

More time for everyday life

AURORA explores how useful robotics
could reduce routine household work.



The purpose is practical

Time

Routine tasks compete with work, rest and family life.

Convenience

Assistance should reduce effort without creating a new burden.

The proposed value must be tested with household users.

The user sets the purpose

You choose the task.

The system explains its limits.

Uncertainty prompts a question.

Development principles

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| 01 | A narrow useful task | Define what completion means before adding complexity. |
| 02 | Evidence before expansion | Advance only when behavior is repeatable and reviewed. |
| 03 | Clear limits | Separate design intent, simulation and physical results. |
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Open to expertise

Constructive challenge

Engineering feedback should change weak assumptions.

Shared understanding

Document decisions, responsibilities and the evidence behind them.



Useful assistance. Responsible progress.

Improve one validated capability at a time,
with people's needs guiding the work.