

## **Dourish**

In Ch. 1 Dourish speaks of the evolution of interfaces from textual to graphical, etc. If you push this analysis forward into robots as an interface, what can you say about his side effects (parts of human ability that got to be used) in the robots extreme. Note if this push or modifies Dourish's points about Peripheral Attention, Pattern Recognition, Information Density, Visual Metaphors; and also think about whether there are additional human abilities unleashed by the move to a robot from just a graphical interface.

After you read Ch. 4 you can see why I assigned this reading. Robots introduce a physical manifestation that puts us on the road toward a fairly extreme version of embodiment—granted, of course, that physicality alone does not guarantee real embodiment. Think of and describe two examples of human-robot interaction: one in which embodied interaction is very important to the goals of the interaction system; and one in which embodiment is not important or (even better!) where a fully situated/embodied robot is in fact a bad idea.