

Feature	Gemini on Cell Phone (Digital Interface)	Ubiquitous Mobile Robot (Physical Agency)	Impact on Social Rank / ASD Well-being
Social Presence	Passive: User must initiate interaction by picking up the device.	Active: Robot can follow or "co-occupy" space without demanding eye contact.	Reduces the cognitive load of "initiating" social bids; the robot maintains a Submissive/Available rank.
Judgment/Shame	Non-judgmental + Embodied: Text-based processing; no facial expressions to decode.	Non-judgmental + Embodied: No "human" gaze; allows for "Social Stimming" or repetitive vocalizations.	Eliminates the fear of "Involuntary Subordination." The robot cannot be "offended," removing the user's Shame (Harder, 1990).
Language Use	Functional: Best for structured queries and data retrieval.	Experimental: Safe space for "taboo," repetitive, or unscripted language.	The user can practice Dominant or "Aggressive" language without the moral cost of harassment, as the robot lacks a "victim" status.
Physical Context	Isolated: Interaction is confined to a 6-inch screen.	Situated: Robot navigates the user's physical world (Edge computing/Grumenza 2024).	The robot becomes a "bridge" to the physical world rather than a distraction from it.