

# Robot Assisted Activities:

Scientific Evidence of Activating Human Communication by Robots

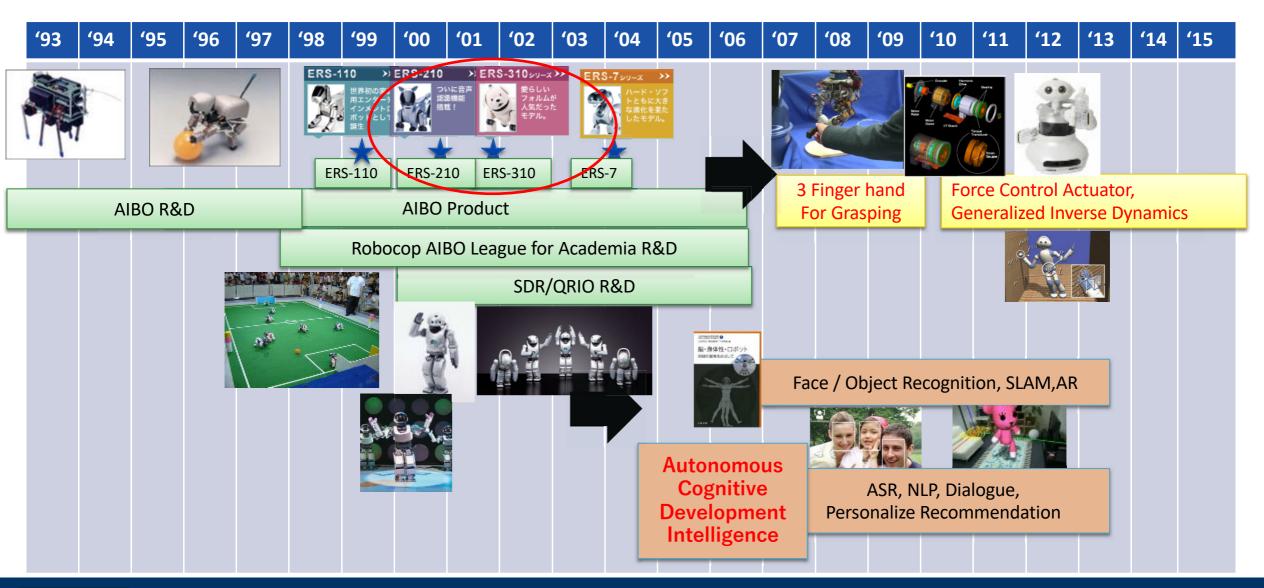
Masahiro Fujita, VP, Senior Chief Researcher, Al Collaboration Office, Sony Corporation, Japan aibo



# Al x Robotics x Wellness: Robot Assisted Activities

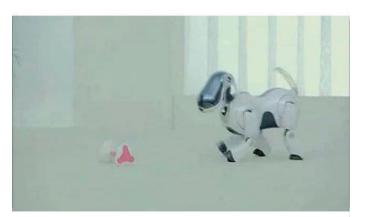
Masahiro Fujita,
VP, Senior Chief Researcher,, AI Collaboration Office
Sony Corporation

