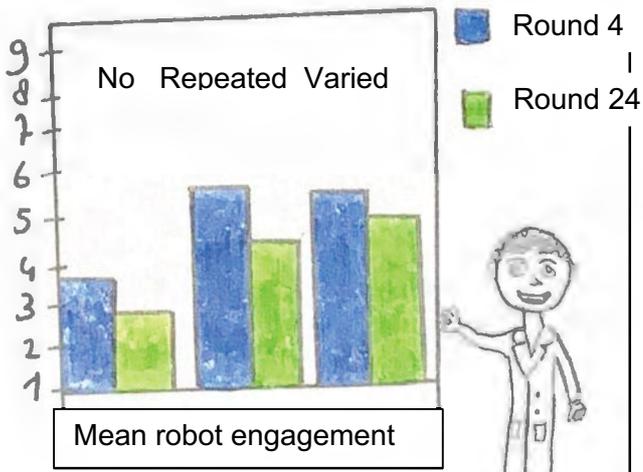
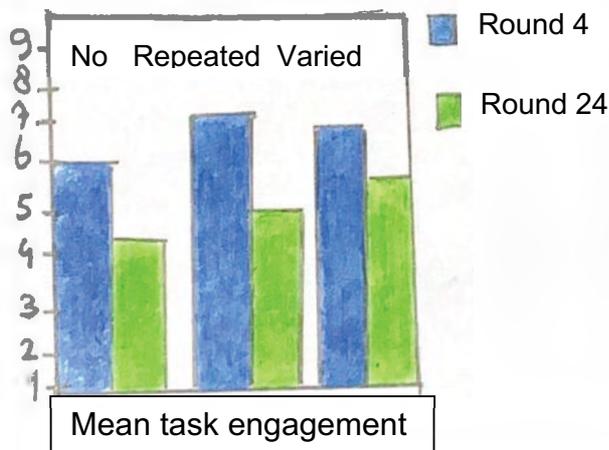
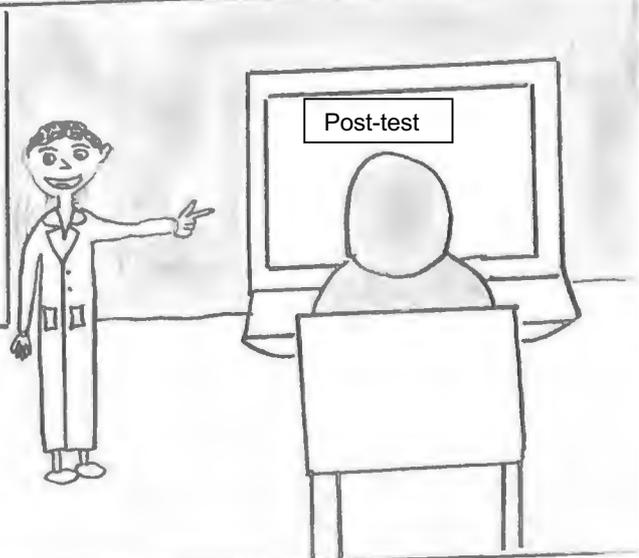
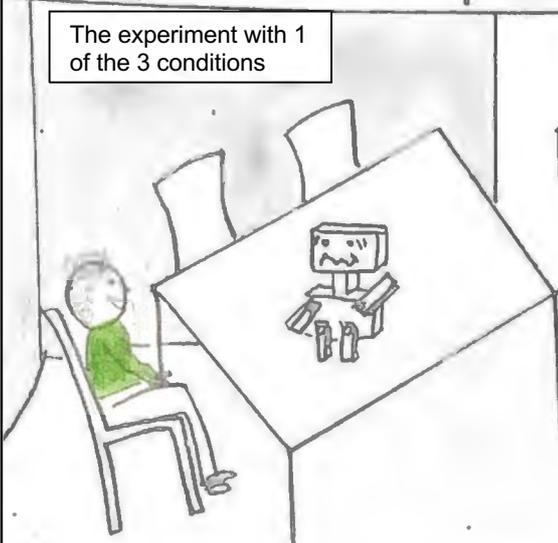
94 children
participated in the
experiment

