

Contents

1	On the Why of Robotic Assistive Devices	1
1.1	Hephaestus and Everything after	1
1.2	History of the Bots	7
1.3	The Trifecta of Technology, Cost and Need	11
1.3.1	Power in Numbers	13
1.3.2	Two Is Company	14
1.3.3	All Help and No Play	15
1.4	CARMEN in a Nutshell	16
2	A Dummy's Guide to Assistive Navigation Devices	19
2.1	The Art of Conversation	20
2.2	Tools of the Trade	24
2.2.1	Sense and Sensibility	25
2.2.2	The X Marks the Spot	27
2.2.3	My Map of the World	28
2.2.4	Ghost in the Machine	30
2.3	Guys and Cogs	33
2.4	All Together Now	37
3	From Shared Control to Collaborative Navigation	41
3.1	Got Help?	42
3.1.1	And the Winner Is	43
3.1.2	A Wink and a Smile	45
3.1.3	Eppur Si Muove	47
3.2	The <i>I</i> in Team	48
3.2.1	Who Is Who: A User Study	49
3.2.2	The Name of the Game	50
3.2.3	All the Colors of the Rainbow	51
3.2.4	It, Robot	52
3.2.5	It ... Lives?	55
3.3	Innocent Bystanders	63

4	Bigger, Faster, Better, More!	67
4.1	How Am I Driving?	67
4.1.1	Is There a Doctor in the House?	68
4.1.2	Test Courses	70
4.1.3	Task Metrics	71
4.1.4	Psych Metrics	73
4.1.5	Usability	74
4.1.6	Make Your Choice!	75
4.2	Where the Wild Things Are	77
4.2.1	A Day in the Life	79
4.2.2	Together Alone	80
4.2.3	An Army of Two	82
4.2.4	Co-dependence Day	88
4.3	Is You Is or Is You Ain't	90
5	If I Only Had a Brain	93
5.1	Oobee Doo, I Wanna Be Like You	93
5.1.1	Learning by Imitation	94
5.1.2	Teaching by Imitation	94
5.1.3	Teaching through Collaboration	97
5.2	Total Recall	97
5.3	A Game of Memory	104
5.3.1	Robots Do It Better	105
5.3.2	Room to Corridor Tests	106
5.3.3	Corridor to Room Tests	109
5.3.4	Room-Corridor-Room Tests	111
5.3.5	Subject with Specific Disability Tests	112
5.4	To Learn or Not to Learn	114
6	Once More, with Feeling	117
6.1	A New Beginning	117
6.2	The B Team	119
6.2.1	Good Physical and Cognitive Skills	119
6.2.2	Good Cognitive Skills, Low Physical Ones	127
6.2.3	Low Cognitive and Low Physical Skills	136
6.3	Closer, But Not Yet!	142
7	Yes, We K-an: Modulated Collaborative Control	145
7.1	Surfin' the Wave	145
7.2	In Docs We Trust	147
7.2.1	Standalone Mode	147
7.2.2	Original Collaborative Control	148
7.2.3	Collaborative Control, Robot Predominant	152
7.3	Don't Panic!!	153
7.3.1	Every Beat of My Heart	155

7.3.2	Laboratory Tests	157
7.3.3	Back on Track	161
7.4	As Time Goes by	166
7.4.1	Everybody Is Changing	167
7.4.2	Way of the Samurai	173
7.4.3	X-Treme Testing!	176
7.5	Full Closure	179
8	Good Night, Good Luck	181
8.1	Don't Tell Me What I Can't Do	181
8.1.1	It's a Small World!	181
8.1.2	A Touch of Class	183
8.1.3	Piece of Cake!	185
8.2	That's All, Folks!	187
8.2.1	The Murphy's Approach to Experiments with People	188
8.2.2	Your Everyday Experiment to Do List	190
8.2.3	A Simple Plan	191
8.2.4	Minority Reports	193
8.2.5	The Day the Wheelchair Stood Still	194
8.3	The Shape of Things to Come	195
Glossary	197
Acronyms	203
Glossary of Symbols	207
Appendix A: Build Your Own Assistive Wheelchair in 11 Simple Steps	..	209
Appendix B: Target Population	217
B.1	Initial Self Made Questionnaire	219
B.2	Barthel ADL Index	220
B.3	Psychosocial Impact of Assistive Devices Scale	220
B.4	Minimental State Examination (MMSE)	220
B.5	Modified Cumulative Illness Rating Scale (CIRS)	221
B.6	GDS: Geriatric Depression Scale	221
B.7	Instrumental Activities of Daily Living (IADL)	222
References	223