

The sound of trust in Human-Robot Interaction

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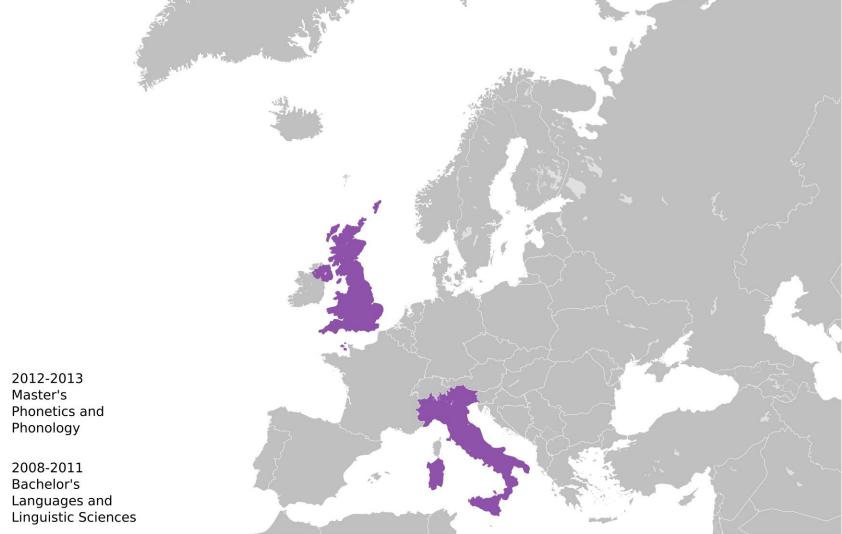












