

## **Physiognomy: Agent Design [PEAS]**

- **Performance:** health patient, safe, fast, private
- **Environment:** clinic
- **Actuators:** facial expressions, hands movement, game result
- **Sensors:** camera, keyboard (entry of symptoms, patient's answers)

## **Physiognomy: Environment Properties [ODESDA]**

- **Task Environment:** clinic
- **Observable:** partially observable
- **Deterministic:** deterministic
- **Episodic:** episodic
- **Static:** dynamic
- **Discrete:** continues
- **Agents:** multi-cooperative