Designing a Cultural Robot.

Philosophy Smash with Henry!

Activity Sheet.

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This activity should be used with the 'Can a robot be cultured?' video, available at the website above.

Designing a Cultural Robot.

You are a computer scientist, and your job is to design a robot that interacts with human beings. The robot needs to be culturally sensitive: it needs to act differently depending on the cultural background of the human it's interacting with.

Answer the three questions below, to design your robot. When you answer each question, try to apply what you've learned from the video and the handout.

Designing a Cultural Robot.

1) Where is your robot designed to work?

Is it designed to help out around the house? Is it designed for a workspace, or a school? Maybe it's designed for a public place like a supermarket or hospital?

2) What is your robot designed to do?

Your robot should do something to help humans. Will it fetch things for people? Will it chat to them? Maybe it would be a robot doctor?

3) How will it adjust its behaviour to the culture of the humans it's talking to?

The robot should be culturally sensitive, depending on the culture of the person it's talking to. How are you going to programme it into the robot? How will it change its behaviour? Will it change the language it uses? How else could it be culturally sensitive?