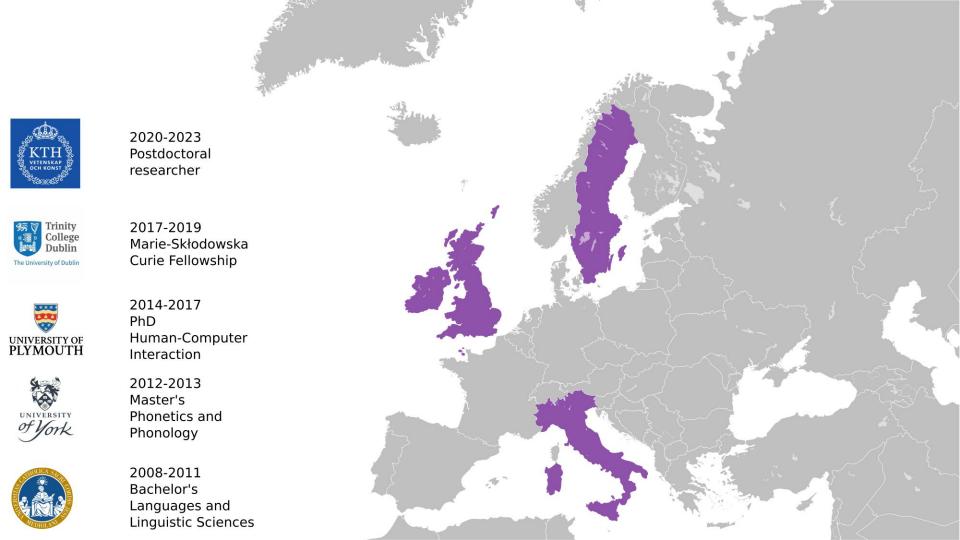


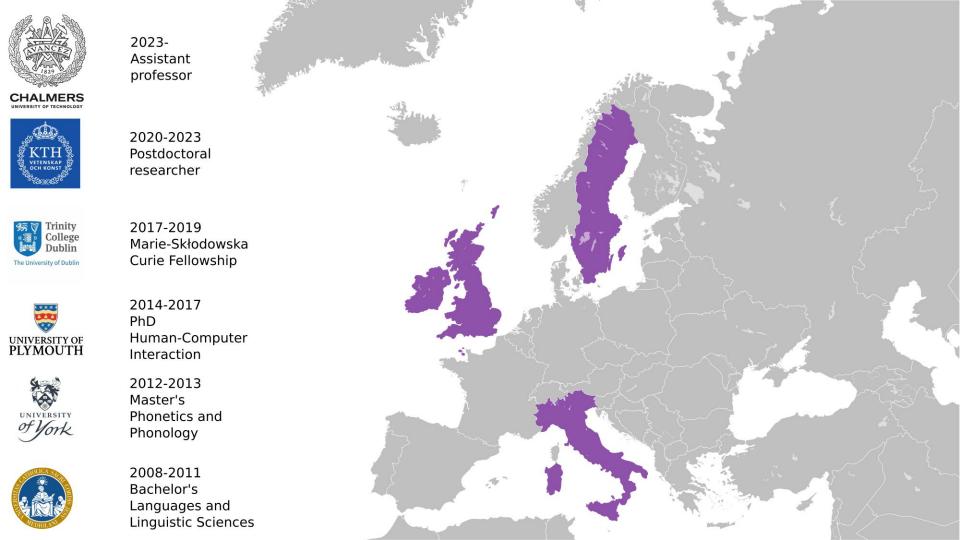
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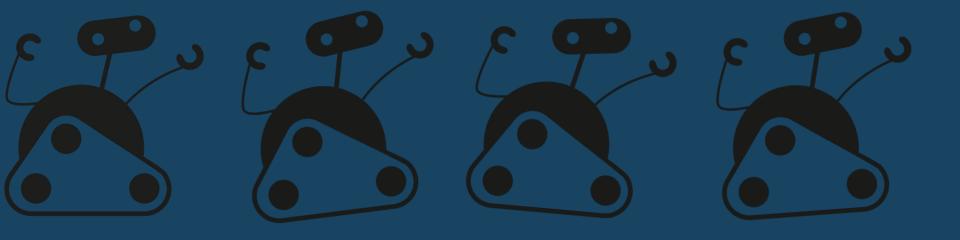




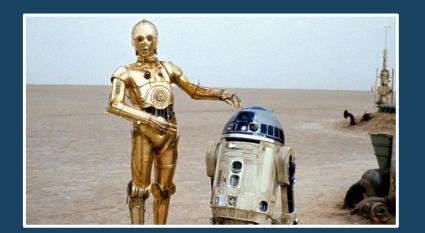


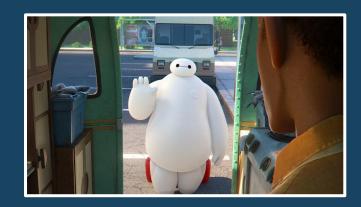
Robots





Robots







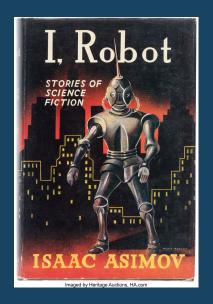


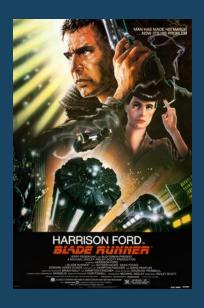


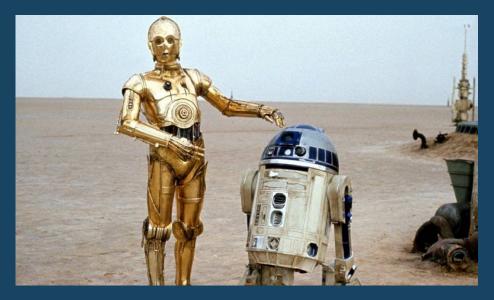
What is a robot?



- From Czech writer Karel Čapek who was the first to use the term 'robot' in 1921
- Science Fiction: Asimov, Philip K. Dick, George Lucas...







What is a robot?



A definition:

"A machine that is programmable by a computer, capable of carrying out a complex series of actions automatically."









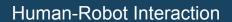
A definition:

"Social robots are **embodied** agents that are part of a **heterogeneous group:** a society of robots or humans.

They are able to recognize each other and engage in social interactions, they possess histories (perceive and interpret the world in terms of their own experience), and they explicitly communicate with and learn from each other."

