



Users tend to report more features shared between humans and robots than with other intelligent devices like computers, on the one hand. On the other – this is rather characteristic, than essential – i.e. below 50% of the reported features. Even more interesting is the result on attributing facial characteristics to robots, humans and computers. Given that only 8% of robot features are facial features, whereas the comparable percentage for human beings is about 30%, robots are “not stereotypically defined by their face” [10]. At the same time, face features are often reported in a form like: “Scary face”, “Imitation of human face”, “Pair of eyes” or “Rectangle mouth”. Therefore, based on the deep, essential features shared between humans and robots, it is logical to assume that a humanoid robot has to be able to display empathy – as one of the deepest humane features guiding our social life [11], to keep memories of our autobiographical experiences [12] and be able to anticipate future events based on one-time experiences [13]. We can imagine iFoxy, a humanoid robot like the Fox in the book of Antoine de Saint Exupéry, saying to the Little Prince: “It is only with the heart that one can see rightly; what is essential is invisible to the eye” [14] in a therapeutic session to reduce the anxiety of a human patient.

### Overcoming the ‘Visceral Uneasiness’ of Human-Robot Interaction

Recent studies reveal that people perceive simultaneously multiple aspects of the agency attributed to the robot like, for example, “visceral factors of interaction”, “social mechanics” and “social structures” [15]. The authors relate the “visceral factors” to the ‘uncanny valley’ phenomenon, defined first by Mori [16] – whenever the surface, physical attributes of the robot exceed a certain degree of resemblance

of people to animate creatures (cartoons, animation, fairy tales and fantasy) as part of their internal condence with the external living and nonliving world. is condence is the result of concentrating primarily on the social level of interaction with inanimate creatures. e perspective is designing based on the social level of human-robot interaction process or on modeling attitude - friendly, supportive and empathic - which can be a valuable aim for humanoid robotics.

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