Results of Stage 1 of our three-stage study suggests that a social robot has a potential role to play in fostering intergenerational interactions through grandparent-grandchild-robot collaborative gameplay of the Tangram game.

**MOTIVATION:**
- It is predicted that older adults will represent 23% to 25% of the total Canadian population by 2036 [1].
- Grandparents obtain satisfaction and companionship from the grandparent-grandchild interaction. It also helps in the emotional development of the grandchild [2].
- Social robots can have a positive impact on the intergenerational interaction in non-familial settings [3].

**AIM:**
The research questions guiding Stage 1 of the project are:
- How do dyads perceive their collaboration in the Tangram game?
- What do the dyad-s of grandparent-grandchild envision the role of a social robot could be in the Tangram game?

**OUR STUDY:**
- **PARTICIPANTS:** Four grandparent (52-74 years)-grandchild (7-9 years) dyads (Figure 2)
- **ROBOT:** Pepper (SoftBank)
- **GAME:** Tangram
- **QUESTIONNAIRES:** Perceived collaboration and post-session questions.

**RESULTS:**
- Figure 3 shows the dyads rating for the perceived collaboration in the Tangram game.
- All four dyads said they would like to have Pepper present for the next time they play Tangram together.

**FUTURE WORK:**
- For the next stage of research, we will explore using Pepper as a mediator where it would combine interactive storytelling and the Tangram game.
- Our next step is to test how the proposed role of the robot works for the intergenerational scenario.

**REFERENCES:**
[1] Seniors [Internet]. [cited 2020 Jan 31].