Social Robotics vs. Human-Robot Interaction













Human-Robot Interaction

Understanding users

 Design, analyze and document Human-Robot Interaction (HRI) experiments Designing and developing Robot Systems

- Understanding user needs and requirements
- Use state-of-the-art software architectures and tools to develop social robotic applications
- Demonstrate an insight into the societal and ethical aspects of the design, development, evaluation and deployment of social robots.

Application areas



Application Domain	Contact with Humans	Functionality of the robot	Role of the robot in the society	Requirements on the social skill
Surveillance, sorting, underwater, inspecting and renovating in hazardous environments or space.	Almost none	Clearly defined	Machines used as tools and mostly outside the human occupied environments (dangerous or inaccessible)	Very little (so far)
Refueling, agriculture and forestry, construction, industry, cleaning and firefighting	Very little and brief (so far)	Clearly defined with interfaces to operators	Machines that automate work previously done by humans	So far, little requirement
Office, medicine, hotel and cooking, marketing.	Yes. Some. And important for the acceptance by the humans	Clearly defined	Machines in human-inhabited environments that provide services	Some needed for the acceptance by the humans.
Entertainment, hobbies and recreation	Believability and appearance of robot important.	Moderately defined. Needs to learn and adapt to the human.	Social robots that are individualised and establish social relations	Social skills of the robot and attachment of user are important to consider.
Nursing, care, therapy and rehabilitation	Close contact with humans	Non-social functionalities often clearly defined, but depending on the social functionality.	Social robots that are individualised, autonomous, which can be therapy partners or therapeutic playmates	Social skills of the robot and acceptance very important. Safety and ethical issues also important.

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- Trust is an attitude that an agent will perform as expected and can be relied upon to reach its goal in a situation characterized by uncertainty and vulnerability
- Trust can be quickly gained (automation bias) but also quickly lost...

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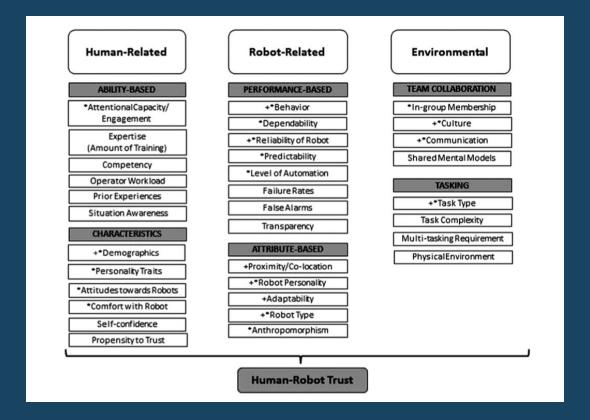
• Competence-based trust



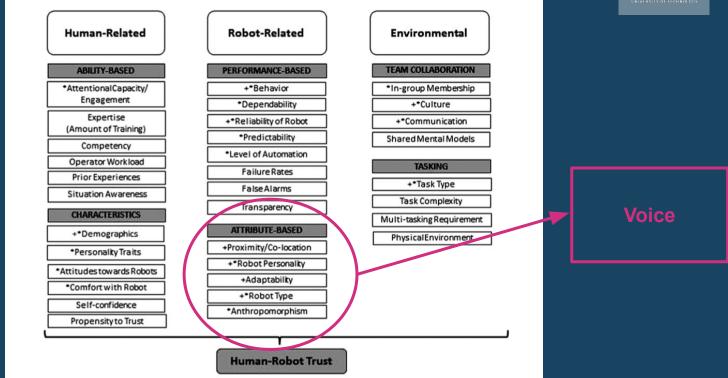
Relation-based trust







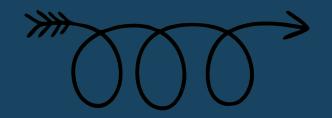




First impression x behaviour





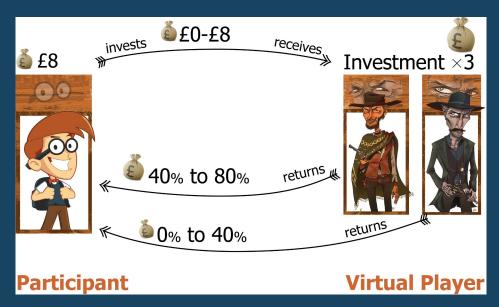




The investment game



- Implicit measure of (economic) trust
- Can be used as a single measure, but also over time (repeated investment game)



