# METAPO

A ROBOTIC META PORTAL FOR INTERSPACE COMMUNICATION

Takuro Yonezawa, Nozomi Hayashida, Kenta Urano, Johannes Przybilla, Yutaro Kyono and Nobuo Kawaguchi

#### PROBLEM

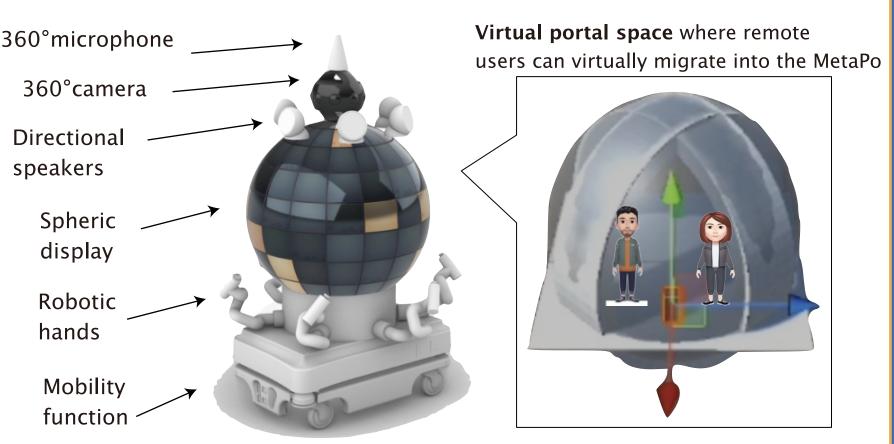
A key question:

#### "What is the unified way to connect distributed physical and cyber spaces?"

Information technology extends our living space to cyber space, i.e., virtual reality or the so-called metaverse. In addition, as the digital counterpart of a physical space, the concept of digital twins[3] attracts many researchers in both academia and industry in the smart city context. Thus, methods to connect or integrate such various spaces are getting more important for enhancing communication and services among these spaces.

#### METHOD

Designing a new device for interspace communication



MetaPo is a four-wheeled robot which equips several I/O components such as 360° camera and microphone, directional speakers, spheric display, and robot hands for physical interaction. In addition, each MetaPo has its corresponding virtual portal space where remote users can virtually migrate into the MetaPo. This enables immersive group telepresence via VR devices, allowing various kinds of apps within the MetaPo platform. We assume that one-to-many remote communication creates a psychological load to both sides due to its asymmetric relationship. It would mean, that applications that connect remote spaces should provide multi-user capability for any service. Therefore, MetaPo supports panoramic I/O function and multiple robot hands for multi-users experiences, as well as conventional one-to many communication.

