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| Nota di contenuto | -- A Framework for Adapting Human-Robot Interaction to Diverse User Groups. -- AE-EDA: Sparse AutoEncoder-based Feature Extraction and Exponential Discriminant Analysis for Robust Face Recognition. -- Museum, Classroom, or Laboratory? Comparing Child-Robot Interaction in Different Settings. -- How Artists Improvise and Provoke Robotics. -- Three Principles for Social Robots as Embodied Mediators. -- Using a Bayesian Network to Predict User Trust in Teleoperation Robots. -- |

Perspectives from Unpaid Carers on Socially Assistive Robot Interactions in Older Adult Care. -- Alloyed Bodies: Performance-Making as Embodied Prototyping of Human Robot Relationships. -- Utilizing A Social Robot as a Greeter at a Children's Hospital. -- Tactile Sensing Improves Handshake between Humans and Robots. -- Expressive touch Gestures: Analysis of Raw Force for Haptic Communica tion with Robots. -- PhysioFormer: A Spatio-Temporal Transformer for Physical Rehabilitation Assessment. -- Mind and Body: dimensions of mind perception across agent types in human agent interaction. -- Curtain Up on Creative Robotics in Theatrical Experiments. -- Exploring Moral Learning through Bhagavad Gita: A Comparative Study of Social Robot Interaction and Traditional Reading. -- What are you looking at? A preliminary vision-based gaze estimation algo rithm for humanoid robots in educational environments. -- Creative Applications for Socially Assistive Robots to Support Mental Health: A Participatory Pilot Study. -- Welcome to the library: Integrating social robots in Indian libraries. -- Diaphragmatic Breathing Guidance Using a Humanoid Robot With a Soft Robotic Haptic Interface for Anxiety Reduction. -- Chit-Chat with Humanoid: LLMs for University Icebreaker Session. -- Defining Socially Assistive Robots for the Law: Preliminary results of a systematic review. -- Fostering Behavior Change through Cognitive Social Robotics. -- Comparing Apples to Oranges: LLM-powered Multimodal Intention Predic tion in an Object Categorization Task. -- Bio-inspired Joint Attention System for Dynamic Focus of Attention Allo cation and Real-time Stimulus Prioritization in Social Robot. -- The Content of Transparency Matters: Evaluating Verbal Transparency about Robot Capabilities. -- Conveying Emotions to Robots through Touch and Sound. -- Dancing with a Robot: An Experimental Study of Child-Robot Interaction in a Performative Art Setting. -- Improving Human Engagement with Robots: The Power of Active Construc tive Respond. -- Gesture-controlled Storytelling Framework with Kinematic Actions on ROS and Google TPU-based Robotic Platform. -- Social-Physical Human-Robot Interaction for Health Applications: A Scop ing Review. -- Vision-based Muscular Fatigue Detection for Safe Human-Robot Collabora tion: Evaluation of a Pilot Study. -- Contextual Social Navigation through Integrated Task and Motion Planning. -- Ask and you shall find: How Suggestions by a Conversational Robot Assist Children with Information Search. -- Applying Bodystorming to Human-Robot Interaction Design. -- Generating Synthetic EEG Data using Generative AI for Mental States Pre diction in Human-Machine Interaction. -- ReStory: VLM-augmentation of Social Human-Robot Interaction Datasets. -- Vibrotactile information coding strategies for a body-worn vest to aid robot human collaboration. -- SSUP-HRI: Social Signaling in Urban Public Human-Robot Interaction dataset. -- Equanimity in HRI: Applying Calm Technology Principles to Human-Robot Interaction. -- Empowering TIAGo robot for learning assistive and collaborative human robot interactions to assist humans.

Sommario/riassunto

The 3-volume set LNAI 15561-15563 constitutes the refereed proceedings of the 16th International Conference on Social Robotics, ICSR + AI 2024, held in Odense, Denmark, during October 23–26, 2024. The 109 full papers and 19 short papers included in the proceedings were carefully reviewed and selected from 182 submissions. The theme of this year's conference was "Empowering Humanity: The Tole of Social and Collaborative Robotics in Shaping Our Future". The contributions focus on social robotics and AI across the domains of the visual and performing arts, including design, music, live performance, and interactive installations.