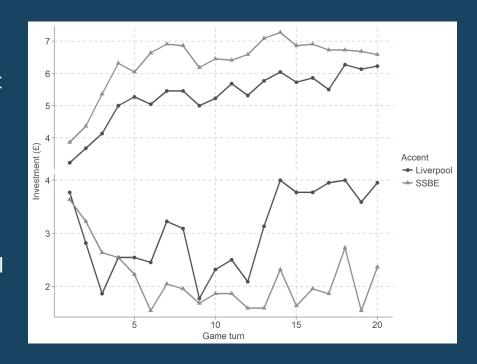


Experiment 1:

- SSBE vs. Liverpool accent
- Trustworthy vs. untrustworthy agent
- 20 rounds
- N = 44 British participants



- Higher investments to trustworthy agent
- Higher overall investments to SSBE
- Within generous condition:
 - Higher investments to SSBE
- Within mean condition:
 - Lowest investments to SSBE
 - Increased investments to Liverpool





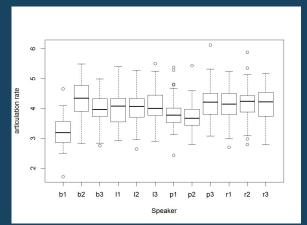
Experiment 2:

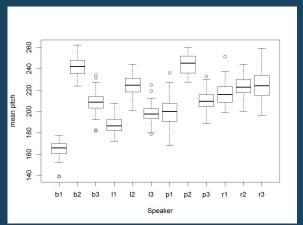
- SSBE vs. Birmingham vs. London vs. Plymouth
- 4 speakers x accent
- Trustworthy vs. untrustworthy agent
- 20 rounds
- N = 108 British participants



Experiment 2:

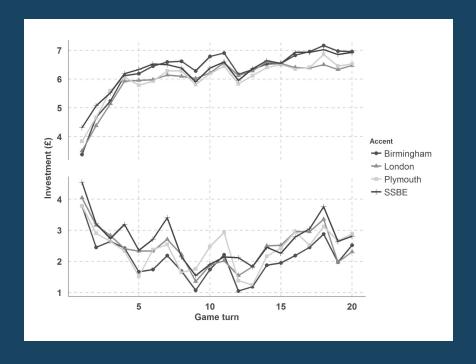
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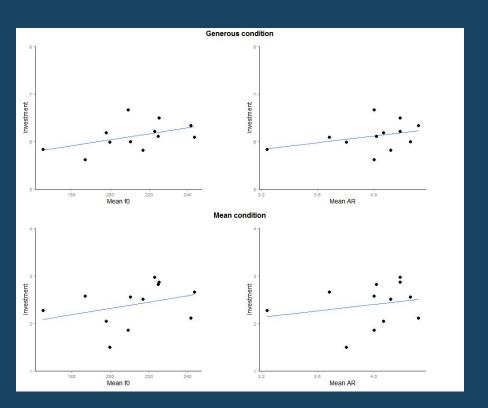




- Higher investments to generous agent
- Higher overall investments to SSBE
- Within generous condition:
 - Higher investments to SSBEand Birmingham
- Within mean condition:
 - Lowest investments to Birmingham





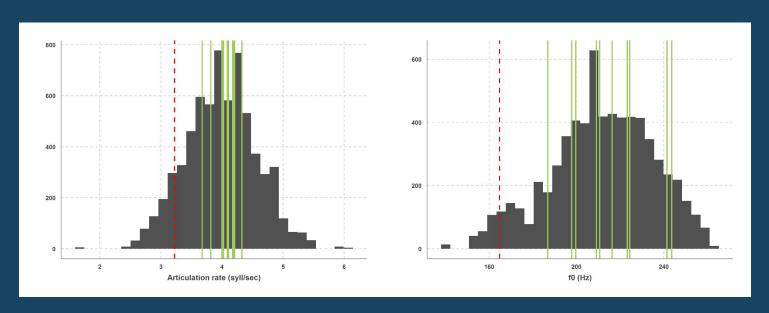


- Higher investments to fast speakers
- Higher investments to high-pitched speakers



