



TECHNOLOGY

PETS: Personal Electronic Teller of Stories

OVERVIEW

This invention relates to a kit comprising a container of fluffy stuffed animal body parts, a robotic infrastructure and a PC-compatible software package.

The software loaded onto a PC provides a dual function. 1) The software assists the child in creating a story featuring the robot as a central player. The story is to include dramatic parts for the robot. 2) The software allows for the expression of emotions by the robot and the commands to the robot to act out his role are received via wireless radio transmissions.

The robotic infrastructure is hidden by housing which allows the child to attach the fuzzy stuffed body parts to the housing.

The kit differs from many other robotic toys in that the child becomes the center of creativity of the action; it is not the robot that elicits responses from the child.

This technology was developed by the world respected Human Computer Interaction Lab, Institute for Advanced Computer Studies, Computer Science Department, University of Maryland, College Park, MD. For more information, please Office of Technology Commercialization at (301) 405-3947 or by e-mail at otc@umd.edu.

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Additional Information

INSTITUTION

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CATEGORIES

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EXTERNAL RESOURCES

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