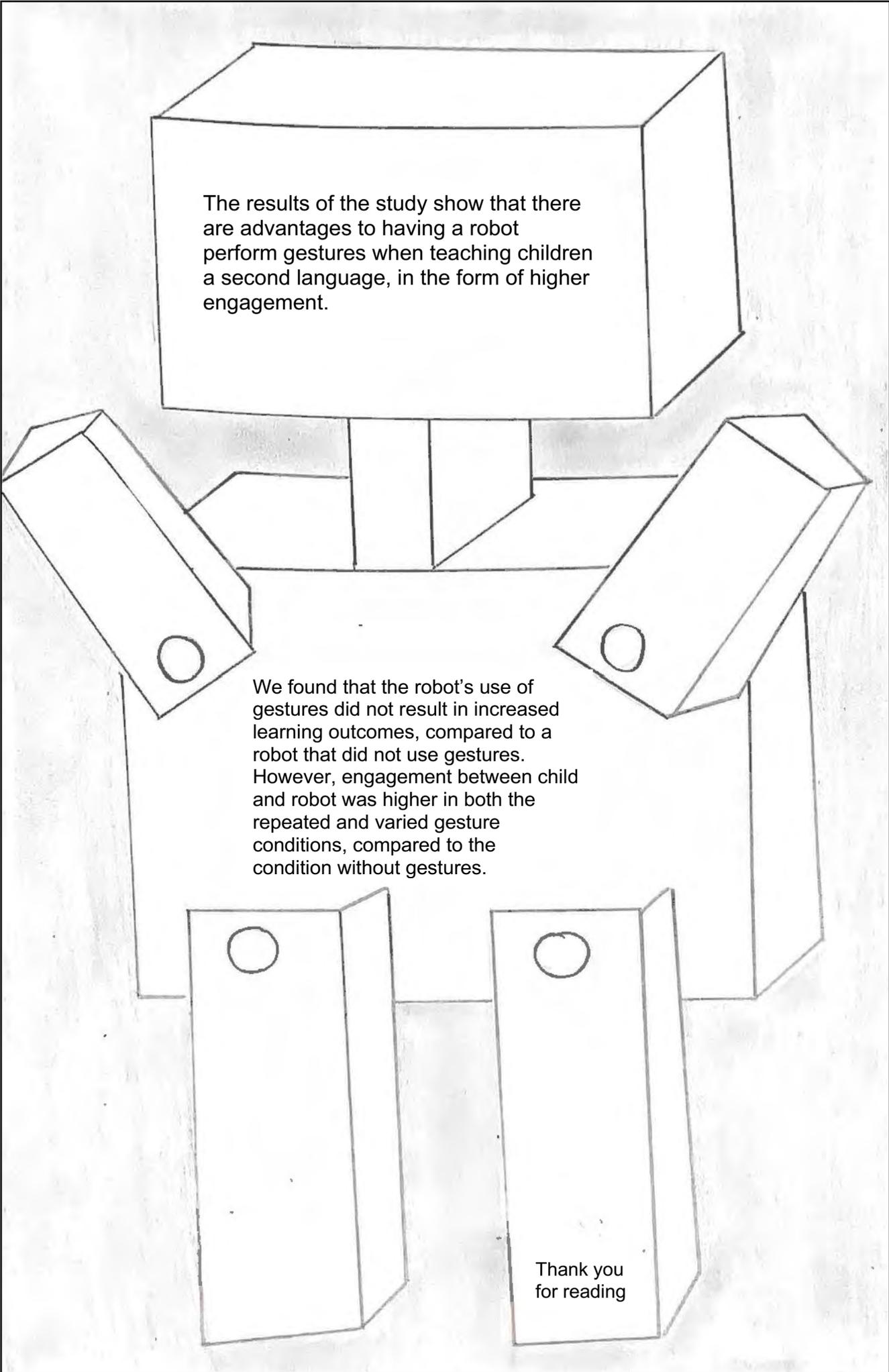


Pre-test to test childrens knowledge



The experiment with 1 of the 3 conditions





The results of the study show that there are advantages to having a robot perform gestures when teaching children a second language, in the form of higher engagement.

We found that the robot's use of gestures did not result in increased learning outcomes, compared to a robot that did not use gestures. However, engagement between child and robot was higher in both the repeated and varied gesture conditions, compared to the condition without gestures.

Thank you
for reading