Paragraph 5

Understanding the uncanny valley is particularly important to designers. While it is most commonly talked about with robots, it also occurs with dolls, teddy bears, 3-D animated films and video games. If a designer's objective is to create something that an audience will like or respond well to, then it's important to avoid the uncanny valley. If, on the other hand, they are looking to create something to deliberately scare people (for example, in a horror movie) then they may wish to use it.

The Uncanny Valley in Design

The uncanny valley theory is important for designers.

The uncanny valley is an important consideration in design, depending on the desired audience response.

Creating something that brings a positive response from the audience, designers must avoid the uncanny valley; however, it can be used for scary effects in horror movies.

Explanatory

Occurrence of the uncanny valley in robots, dolls, teddy bears, 3-D animated films and video games.

To explain the importance of avoiding the uncanny valley in design for showing a positive response from the audience.

The uncanny valley occurs with various forms of design and can impact audience response.

Topic

Topic sentence

Main idea

supporting sentence

example

Writing Style

purpose

summary

Paragraph 6

In a world where automation and robots are increasingly common, some scientists suggest that we will get used to the uncanny valley. Over time, human-like robots will become normal and we will react towards them as we do with any other robot. But that day isn't here yet and, for many people, these machines can still be a source of fear.

The Uncanny Valley and Human Perception

The uncanny valley refers to the discomfort people feel towards human-like robots.

Some scientists believe that with time, human-like robots will become normalized without fear.

Automation and robots are still increasing, but the uncanny valley still affects human perception of human-like robots.

Objective and informative

Human-like robots still evoke fear in many people.

To highlight the impact of the uncanny valley on human perception of robots.

Human-like robots will become normal, but this change in perception has not yet occurred.