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Point of Robot Performance

The high spot of our robot performance is charades. Our Pepper plays charades, randomly thinks of an animal, a sport, or a superhero that are programmed into pantomime, and students guess what it is to get a point. We have created many motions for charades by ourselves and have spent a lot of time on this. Apart from the fact that it entertains various students, the game has benefits to students' collaboration and health.



Team Introduction

[Problem Presentation]: Our team will try to solve challenges students face when going back to school after COVID-19. Due to the spread of coronavirus, many schools have shut down and classes have moved to a virtual format. This caused isolation among students, leading to less opportunities to meet their friends and talk in person. Having less face-to-face interaction, many students experienced weaker connection with their friends, and as a matter of a fact, they have had a difficult time adjusting back to school life.

[Solution]: Our team have developed an "Icebreaker" Pepper that can ease back-to-school stress, help students reconnect with their classmates through telling jokes, playing rock paper scissors and charades. We have chosen games which students of all ages and backgrounds can be entertained, and many students can be involved in. We maximize the capability of Pepper to behave and speak like a human, students will be intrigued to know how our Pepper will react and say every time they play with.

- 1 Hannah Wong
- 2 Ang Chen Jun
- 3 Chan Jun Kai
- 4 Phoebe Tan Yi Ping
- 5 Souma Yamamoto
- 6 Soshi Toyohama
- 7 Yuiko Terasako