One outlier voice drove the results! Eliminating it we found:

- Higher investments to slow speakers
- No effect of pitch







Experiment 3:

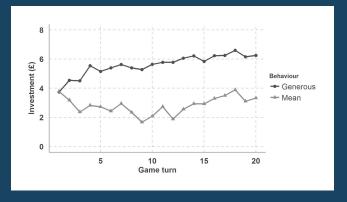
- 1 x male SSBE speaker, 1 x female SSBE speaker
- Pitch and rate artificially increased and decreased (by 15% and 10%)
- Trustworthy vs. untrustworthy agent
- 20 rounds
- N = 120 British participants

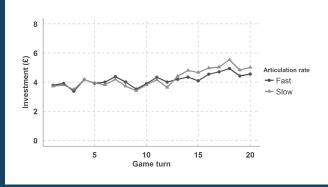
	Female	Male
Original f0 (Hz)	229	122
Raised f0 (Hz)	265	141
Lowered f0 (Hz)	198	107
Original rate (syll/sec)	4.3	4.1
Increased rate (syll/sec)	4.6	4.38
Decreased rate (syll/sec)	4.04	3.95

Trust towards pitch-modified virtual agents



- Higher investments to generous agent
- Higher investments to high fo
- Higher investments to female speaker
- Higher investments to slow rate





Trust towards accented robots



Experiment 4:

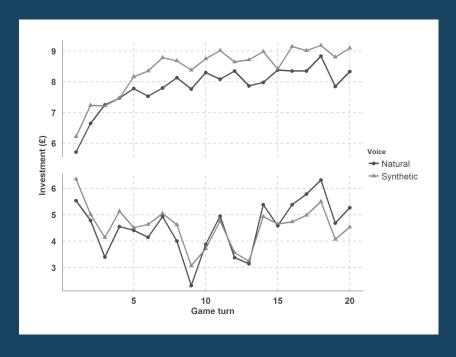
- 1 x natural SSBE voice, 1 x synthetic SSBE voice
- Trustworthy vs. untrustworthy robot
- 20 rounds
- N = 120 British participants



Trust towards accented robots



- Higher investments to trustworthy robot
- Interaction behaviour x voice:
 - With trustworthy robot, higher investments to synthetic voice
 - With untrustworthy robot, higher investments to natural voice





Overall results:

- Voice carries indexical information (accent, prosody, naturalness) that is used to decide
 on behaviour
- This decision is implicit and does not correlate to explicit ratings of trust
- Voice-based implicit judgments resist despite behavioural evidence
- Appeal to humanness when robot is behaving meanly
 - Human-likeness in one feature affords human-likeness in other features!

