

Workshop on Humanoid Soccer Robots

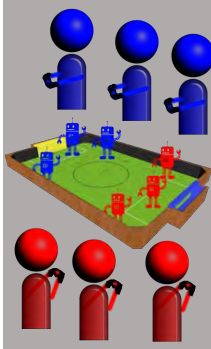
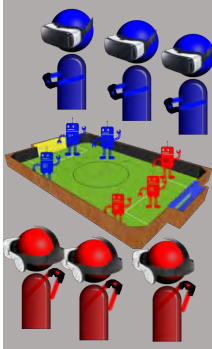
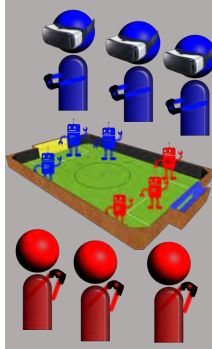

All Day Workshop: November 15th, 2016

Organizers: Daniel Lofaro (Chair), BaekKyu Cho, Sven Behnke, Daniel Lee, and Nuno Lau



Since 2006, every year Humanoid Soccer Workshops have been held at the Humanoids conference. Special issues based on workshop contributions appeared in the International Journal of Humanoid Robotics and in the RAS Journal. All contributed presentations are peer reviewed.

This year a new spin will be added, **in workshop LIVE experiments!!!** The live experiments will consist of humans controlling two teams of humanoids to play 3 RoboCup matches. Each team will have three robots controlled by humans either in bird's eye or first person mode. The goal of the test is to show the humans how hard it is for the robots to play soccer/football with their limited sensing. Matches will be recorded and analyzed. The results will be compiled and submitted for publication.

			 Workshop Link http://lofarolabs.com/events/robocup/ws16/
Birds' Eye vs. Birds' Eye	VR vs. VR	Birds' Eye vs. VR	

Schedule:

- 0900-1030: Contributed Work I
- 1030-1100: Coffee Break
- 1100-1230: Keynote and Contributed Work II
- 1230-1400: Lunch with Workshop
- 1400-1530: Live Experiment and Demonstration and Contributed Work III
- 1530-1600: Coffee Break
- 1600-1800: Interactive Discussion - Future of RoboCup

Workshop Focus:

- Bipedal locomotion
- Dynamic motions
- Humanoid-human interaction
- Motion and action planning
- Safe and compliant humanoid robots
- 3D simulation of humanoid robots
- Humanoid 3D printing
- And more!!!

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