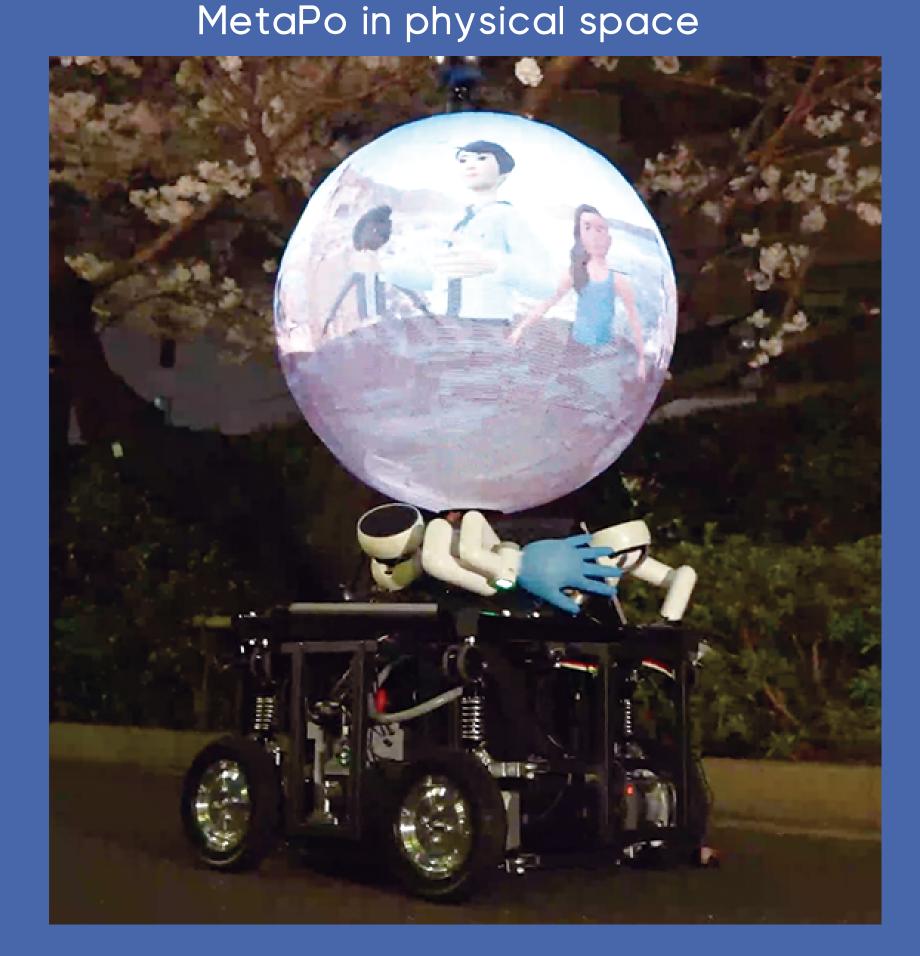






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MetaPo in cyber space





METAPO INTRODUCES A NEW LINKING MODEL OF SPACES, THAT HANDLES BOTH PHYSICAL AND CYBER SPACES EQUIVALENTLY, ENABLING A UNIFIED AND SEAMLESS COMMUNICATION BETWEEN THEM.





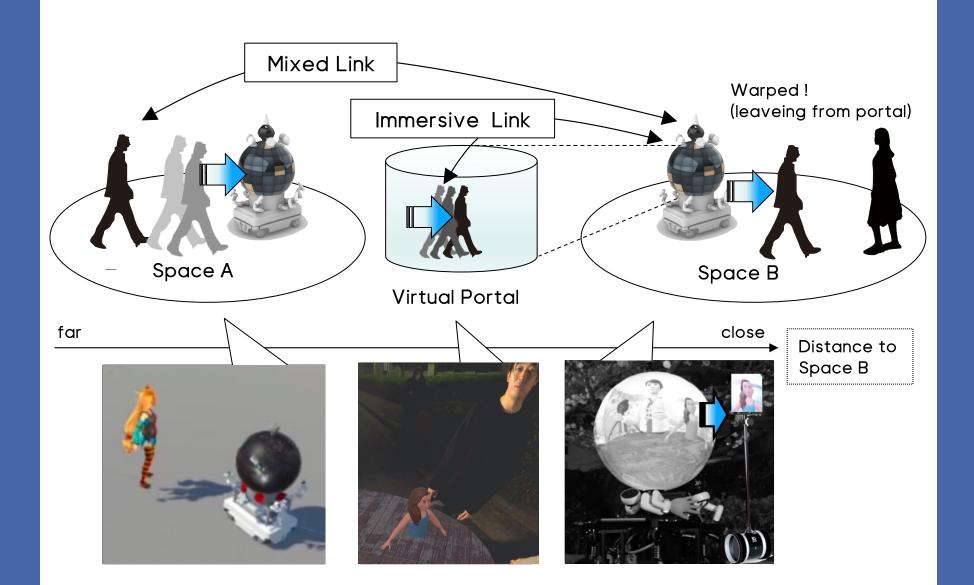
Mixed Link: 360°media call



Immersive Link: Immersive group telepresence

### APPROACH

Interspace Communication Model by MetaPo



## RELATED WORK

Existing work has introduced similar conceptual methods for multi-users communication in different ways, such as panoramic communication with spherical display[2] or immersive group telepresence[1].

MetaPo provide a seamless integration of those communication modes through its hardware and software combination and adds several actuating and mobility functions.

### REFERENCES

[1] Stephan Beck, André Kunert, Alexander Kulik, and Bernd Froehlich. 2013. Immersive Group-to-Group Telepresence. IEEE Transactions on Visualization and ComputerGraphics19,4(2013),616-625.

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https://doi.org/10.1145/3357236.3395429

[3] Roberto Saracco. 2019. Digital Twins: Bridging Physical Space and Cyberspace. Computer 52, 12 (2019), 58-64. https://doi.org/10.1109/MC.2019.2942803

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