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NarRob: The Robotic Storyteller

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- Keywords:** Storytelling, Social robots, Emotional skills
- Application field:** Education
- Learning goals:** Foster the development of emotional skills
- Target group:** Children aged between seven and nine years
- Platform:** Softbank platforms (Nao and Pepper robots).
A video demonstration will be shown. An audio/video equipment is required. If possible, we will get the Nao robot for a live demo.
- Game Description:** NarRob is a social robot that can actively support teachers in storytelling activities. It is able to analyse the content of a story and associate meaningful gestures and expressions to the textual content. NarRob exploits both a chatbot module that allows it to converse with users during the storytelling activity and a text mining module to extract some important concepts that can be emphasized by using non-verbal, communicative signs, such as gestures or emotional expressions. The robot is endowed with a repository of stories, together with some basilar knowledge about them and with a repository of gestures. The demo will show an example of storytelling activity.

