

# How Does Delegation in Social Interaction Evolve Over Time? Navigation with a Robot for Blind People

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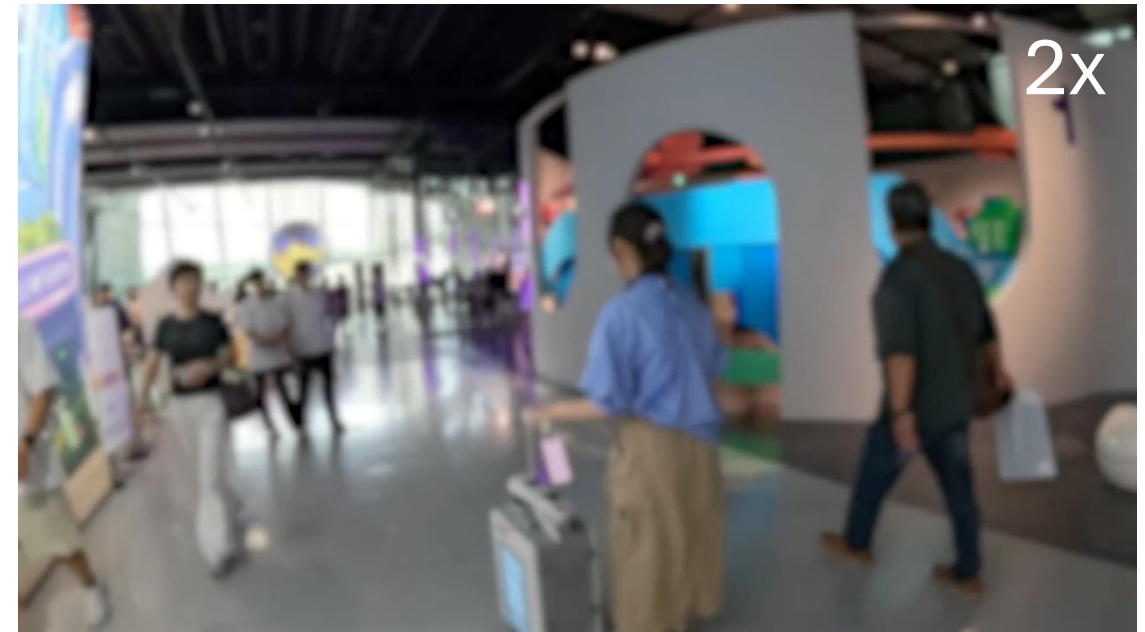
<sup>4</sup> IBM Research - Tokyo

# The Freezing Robot Problem [1]

In complex environments, the robot may stop because it cannot identify a safe path forward

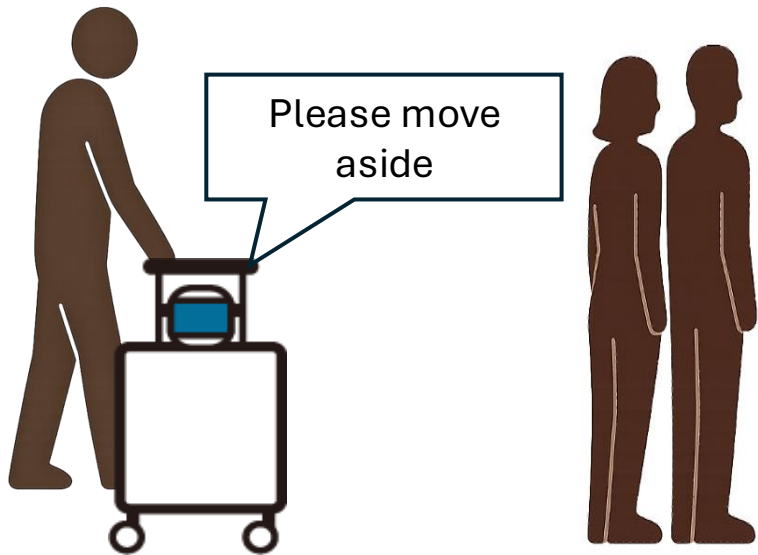
## Typical triggers:

