That's Iconic!
Designing Augmented Reality Iconic Gestures To Enhance Multi-modal Communication For Morphologically Limited Robots

Alex Torres, Rena Zhu, Tom Williams
MIRRORLab, Colorado School of Mines

Alex Torres
BS in **Computer Science**
Focus in **Computer Engineering**
Contact: *altorres@mines.edu*

MIRRORLab
Mines Interactive Robotics Research
Visit: *mirrorlab.mines.edu*
Contact: *twilliams@mines.edu*

CS@Mines
Follow: 𝕏 *@CSatMines*
Visit: *cs.mines.edu*

Microsoft Hololens 2 + Furhat Robotics

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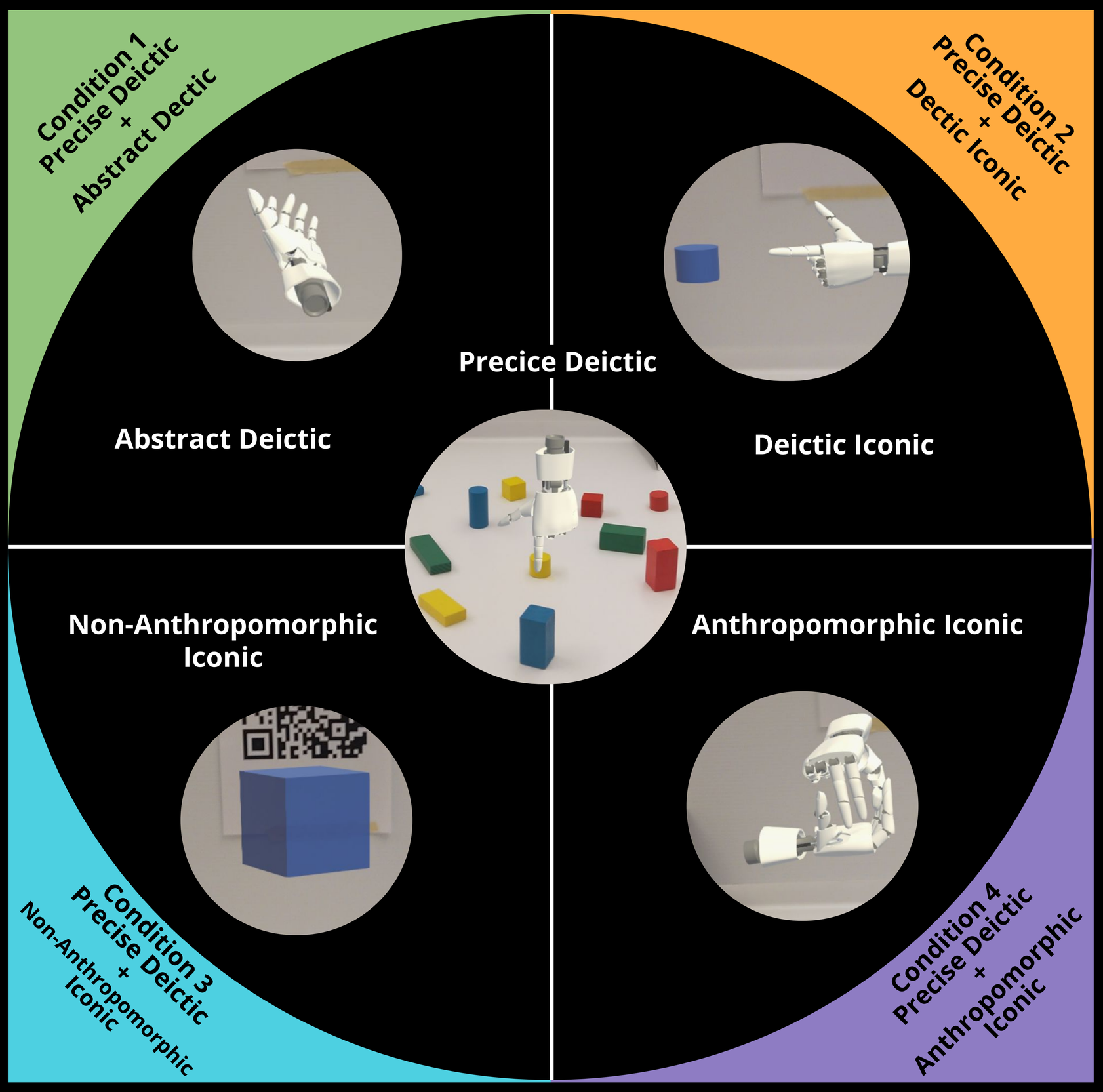
When robots must refer to non-visible objects, what **form** of gesture will lead to the greatest objective and subjective performance?

- We developed human subject experiments and collect both objective data **(task accuracy and reaction time)** and subjective data **(perceived intelligence, perceived competence, naturalness)**
- Participants see AR based gestures and perform identification tasks



Our results suggest that:

- **Deictic iconic** gestures are **more accurate** when referring to **non-visible entities**
- **Non-anthropomorphic iconic** gestures are **significantly preferred** by users regarding **subjective experience**