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Nota di contenuto	-- Who’s Behind The Service Robot? The Impact of Avatars on Priority Decisions. -- Parents’ intention to adopt children’s robots decreases after seven days of use. -- An Approach to Developing Assistive Robotics for Manual Forestry Work. -- Large Language Model Framework for Intuitive Interaction with Au tonomous Mobile Robots. -- "Kissing Birds": Mediating Human-Human Interaction Through Poetic En gagements With Technology. -- What Makes an Educational Robot

Game Fun? Framework Analysis of Children’s Design Ideas. -- Assessing Multimodal Communication in Human-Robot Interaction: A User Study. -- Development of an Inertial Gesture Recognition System for Affective Social Touch in Human-Robot Interaction. -- Context Matters: Understanding Socially Appropriate Affective Responses Via Sentence Embeddings. -- "Stop Touching Me": Soft Robotics with Aposematic Dynamic Color Change for Human-Robot Interaction. -- Co-Movement and Trust Development in Human-Robot Teams. -- A Soft Social Robot to Alleviate Anxiety Symptoms in Children. -- Robots as Coaches: Exploring User Expectations, Ethics, and Design Guidelines. -- Scenario-Based Learning in Human-Robot Interaction: Embedding User Centered Design into Computer Science Education. -- The Effect of Imperfect Labelling on an LSTM Deep Learning Intent Clas sifier for Assistive Technology. -- Investigating the proxemics shape in social navigation: an exploratory user study. -- Comparing Visual and Haptic Feedback Methods for VR-Based Human Robot Teleoperation. -- Enacting future robots with Namibian children. -- Scalable and low-cost remote lab platforms: Teaching industrial robotics using open-source tools and understanding its social implications. -- Perception Bias in Facial Expression Recognition: Implications for Social Robotics. -- Effect of Agents’ Ways of Paraphrasing Users’ Talk on Users’ Trust and Likeability of Agent. -- Speech Method for Caregiving Robots Considering Uncertainty. -- Roll For Robot: A Tabletop Role-Playing Game for Designing Socially As sistive Robots for Depression Management. -- Gesture2Path: Imitation Learning for Gesture-Aware Navigation. -- "Socially Assistive Robot Privacy Model": A Multi-Model Approach to Eval uating Socially Assistive Robot Privacy Concerns. -- Perception of Emotions in Human and Robot Faces: Is the Eye Region Enough?. -- Ethical Deliberation in the presence of robots: heterophenomenological ac cess to sociality experiences in human-robot interaction. -- Using role-play and Hierarchical Task Analysis for designing human-robot interaction. -- Towards Robot-Assisted Learning for Refugee Children and their Families - Interviews with Professionals. -- Upgrading Pepper Robot’s Social Interaction with Advanced Hardware and Perception Enhancements. -- Effects of Virtual Agents’ Affective Favoritism on Users’ Self-Esteem and Perception of Agents. -- Development of a Robot-assisted Speech-Language Therapy System: Co design with Speech-Language Pathologists. -- Exploring the Design Space of Emotional Support Drones. -- Understanding Humans’ True Perception of Robot by Means of a Thought Experiment "Ship of Theseus". -- The Imaginary Robot Teacher: The Value of Sci-Fi in the Field of Educa tional Robotics. -- Transparency-based action (TBA) model for a simulated teleoperated mobile robot. -- Social and Collaborative Robots in Prison. -- Robot or Employee? Exploring People’s Choice for or against an Interaction with a Social Robot. -- Bridging the Communication Gap: Artificial Agents Learning Sign Language through Imitation. -- Charm or Harm? How Social Robotic Tutors Influence People’s Learning with Correct and Incorrect Guidance. -- Intention Reading Architecture for Virtual Agents.

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.