- Dense crowds
- Queues / lines
- Large obstacles blocking the path

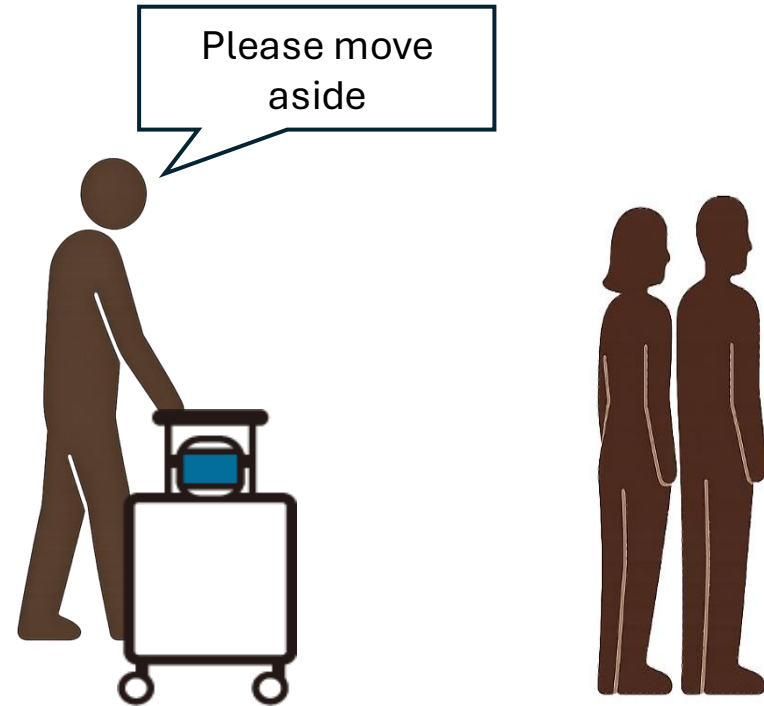


# Who solves the problem?

## Robot-Initiated Interaction



## User-Initiated Interaction



# Delegation In Shared Control

## Shared Control

Humans and robots **jointly contribute** to making decisions [1]

Users benefit from **selectable modes** [2]

Many users prefer to **remain in control** when given the choice [3]

[1] D. A. Abbink *et al.* "A Topology of Shared Control Systems—Finding Common Ground in Diversity."

[2] Ranganeni, Vinitha, *et al.* "Exploring levels of control for a navigation assistant for blind travelers."

[3] Kamikubo, Rie, *et al.* "Beyond omakase: Designing shared control for navigation robots with blind people."