# History of AI x Robotics R&D in Corporate Lab.



# **AIBO:** The World First Fully Autonomous Robot







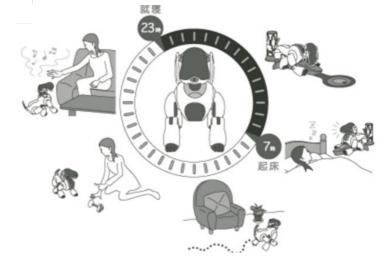


Touch



Instinct/Emotion





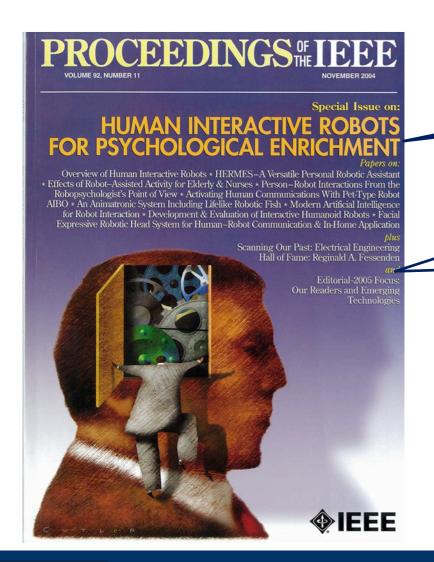


Self Battery Charge

## On Activating Human Communications With **Pet-Type Robot AIBO**

The IEEE Proceedings, Vol.92, No.11. Nov. 2004

MASAHIRO FUJITA, MEMBER, IEEE



Survey papers on phycological effects by **Human-Robot Interactions** 

"On Activating Human Communication with Pet-Type Robot AIBO"

→ Pet-type robots activate human emotional activity effectively.

The important references by

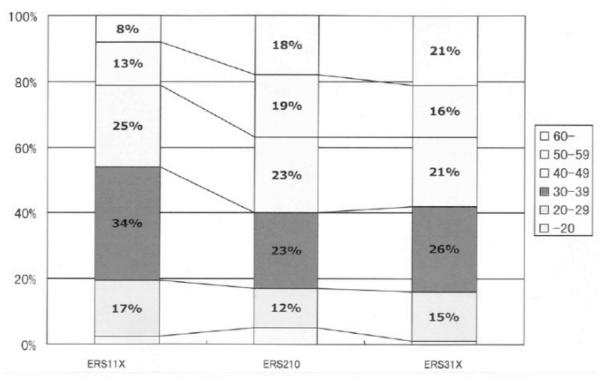
- A. Yokoyama,
- K. Suga, M. Satoh, and K. Hasegawa,
- B. Friedman, P. H. Kahn, Jr., and J. Hagman,

## On Activating Human Communications With **Pet-Type Robot AIBO**

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# AIBO: Owner Age Distribution



- About 70%–80% users feel a strong attachment to AIBO.
- Furthermore, about 26%–40% users say, they feel strong attachment and they may be at a loss if AIBO is lost.
- This tendency is stronger for ERS-31X owners than for ERS-210 owners.







Note: The statics was for ERS110, 210, 31X. 1999~2002

MASAHIRO FUJITA, MEMBER, IEEE

# Some experiments using AIBO (1) Animal Assisted Therapy (AAT) and Robot Assisted Therapy(RAT)

- Healing Effect of AAT
  - Physiological Effect : ex) Improve his/her blood pressure
  - Psychological Effect : ex) Improve his/her depression
  - Social Contact Effect :ex) Improve communication with others
- Advantage of RAT
  - Sanitary Condition
  - No Food and no evacuation/no elimination.
  - Safety (not biting)
  - No pet-loss phenomena (but AIBO loss .....)
  - Programable







## On Activating Human Communications With **Pet-Type Robot AIBO**

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# Some experiments using AIBO (2): Effect on Immune System



(Suga, et.al, Koireisha-care, Vol.6, No.4, 2002)

Three trials of AIBO interactions for 30 min every other day. Continue for 6 month.

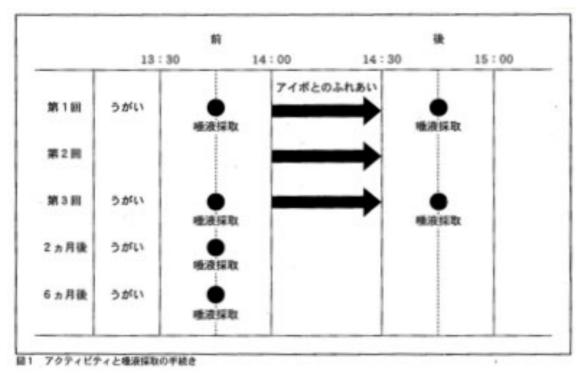
- A) 13 elderly people (ave. age  $\sim$  72.0)
- S-IgA: Lower means "Relaxed".
  - $100 \rightarrow 175 \, \mu \, \text{g/ml}$  after 3 trials.
  - $175 \rightarrow 300 \,\mu$  g/ml after 2 months
- B) 15 patients (5 = Alzheimer dementia, <math>5 = Senile dementia, 5 = normal)
- HVA(Homovanillic Acid)
  - HVA density levels of Alzheimer group became the same level of the normal group

