Yue Zhao

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Carson

Robots Can't Help Every Child

Anna Matteo said in her article "Robot Helps Sick Children Feel Less Lonely" (2016) that a smart robot called AV1 can help sick children feel better because they will no longer feel isolation. As a result of long-term illnesses, those sick children have to recover at home or in the hospital. Then, the robot can go to school for the children. By using a tablet or a phone to control the robot, children can take part in classroom activities wherever they are. In order to make communication easier, the robot was designed with speakers, microphones and cameras. Children can make good use of the robot and feel less lonely with the company AV1 robot can provide. We have to admit that this robot can solve a lot of problems for sick children, yet it can't help every child. Robots can't replace the warmth from their parents and friends, help children of different ages and make all sick children feel less lonely.

1. **Is the summary of the issue clear to you, as a reader? Why or why not?**

2. **Locate the thesis statement. Can you rephrase it in your own words?**

3. **Based on the thesis statement, how many points will the writer discuss?**

These robots can't replace human company, especially from parents and friends. Matteo said, "The robot takes their place at school. Through the robot, children can hear their teachers

and friends" (2016). However, only watching or listening to their friends is not enough for those desperately lonely souls. For example, Suleman Shahid, Emiel Krahmer and Marc Swerts did an experiment to see the difference in children's behaviors when they played with their friends in contrast to playing with the iCat robot. The result of this experiment showed that robots are less useful in helping children as compared to a real friend. They write "Children playing a game with the iCat are more expressive than children playing alone (higher percentage of correct classification), but less expressive than children playing with a friend" (Shahid 92). They also found that children showed more positive attitudes when they played with a friend instead of a robot. However, children who played alone were more negative than those who played with a robot. From these experiments, we realize that robots can indeed help children feel less lonely, but friends are still more significant. The robot still can't replace the companionship of human beings.

Also, robots cannot help children of different ages. Matteo wrote in her article, "Norwegian researchers have developed a clever way to keep children recovering from long-term illness connected to their friends and their education" (2016). This opinion is partly right, since we have to know that not all people who are suffering from long-term illness are the same age. Suleman Shahid and Emiel Krahmer wrote in their article about child–robot interaction that 8-year-old children are found to be more engaging when they play with robot than 12-year-olds are. This research showed that younger participants have a strange interest in having a robot companion as a friend at home more than older ones. According to them, we also know children's capability to express their emotions differs with age and children's capability to adjust behaviors to social contexts increases between the ages of 8 to 11. Therefore, we have to consider the children's age

when we talk about the robots' influence. In a word, children with different ages have different reflections on the robot. Thus, robots can't help them all in the same way.

Furthermore, robots can't help children having different kinds of illness. Matteo claimed in her article, "A small robot may help children who are recovering from a long-term illness in hospital or at home." Different illnesses should be treated differently. Robots cannot be adapted to any of these diseases, so for those sick children, robots are useless. Hawon Lee and Eunja Hyun wrote an article titled "The Intelligent Robot Contents for Children with Speech-Language Disorder" (2015). They said that "Experts responded that they were not knowledgeable about 'robot therapy,' and believed that it is not the best method of treatment for speech-language disorder children, and that human therapists may be better at treating language disorders" (Lee 109). That is to say those speech-language disorder children can't receive good results in treatments with a robot's help. In the case of a language disorder, the children cannot communicate normally. Even though robots can replace sick children's place in the classroom, those speech-language disorder children still cannot talk or communicate with their classmates or teachers. This means AV1 robot is totally useless for those children. In other word, robots can only help sick children who can still talk but cannot go to school normally.

1. **Do each of the topic sentences reflect or refer back to the thesis statement? Do they appear in the order in which they are mentioned in the thesis?**

2. **Do all of the supporting sentences in each body paragraph relate to their topic sentences?**

3. **Are there any sentences in the body paragraphs that do not relate to the topic?**

All in all, Matteo believed that robots can help sick children a lot, yet there are some limitations. Robots can provide some help, but the help still can't replace the intimacy and caring of human beings and can't help children of different ages or suffering from different illnesses. If we want to improve the relationship between children and robots, we can tailor the individual robots based on those differences and take different factors into account in our future robots' design.

1. **Does the conclusion restate the thesis and summarize the main points?**

2. **Does the writer leave the reader with a final thought?**

Works Cited

Hawon Lee, E. H. (2015, January 22). The Intelligent Robot Contents for Children with Speech-Language Disorder. 100-114.

Matteo, A. (2016). *A small robot may help children who are recovering from a long-term illness in the hospital or at home.* VOA News .

Suleman Shahid, E. K. (2014, August 23). Child–robot interaction across culturesHow does playing a game with a social robot compare to playing a game alone or with a friend? 86-100.