# Study Design: 3 Week Repeated Exposure

Prior works **do not** evaluate long term use leading to the novelty effect

**Week 1**



**Week 3**



# System Design: Autonomous Descriptions

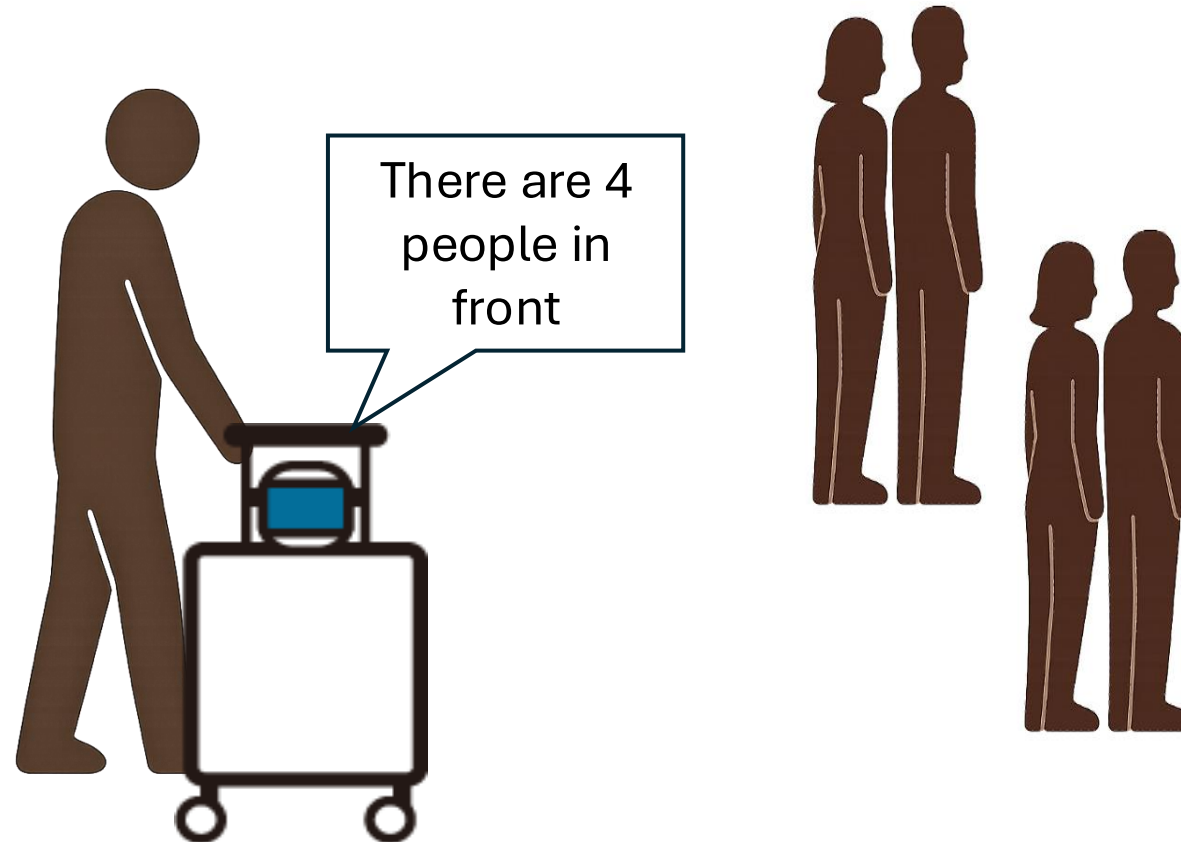
Prior works have **Wizard of Oz** descriptions of surroundings<sup>[1]</sup>



[1] Kamikubo, Rie, et al. "Beyond omakase: Designing shared control for navigation robots with blind people."

