

# Religion and Robots

## : Towards the Synthesis of Two Extremes



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Humanity has always been dreaming of robots since the ancient times. Historically, robots - originally called automata - have been cultured objects, the products of technology together with faith. The relationship between robots and religion has disappeared in the last two centuries, as science and religion parted ways, and have typically been seen in opposition. Nowadays, as robots and AI are going to spread in human society, new possibilities and new ethical challenges are on the horizon. In this presentation, we summarise the state of the art in robotics and religion, and we will see a taxonomy for robot morphology that takes into account the factor of religion.

**2018. 10. 26 FRI**  
**14:00-15:30**

Place:  
Seminar Room, the 1st floor  
at Frontier Research Institute for Interdisciplinary Sciences

学際科学フロンティア研究所 1階大セミナー室  
[ 事前申込不要・参加自由 ]

学際科学フロンティア研究所では、Gabriele Trovato氏(早稲田大学国際教養学部講師)をお招きし、「宗教とロボット」の学際発想と議論に関するセミナーを開催いたします。ロボット工学者としてTrovato氏はロボット形態学に宗教的分析を試し、そこから「Theomorphic Robots」という新しい概念を提案しました。現在開発中のプロトタイプTheomorphic RobotsであるDarumaTO2とSanTOも紹介します。この貴重な機会にぜひご参加ください。

Gabriele Trovato is currently Assistant Professor in Waseda University, Tokyo, Japan. He received his M.S. degree in Computer Engineering from the University of Pisa, Italy, and Ph.D. degree in Biorobotics in Waseda University. Within the relations between the two countries, Gabriele Trovato has been in the organising committee of Italy-Japan Workshops since 2011. He has been Visiting Researcher in Karlsruhe Institute of Technology (Germany), Carnegie Mellon University (USA), University of Sao Paulo (Brazil), PUCP (Peru) and Imperial College London (UK) among others. Gabriele Trovato has worked in the video game industry, being involved in the development of the world-wide notorious game "Sid Meier's Civilization" and having created popular innovative mods for the game. His main research interests include Human-Robot Interaction, with focus on culture related aspects, artificial emotions in humanoids, robot design, and Procedural Content Generation.