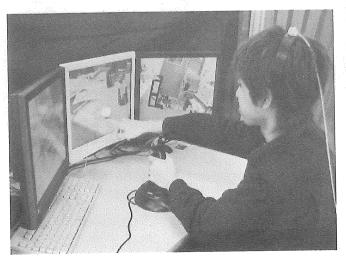
## GestureMan-3: A Mobile Robot that Embodies a Remote Participant's Actions

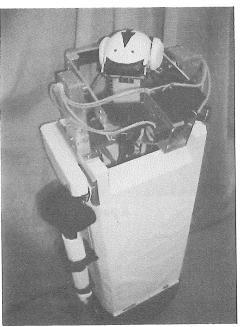
Hideaki Kuzuoka<sup>\*1</sup>, Jun Yamashita<sup>\*1</sup>, Yosuke Furusawa<sup>\*1</sup>, Tatsuya Tomono<sup>\*1</sup>, Keiichi Yamazaki<sup>\*2</sup>

\*\*I University of Tsukuba, \*\*2 Saitama University

GestureMan-3 is mobile robot that embodies a remote participant's actions. A head and an arm are synchronized with the remote participant's head and an arm respectively. A remote control interface for the remote participant is designed so that his/her predictive actions to be engendered naturally and thus the robot supports projectability in communication. The robot is also equipped with a remote control laser pointer thus so that physical objects in the robot's site can be directly pointed at.



Remote participant's user interface



GestureMan-3