# System Design: Autonomous Descriptions

**Autonomously** detects the obstacle and gives the description



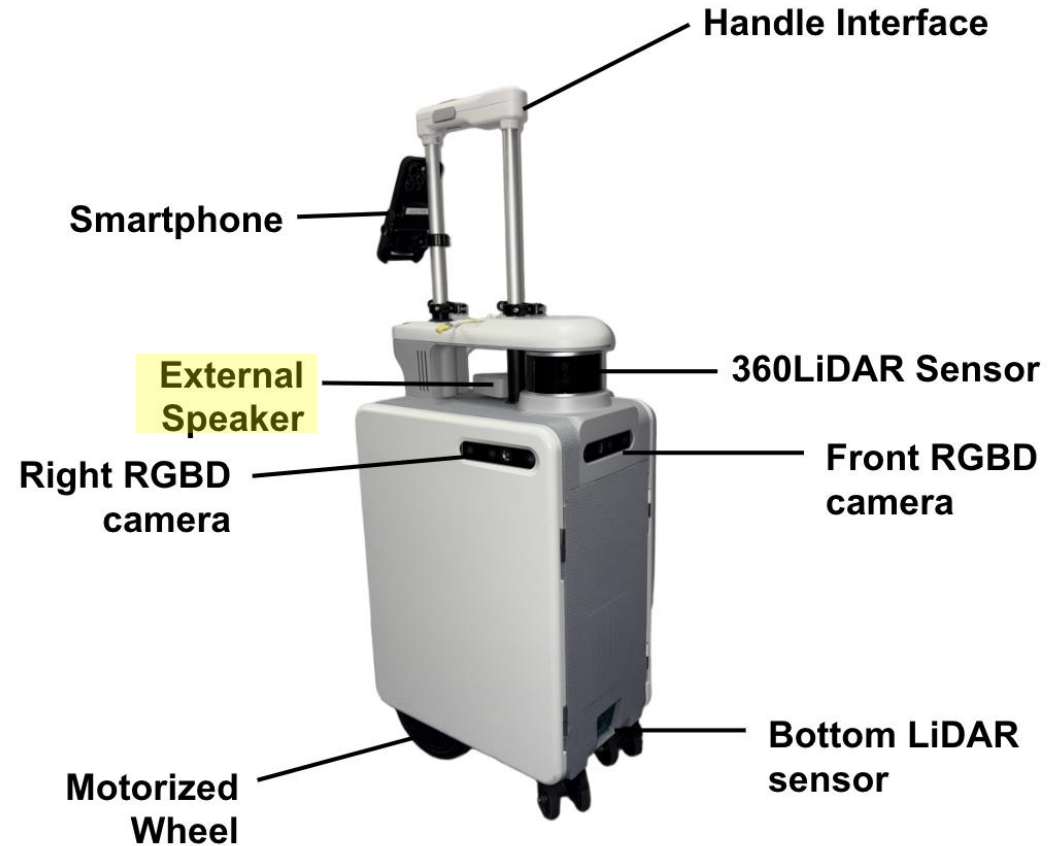
# Delegation in Shared Control in **Repeated Use**

**1. What information do users use to make delegation decisions?**

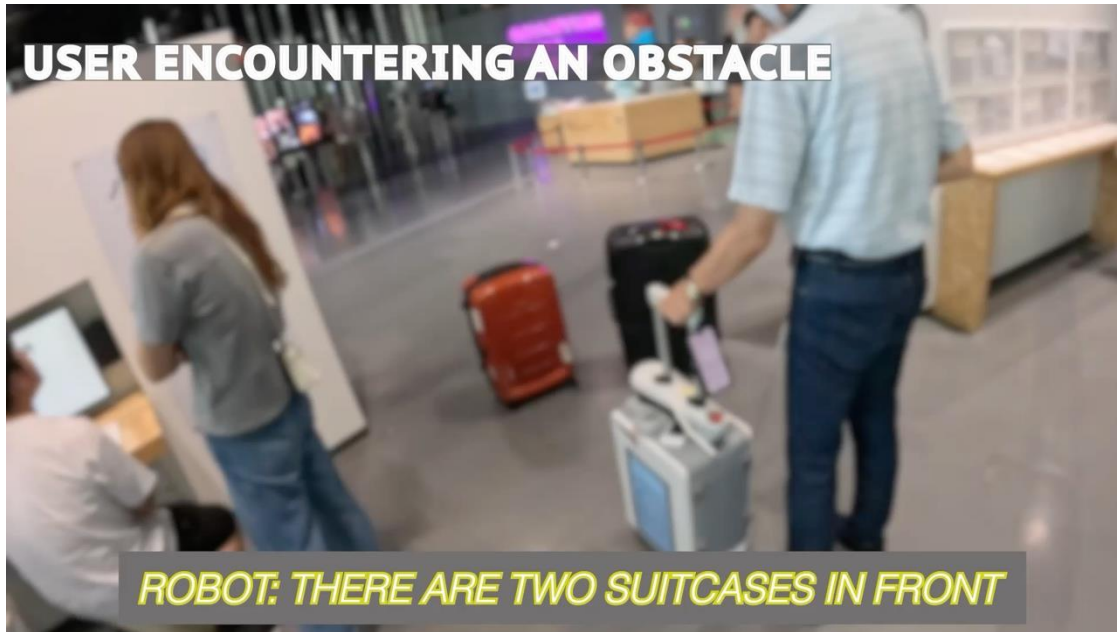
**2. When do users choose to delegate to the robot?**

**3. How does delegation change over repeated use?**

# Navigational Robot [1]



# Navigational Robot: Handle Interface<sup>[1]</sup>



[1] Guerreiro, João, et al. "Cabot: Designing and evaluating an autonomous navigation robot for blind people."

