

Humorous Interaction with a Robot 2

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Abstract:

Design process is one of the important issues for research and development of communication robots. The authors have tried experimental collaborative works with researchers and practitioners in various fields. A practical collaboration with a comedian is one of such innovative activities to explore a design process of informal communications.

In this article, the work with the comedian is introduced. Its outcomes and future directions are also discussed. The authors focused on developing sense of humor for a robot, and developed a robot comedian named "PaPe-Jiro". The human comedian "Zenjiro" and the robot comedian "PaPe-Jiro" played two-man stand-up comedies at many places for evaluations last seven years.

As a result, a number of interesting outcomes were obtained, such as;

- Structures of typical comedy patterns have been analyzed and defined.
- The structured comedy pattern has been applied to create new stories.
- Robot-specific comedy techniques have been developed.

The authors developed interactive dialogues based on the comedy patterns, and achieved humorous interactions in general dialogues between human and robots. Through the work, further issues also had been realized. More experimental collaborative works are necessary for analysis and structuring of comedy patterns in different situations (a robot playing stooge or opposite with a human, two robots playing two-man stand-up comedy, a robot playing stand alone comedy, etc.) to match with roles for a robot to play in various situations occur during general interactions.