First impressions based on voice gender

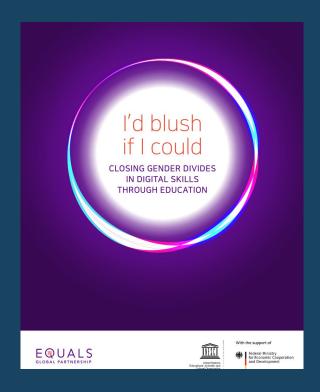






First impressions based on voice gender





First impressions based on voice gender





Artificial gender-ambiguous voices











Gendering of robots

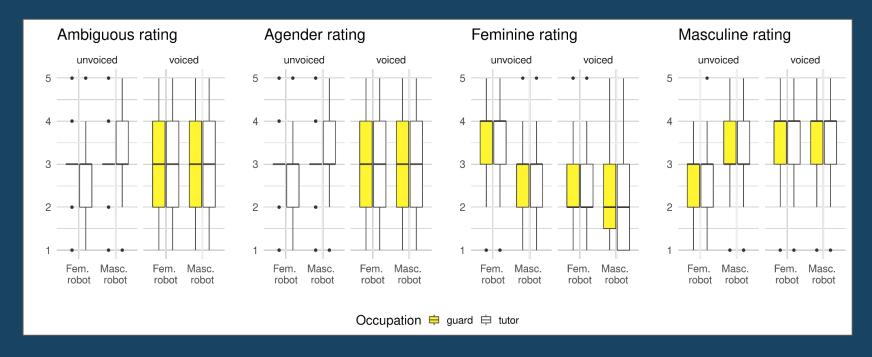






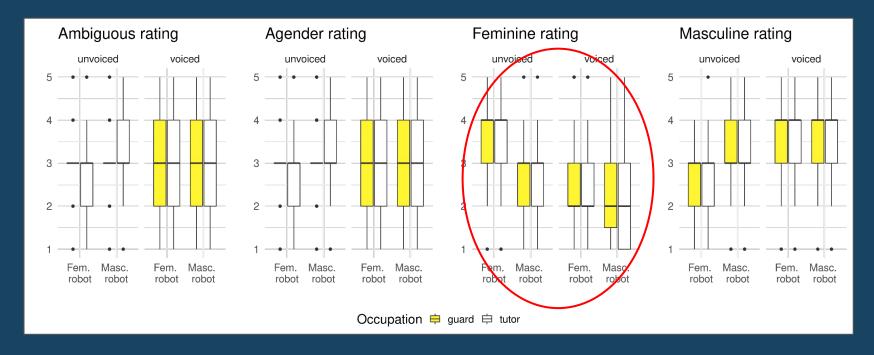
Gendering of robots





Gendering of robots





First impressions of gender-ambiguous voices



Online experiment:

- 6 x artificial gender-ambiguous voices
- Voice Experience Inventory (VOXI) questionnaire
 - Trustworthiness
 - Appeal
 - Comfort
 - Anthropomorphism
 - Aversion
- N = 222 British participants (74 = F, 74 = M, 74 = NB)



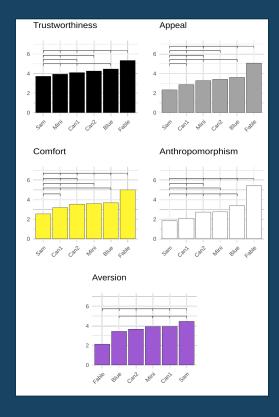




First impressions of gender-ambiguous voices



- Higher overall ratings to Fable voice
- NB participants rated the voices lower on trust, anthropomorphism, and higher on aversion





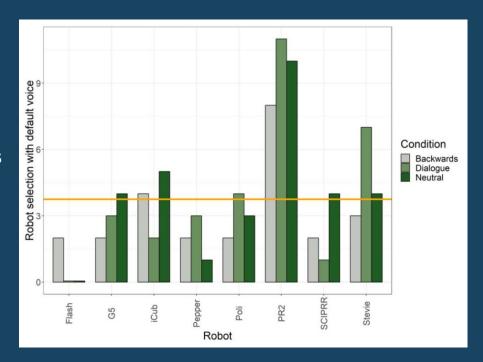
Overall results:

- Not all gender-ambiguous voices are created equal
- What is the purpose of these voices?
- Importance of including NB participants
 - (As we saw in a previous meta-review, they are usually not included in HRI / HCI studies)



Overall results:

- Robot voice is important!
- Yet most robot developers choose voices out of convenience
- Current robots have voices that don't "fit"

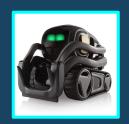


... Do robots even need voices??







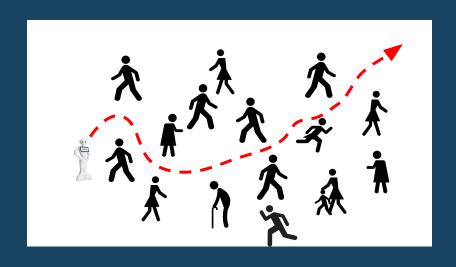






Nonverbal communication for HRI





- Using sound to communicate a robot's actions, intentions and internal states in unintentional HRI
- People understand, from sound alone, whether the robot wants to turn left or right!

In sum



- Robot voices elicit very nuanced perceptions
- Sometimes, these perceptions can be detrimental
- We need appropriate voices for appropriate robots for appropriate contexts
- And sometimes, we don't need voices at all!

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