# Surrounding GPT

Users can **request additional information** about their surroundings **at any time** independently from obstacle triggered explanation



“This scene appears to take place in a **museum** or exhibition space. **Several children are looking at a large interactive display** ..... There are **also adults nearby, .... The exhibit may contain educational content.**”

# Obstacle Detection



“There are two suitcases in front of you”



“There is a **crowd** in front of you.  
There are approximately **5 people**  
and they are **facing away** from you”



# User Study with 6 Blind Participants

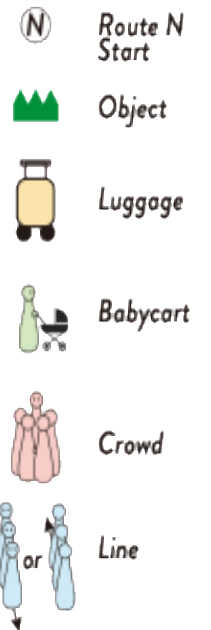
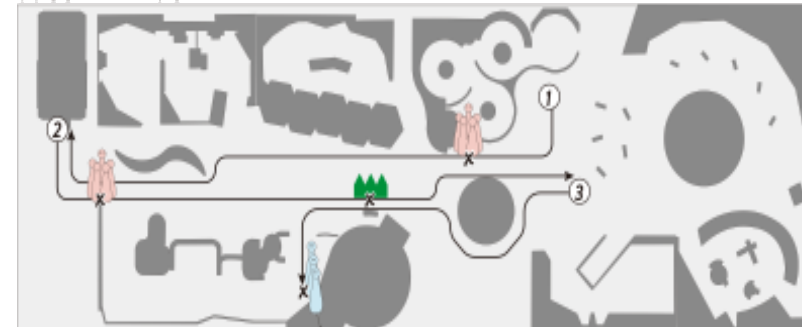
Participant demographics:

- 3F/3M
- Ages 18 to 69 years (M = 42.0, SD = 23.6)

