



Tactile sensing workshop@
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Humanoids09

Teaching Motions by Touching

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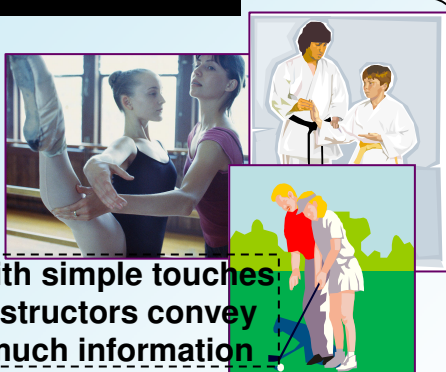
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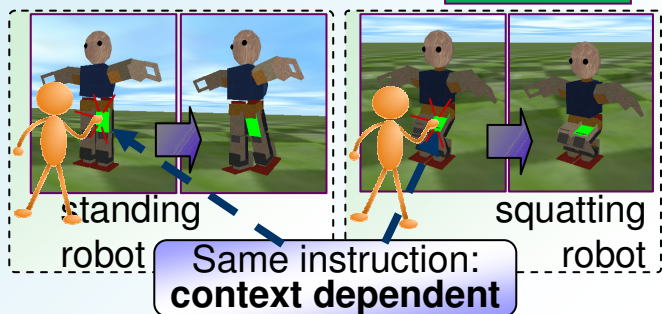
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Background

- Touch is a powerful way of teaching
- has received less attention than other modalities

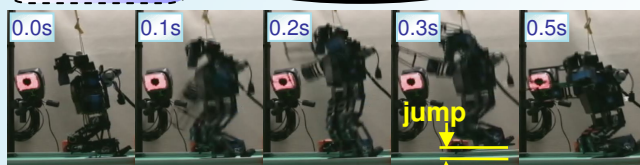
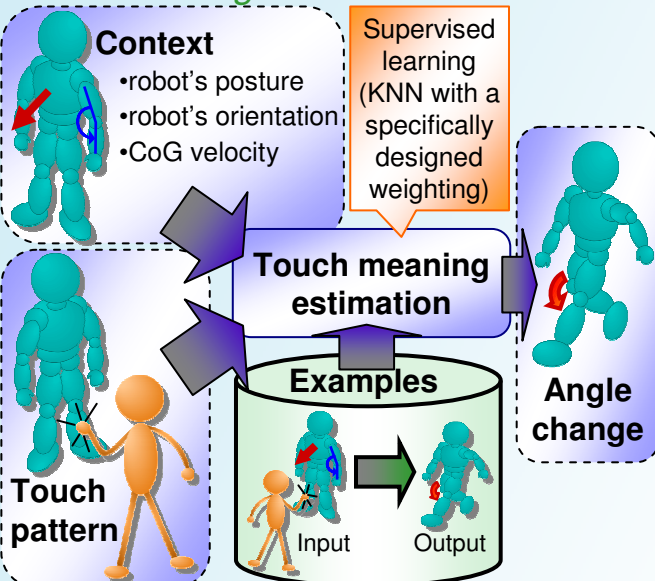


With simple touches instructors convey much information



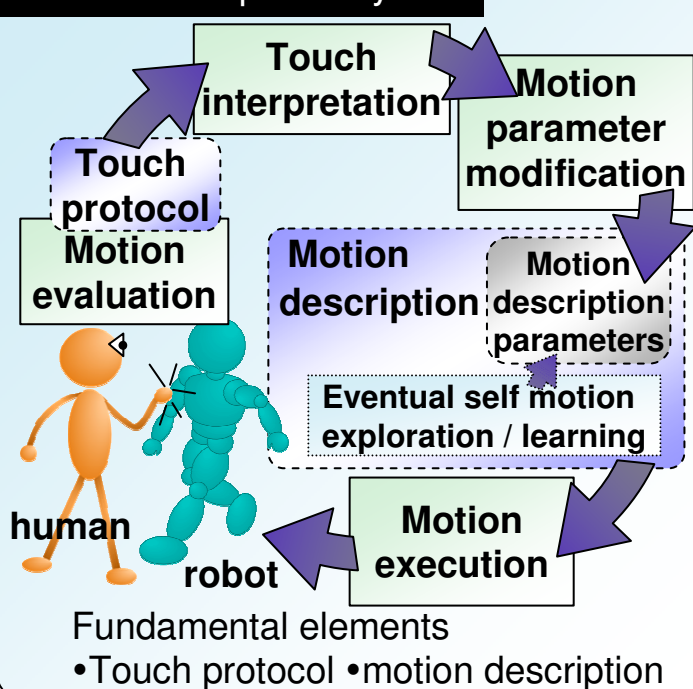
Experiments

Keyframe motion representation, study of the meaning of touch instructions



Results: • touch reduces development time
• mapping is strongly nonlinear • strong user dependence

Motion development cycle



CPG motion representation, fixed touch protocol