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# Some experiments using AIBO (2): Effect on Immune System



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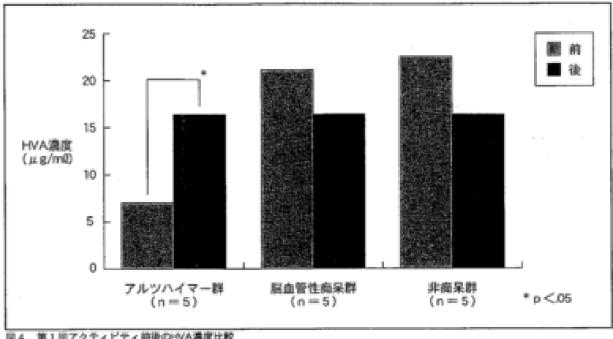
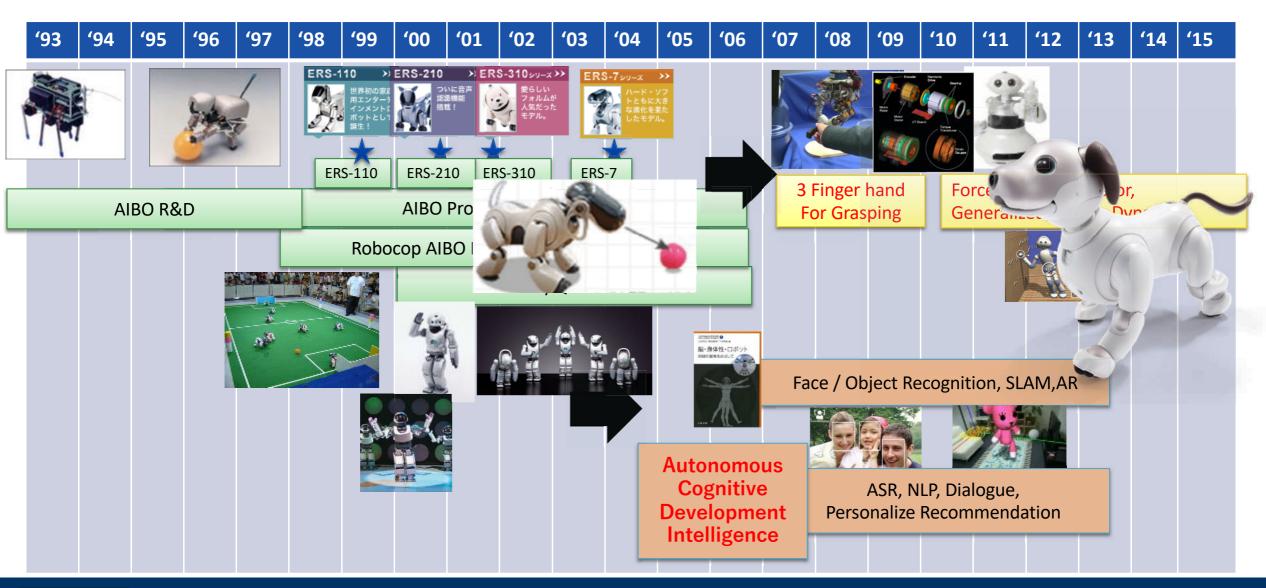


図4 第1回アクティビティ前後のHVA濃度比較

# aibo



SONY

10

# aibo: Fully Autonomous robot with Cloud





Al-Bone



**Expression with Eyes** 



**Ball Handling** 



Tactile Interactions



Running

# Joint Research with National Center for Children Health and Development

# Pilot study to research the therapeutic effects of aibo

- Pilot study conducted between April to May of 2018
- Test if periodic play (physical contact) with aibo will improve emotional exchange and change in mood in patients



#### Overview

Starting from December 2018 for three years, study the qualitative and quantitative therapeutic effects of aibo on the patients and family

Some other trials for Elderly care as well as Children's communication improvement.

