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Collana	Lecture Notes in Artificial Intelligence, , 2945-9141 ; ; 13817
Disciplina	006.3 303.4834
Soggetti	Artificial intelligence
	Social sciences - Data processing
	User interfaces (Computer systems)
	Human-computer interaction
	Computer networks
	Computers, Special purpose
	Computer vision
	Artificial Intelligence
	Computer Application in Social and Behavioral Sciences
	User Interfaces and Human Computer Interaction Computer Communication Networks
	Special Purpose and Application-Based Systems
	Computer Vision
	Robòtica
	Intel·ligència artificial
	Interacció persona-ordinador
	Llibres electrònics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Social robot navigation and interaction capabilities (voice, tactile)

Socially-Aware Mobile Robot Trajectories for Face-to-Face Interactions -- Vehicle-To-Pedestrian Communication Feedback Module: A Study on Increasing Legibility, Public Acceptance and Trust -- Let's run an online proxemics study! But, how do results compare to in-person? --AR Point&Click: An Interface for Setting Robot Navigation Goals --Human-Aware Subgoal Generation in Crowded Indoor Environments --Speech-driven Robot Face Action Generation with Deep Generative Model for Social Robots -- Design of a Social Media Voice Assistant for Older Adults -- Migratable AI: Personalizing Dialog Conversations with Migration Context -- Generating Natural Language Responses in Robot-mediated Referential Communication Tasks to Simulate Theory of Mind -- Towards a Framework for Social Robot Co-speech Gesture Generation with Semantic Expression -- Tactile interaction with a robot leads to increased risk-taking -- Affect Display Recognition through Tactile and Visual Stimuli in a Social Robot -- Social robot perception and control capabilities -- Path-constrained Admittance Control of Human-Robot Interaction for Upper Limb Rehabilitation -- Causal Discovery of Dynamic Models for Predicting Human Spatial Interactions -- Learning User Habits to Enhance Robotic Daily-Living Assistance --Multi-modal Data Fusion for People Perception in the Social Robot Haru -- Adaptive Behavior Generation of Social Robots Based on User Behavior Recognition -- A Transformer-based Approach for Choosing Actions in Social Robotics -- Deep Reinforcement Learning for the Autonomous Adaptive Behavior of Social Robots -- Share with Me: A Study on a Social Robot Collecting Mental Health Data -- Classification of personal data used by personalised robot companions based on concern of exposure -- Investigating non verbal interaction with Social robots -- Affective Human-Robot Interaction with Multimodal Explanations -- When to Help? A Multimodal Architecture for Recognizing When a User Needs Help from a Social Robot -- If You Are Careful, So Am I! How Robot Communicative Motions Can Influence Human Approach in a Joint Task -- Exploring Non-Verbal Strategies for Initiating an HRI -- On The Emotional Transparency of a Non-Humanoid Social Robot -- Transparent Interactive Reinforcement Learning using Emotional Behaviours -- What do I look like? A Conditional GAN Based Robot Facial Self-Awareness Approach --Modeling and Evaluation of Human Motor Learning by Finger Manipulandum -- Motor Interference of Incongruent Hand Motions in HRI Depends on Movement Velocity -- Foster attention and engagement strategies in social robots -- Attributing intentionality to artificial agents: exposure versus interactive scenarios -- Does Embodiment and Interaction Affect the Adoption of the Intentional Stance Towards a Humanoid Robot? -- A case for the design of attention and gesture systems for social robots -- Introducing Psychology Strategies to increase Engagement on Social Robots -- Hey, robot! An investigation of getting robot's attention through touch --Gaze Cueing and the Role of Presence in Human-Robot Interaction --Special Session 1: Social Robotics Driven by Intelligent Perception and Endogenous Emotion-Motivation Core -- An Efficient Medicine Identification and Delivery System based on Mobile Manipulation Robot -- A Generative Adversarial Network Based Motion Planning Framework for Mobile Robots in Dynamic Human-Robot Integration Environments -- Research on 3D Face Reconstruction Based on Weakly Supervised Learning -- Robot differential behavioural expression in different scenarios -- Building an Affective Model for Social Robots with Customizable Personality -- A Multimodal Perception and Cognition Framework and its Application for Social Robots -- Indoor mobile robot socially concomitant navigation system -- NRTIRL Based NN-RRT* Path

	Planner in Human-Robot Interaction Environment Special Session 2: Adaptive behavioral models of robotic systems based on brain-inspired Al cognitive architectures Can I feel you? Recognizing human's emotions during human-robot interaction A reinforcement learning framework to foster affective empathy in social robots Robotics Technology for Pain Treatment and Management: A Review Implications of Robot Backchannelling in Cognitive Therapy Prototyping an Architecture of Affective Robotic Systems Based on the Theory of Constructed Emotion A Named Entity Recognition Model for Manufacturing Process Based on the BERT Language Model Scheme.
Sommario/riassunto	The two-volume set LNAI 13817 and 13818 constitutes the refereed proceedings of the 14th International Conference on Social Robotics, ICSR 2022, which took place in Florence, Italy, in December 2022. The 111 papers presented in the proceedings set were carefully reviewed and selected from 143 submissions. The contributions were organized in topical sections as follows: Social robot navigation and interaction capabilities (voice, tactile); Social robot perception and control capabilities; Investigating non verbal interaction with Social robots; Foster attention and engagement strategies in social robots; Special Session 1: Social Robotics Driven by Intelligent Perception and Endogenous Emotion-Motivation Core; Special Session 2: Adaptive behavioral models of robotic systems based on brain-inspired Al cognitive architectures; Advanced HRI capabilities for interacting with children; Social robots as advanced educational tool; Social robot applications in clinical and assistive scenarios; Collaborative social robots through dynamic game; Design and evaluate user's robot perception.