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Nota di contenuto	Editorial: The Uncanny Valley Hypothesis and beyond / Marcus Cheetham -- Is it the real deal? Perception of virtual characters versus humans: an affective cognitive neuroscience perspective / Aline W. de Borst and Beatrice de Gelder -- A review of empirical evidence on different uncanny valley hypotheses: support for perceptual mismatch as one road to the valley of eeriness / Jari Katsyri, Klaus Forger, Meeri Makarainen and Tapio Takala -- Stimulus-category competition, inhibition, and affective devaluation: a novel account of the uncanny valley / Anne E. Ferrey, Tyler J. Burleigh and Mark J. Fenske -- Uncanny sociocultural categories / Jordan R. Schoenherr and Tyler J. Burleigh -- Arousal, valence, and the uncanny valley: psychophysiological and self-report findings / Marcus Cheetham, Lingdan Wu, Paul Pauli and Lutz Jancke -- Perceptual discrimination difficulty and familiarity in the Uncanny Valley: more like a Happy Valley / Marcus Cheetham, Pascal Suter and Lutz Jancke -- A reappraisal of the uncanny valley: categorical perception or frequency-based sensitization? / Tyler J. Burleigh and Jordan R. Schoenherr -- Persistence of the uncanny valley: the influence of repeated interactions and a robot's attitude on its perception / Jakub A. Zotowski, Hidenobu Sumioka, Shuichi Nishio, Dylan F. Glas, Christoph Bartneck and Hiroshi Ishiguro -- Perception of gait patterns that deviate from normal and symmetric biped locomotion / Ismet Handzic' and Kyle B. Reed -- Walking in the uncanny valley: importance of the attractiveness on the acceptance of a robot as a working partner Matthieu Destephe, Martim Brandao, Tatsuhiro Kishi, Massimiliano Zecca, Kenji Hashimoto and Atsuo Takanishi.

Sommario/riassunto

A field of theory and research is evolving around the question highlighted in the Uncanny Valley Hypothesis: How does high realism in anthropomorphic design influence human experience and behaviour? The Uncanny Valley Hypothesis posits that a very humanlike character or object (e.g., robot, prosthetic limb, doll) can evoke a negative affective (i.e., uncanny) state. Recent advances in robotic and computer-graphic technologies in simulating aspects of human appearance, behaviour and interaction have been accompanied, therefore, by theorising and research on the meaning and relevance of the Uncanny Valley Hypothesis for anthropomorphic design. Current understanding of the "uncanny" idea is still fragmentary and further original research is needed. However, the emerging picture indicates that the relationship between humanlike realism and subjective experience and behaviour may not be as straightforward as the Uncanny Valley Hypothesis suggests. This Research Topic brings together researchers from traditionally separate domains (including robotics, computer graphics, cognitive science, psychology and neuroscience) to provide a snapshot of current work in this field. A diversity of issues and questions are addressed in contributions that include original research, review, theory, and opinion papers.