Staged obstacles

Naturally occurring  
obstacles and crowds

Week 1 Floor A



# Study Session Procedure

1. Practice Session (10~20 min)

2. Navigation on exhibit floor (~ 1 hour)

3. Post study interview

# Results

# Participant Delegation to the Robot

Most participants were delegating to the robot by **Week 3**

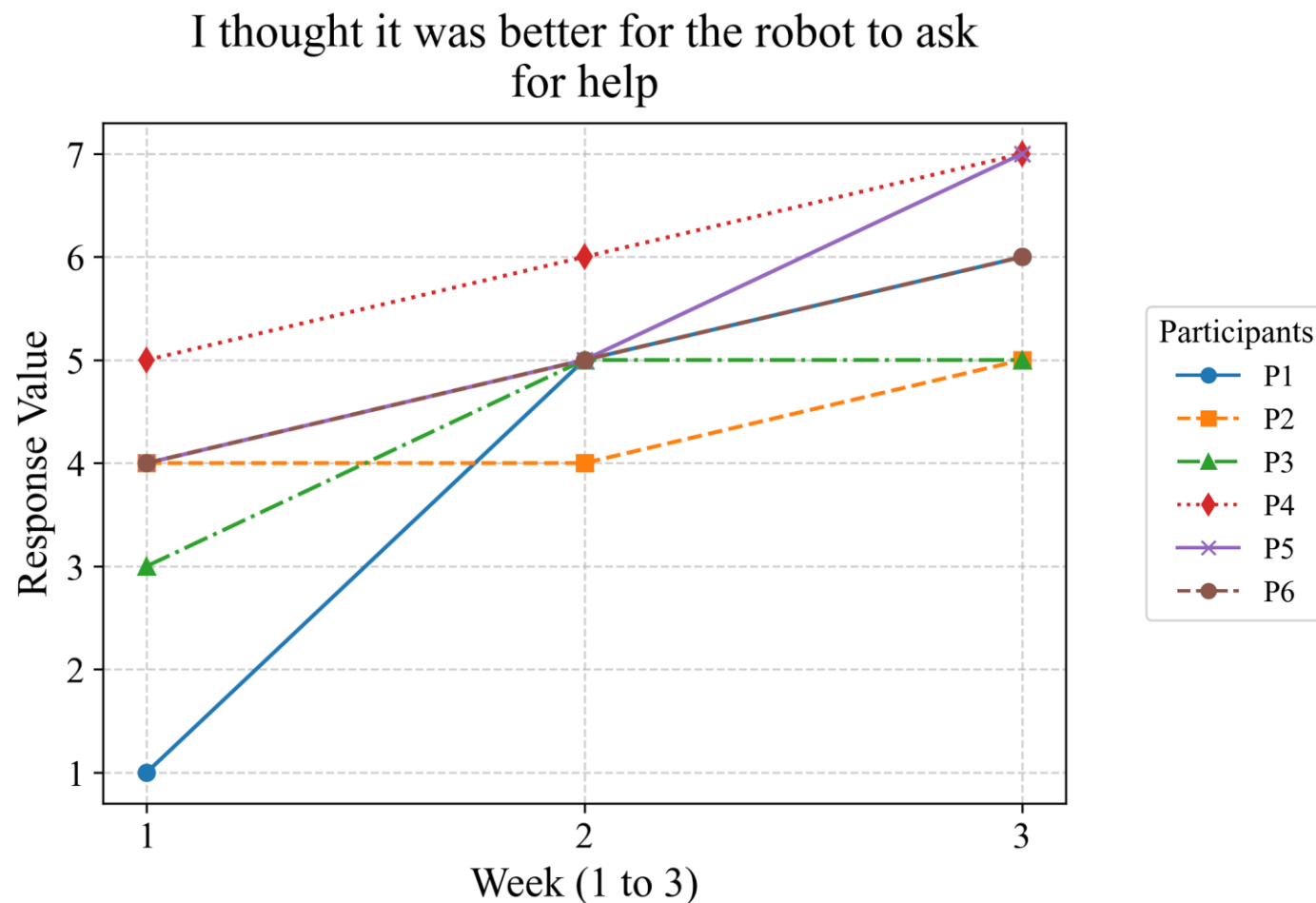
Participant	Week 1	Week 2	Week 3
P1	0.0%	57.1%	12.5%
P2	83.3%	87.5%	92.6%
P3	85.7%	100%	100%
P4	100%	100%	100%
P5	20.0%	100%	100%
P6	0.0%	20.0%	54.5%

# Increase in Delegation to the Robot

Some participants began with low delegation, then increased reliance over time

Participant	Week 1	Week 2	Week 3
P1	0.0%	57.1%	12.5%
P2	83.3%	87.5%	92.6%
P3	85.7%	100%	100%
P4	100%	100%	100%
P5	20.0%	100%	100%
P6	0.0%	20.0%	54.5%

# Stated preferences aligned with actual delegation behavior



# Reasons for Delegation

**Shy personality** and preferred robot-mediated social interaction

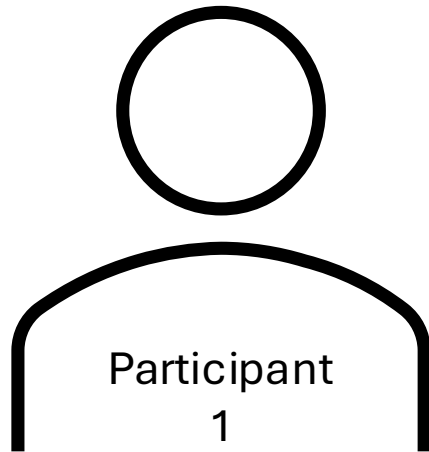
The robot's voice carried better in **noisy environments**

