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"Walk-Mate" as a Co-creative Interface

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The purpose of this research is to realize "Co-creation System." This co-creation means real-time coordination by co-emerging subjective space between different persons. Human communication with emergent reality like this needs two modes of processing and mutual constraint between them. One is explicit communication such as the exchange of message and the other is implicit embodied interaction such as sympathy and direct experience. By using self-referential dynamics in this duality, we've already proposed a model for co-creation (dual-dynamics model) as shown in Fig.1 and are developing co-creative interface and media. As an example, this model was applied to a co-creation process of body motion in walking rehabilitation. It is equipped in personal computer as a virtual walking robot ("Walk-Mate") and footsteps are exchanged between human and the robot (dual-dynamics model) as shown in Fig.2. In this co-creative interface as shown in Fig.3, three characteristic processes were observed, i.e. mutual adaptation between human and the robot, global stability and sense of unity. In demonstration session, I'll explain the background of co-creation technology and the details of this Walk-Mate. We think that this new technology would be effective to recover human linkage and mutual-reliability that had lost in IT society.

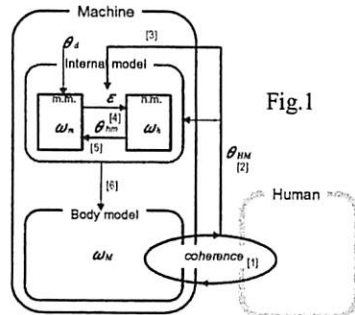


Fig.1

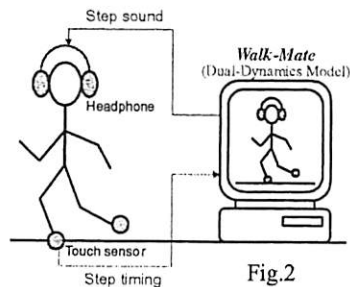


Fig.2



Fig.3