

Who let the bots out?!

Playing Our Way Through Forest with Robots

Eshtiak Ahmed, Gamification Group, Tampere University

Robots: From Labs to Homes to Forests?

 **Robots are no longer futuristic; they're here and among us.**

→ In homes (e.g., vacuum bots), hospitals (e.g., surgical robots), streets (e.g., delivery bots), and workplaces (e.g., industrial arms).

 **But what happens when we move beyond urban and controlled settings?**

→ The forest presents a complex, unpredictable, and sensory-rich environment.

 **Robots in the forest challenge traditional HRI assumptions.**

→ How should a robot behave in the wild?







→ What roles can it play?

→ What relationships might it build?

 **We're now exploring how robots might become companions in the forest**





→ Not just tools or helpers, but **co-explorers, playmates, storytellers, or ecological provocateurs.**




What Have We Done So Far?

- 1)  **Participatory design (PD) workshops**
 *for understanding the design space of companion robots for the wild*
- 2)  **Study on outdoor walking with a companion robot**
 *for understanding humans' experiences and perceptions*
- 3)  **Workshop on exploring play to ideate and design forest-robot interactions**
 *to create goal-driven and recreational forest-robot concepts through games and play*

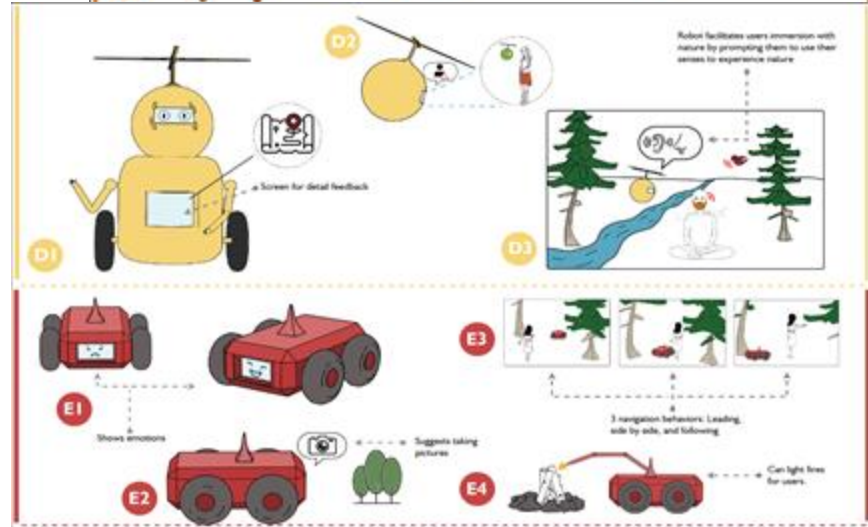
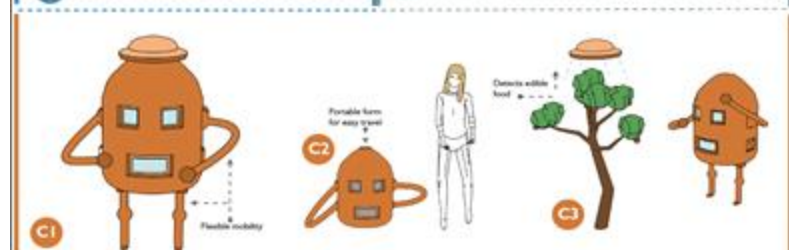
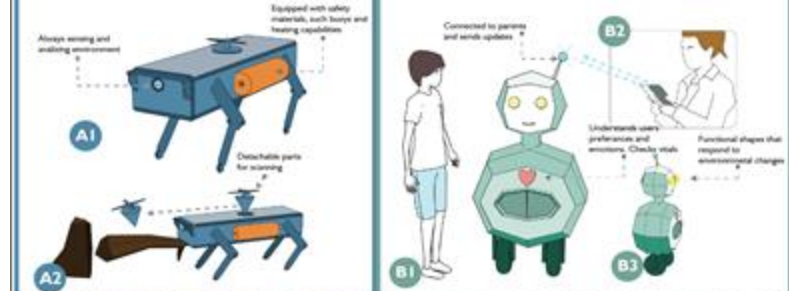
Robot Concepts from PD Workshop

   Robot as **emergency support**

    Robot as **social proxy**


    Robot as the **barrier**
between human and danger

   Robot as **facilitator of active**
sensing and engagement in the forest



Outdoor Walking with a Robot Companion

  Projected relationalities


  Robot adds dynamism to embodied interaction

  Robot affects social perception of self and others


  From ambiguity towards playful explorations



Playful Ideation and Design of Forest-Robot Interactions

 Play as a mode of creation or creativity

 Bodystorming

 Storyboarding and video sketching

Concepts Created Through Playful Creation (1)

Hey, fellow animals!

- Robot mingling with animals in the forest
- Robot creating a balance and harmony in the forest
- Robot becoming a part of the forest



Concepts Created Through Playful Creation (2)

Justice for Mushrooms!

- Robot protects valuable forest resources
- Robot drives dangers away from valuable resources



Concepts Created Through Playful Creation (3)

Mosquitonomous

- Robot as a community driver
- Robot collect, specific forest data



Thank You!