**Multilingual surroundings** made robot communication easier

# Effects of Repeated Exposure

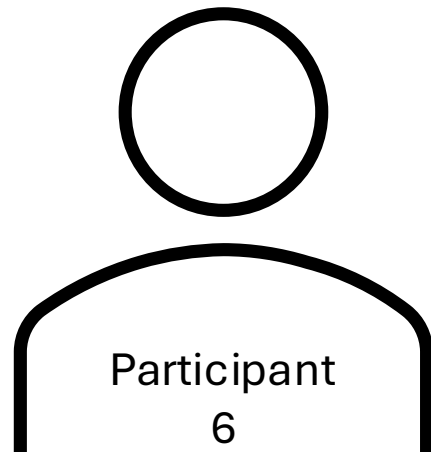
# Changing Delegation Strategies

“I want to be able to do everything sighted people can do” – Week 1



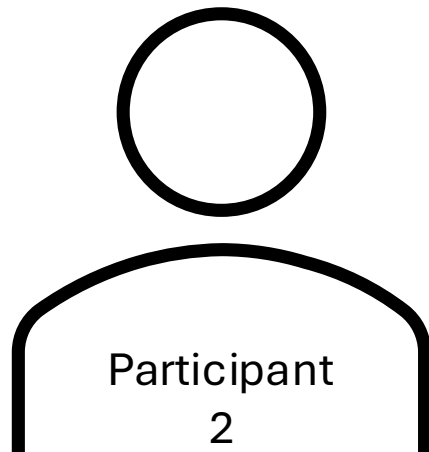
“At first, I thought I should say it myself and I did, but **it felt like people weren't really hearing me**. With the robot, I felt like people were actually paying attention.” – Week 3

# Decisions Based on Environmental Cues



“**When it was noisy**, I felt it was easier for people to notice and help because **the robot spoke louder** than my own voice. ” – Week 2

# Familiarity With the System



“It was the way the robot moved when there were people around. The small movements, like backing up a little, moving forward, backing up again, turning left, and trying different directions -- **I gradually came to understand that it was searching for a path.....**” – Week 2

# Thematic Analysis of User Types

Analysis of user delegation tactics and interview analysis

Three distinct types of users

# Independence First

Prefers not delegating, but will if they feel the need



# Balanced

Switched between self-advocacy and robot use



# Delegation First

Prefers to only use the robot



# Continued Robot Use

Preferred in situations that were more **challenging** or **cognitively demanding**



Supermarkets<sup>[1]</sup>



Shopping Malls<sup>[2]</sup>



Museums<sup>[2]</sup>

[1] [https://stockcake.com/i/grocery-store-fun\\_311431\\_75549](https://stockcake.com/i/grocery-store-fun_311431_75549)

[2] <https://www.vecteezy.com/>

# Delegation in Shared Control in Repeated Use

1: Environmental information, robot movements, obstacle descriptions  
What information do users use to make delegation decisions?

2: Varied delegation tactics, initial preferences are not ending  
2: How does delegation change over repeated use?  
preferences

3: Overcome social barriers, robot voice carries better, multilingual surroundings  
3: Why do users choose to delegate to the robot?

# Takeaways

**Flexibility is critical** because preferences differ across users

Repeated exposure uncovers **evolving user tactics**

Assistive technology **should not be** designed based only on one-time encounters



Link to Paper

# Thank you!

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*User Delegating to Robot  
for Asking People to Move*



*User Taking Control  
for Asking People to Move*



*User Taking Control  
for Move Obstacles*

