SEMIO
software for social robots
Starting MS-DOS...
SOCIAL ROBOT
Integration: 75%
Creation: 60%
Deployment: 90%
Integration: 75%
Creation: 60%
Deployment: 90%
Social Interaction

Social Behaviors

Social Behaviors = Ingredients = Building Blocks
Interaction Engine

What the user said or did

How the robot responds

○ = User State
■ = Robot Action
Interaction Engine

DEPTH

NONLINEAR

= User State

= Robot Action
If the user says...
Text: Tell me a knock knock joke

Then the robot says...
Text: Knock, knock!

If the user says...
Text: Who's there?

Then the robot says...
Text: Canoe!

If the user says...
Text: Canoe, who?

Then the robot says...
Text: Canoe come out and play?

Or the robot says...
Text: Who!

If the user says...
Text: Who, who?

Then the robot says...
Text: That's what an owl says!

Or the robot says...
Text: Who you callin'?
Capabilities

- Capability
- Affordability
- Usability
- Availability
Capability
Affordability
Usability
Availability
Capability
Affordability
Usability
Availability
*abilities
Capability
Affordability
Usability
Availability
Hiring soon.