#### aibo in Nursing Home

# aibo introduced to Sony Group's retirement home with nursing function

Reinforcing positive emotions through the physical and emotional bond with aibo and bringing a bit of fun and happiness to their lives



#### Effects

Residents stay in the common space more frequently and longer, enhances communication within the residents

#### aibo in Nursery School

# Experimental introduction of aibo to nursery school Global Kids

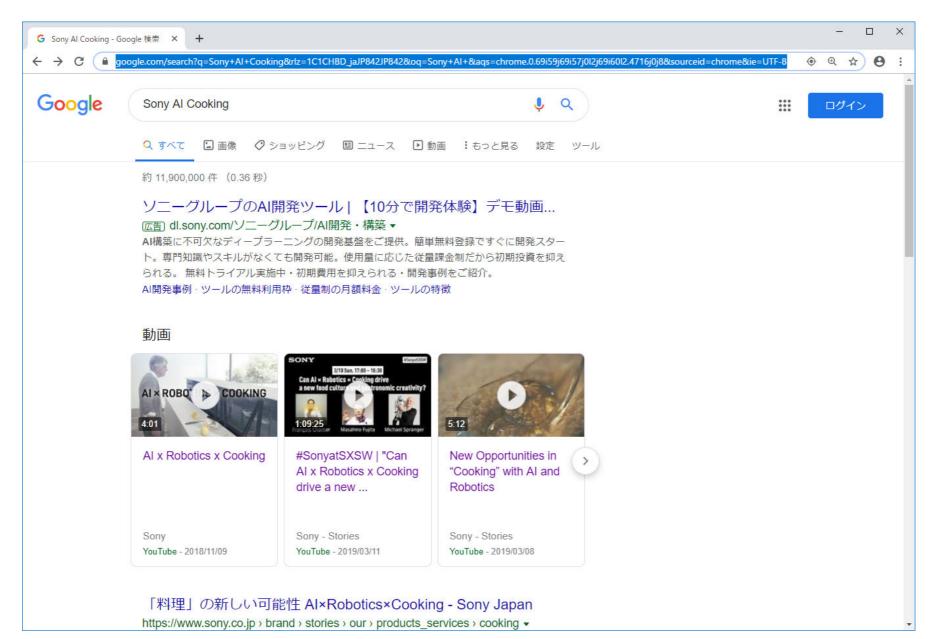
Observe the effects of aibo at the nursery school of children aged from 1 to 3 years of age



#### Results

Improved communication through daily interaction and activities such as naming aibo

# Sony Al Cooking



# Independent Kitchen: Al x Robotics Augmenting Human



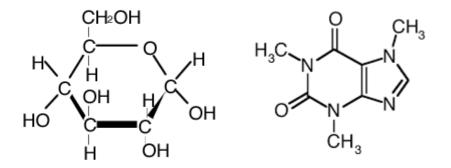




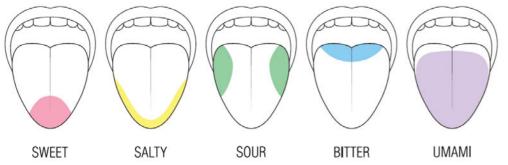
# New Opportunities in "Cooking" with AI and Robotics

## Scientific Approach to





#### Subjective Judgement





# **Summary**: Al x Robotics x Wellness

- Robotic Assisted Activities
  - Elderly and Children
  - Healing: Scientific Evidences are being found.
  - Programing as Prescription?
- Al x Robotics x Gastronomy
  - Al x Robotics augmenting human
  - Scientific Approach to "医食同源"

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