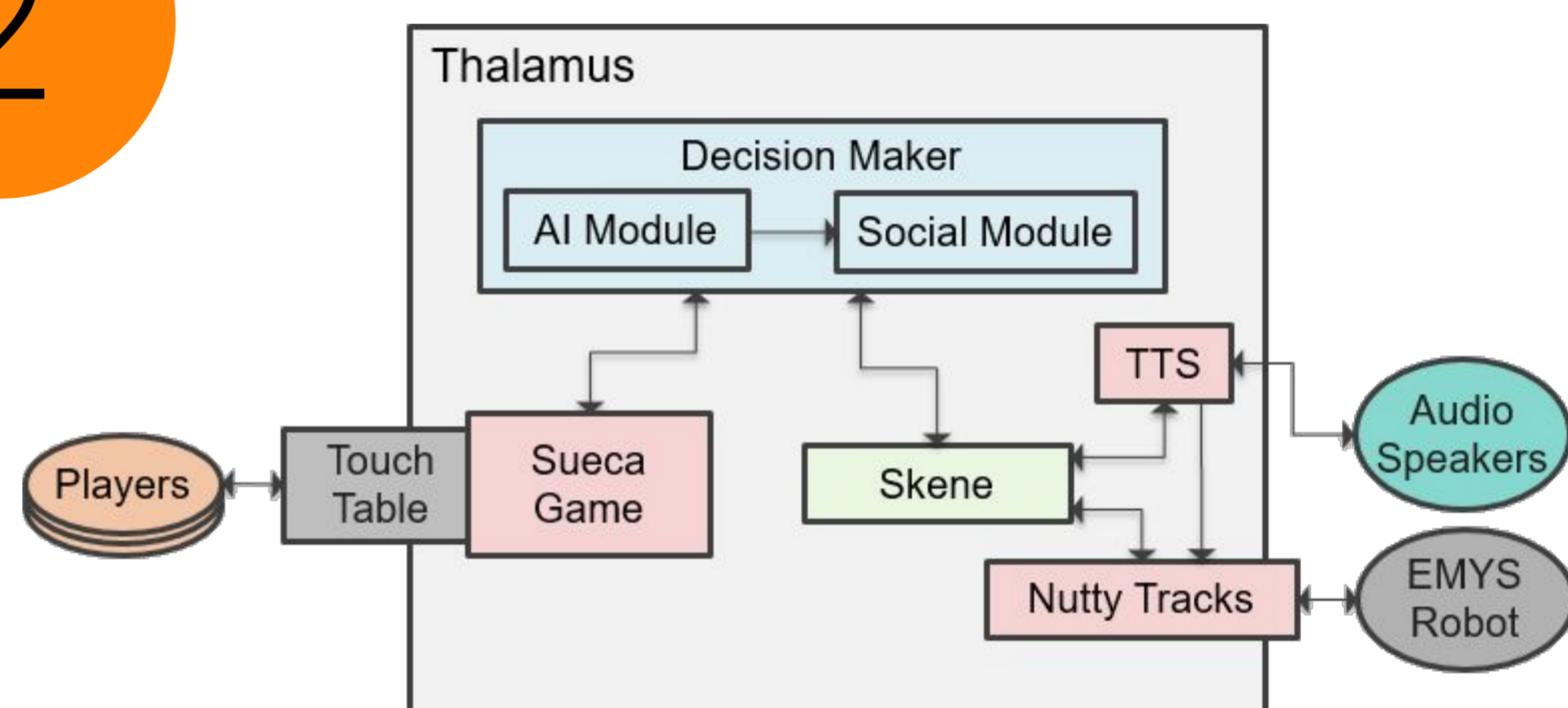# Social and Entertainment Robots for Older Adults

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Semi-structured interview:

1. experience of playing

2. the robotic game player

Take-away messages:
🔻They had difficulties in seeing the virtual cards of the robot
🔺Funnier than the traditional game
☺The robot should do signals

"We had a good time and lots of fun. We laughed a lot!"

"At the beginning was harder..."

"The table should be smaller"

"It said what was going to play like I am going for an Ace now, we don't do that"

"I trusted the robot more than if a person would count the points, people cheat more than machines."

"Useful to train people [that do not know the game] in a fun and engaging way."