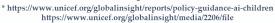


In today's society, technology and robots are becoming more common. These technologies are often built for adults and not children, even though children may interact with them. This creates a need for a platform that is more understandable as well as more suitable for kids. The aim of this project was therefore to design and construct a social robot for child interaction. It was important that the developed robot would comply with UNICEFs policy guidelines on AI for children*, mainly the requirements, Provide transparency, explainability, and accountability for children and Prioritize fairness and non-discrimin-

Using Haru, the social robot project led by Honda Research Institute of Japan, as inspiration, we developed Fuyu, the emotionally expressive robot. The robot is able to express the six basic emotions: happiness, sadness, anger, surprise, disgust and fear, through its mechanical body language, facial expressions, sounds and colours, while being able to identify the user's presence.







ation for children.

