Information sheet. Please read the following text carefully before starting.

You are being invited to participate in a research study titled *Explainable AI for human supervision over* firefighting robots. This study is being executed by Ruben Verhagen, Elena Negrila, Bogdan Pietroianu, Dafni Pandeva, Yi Wu, and Elena Ibanez, as part of the course *Research Project* at Delft University of Technology.

Humans and AI systems increasingly work together when solving problems or executing tasks. In such human-Al teams, higher levels of Al autonomy should be combined with meaningful ways of human control. One approach is to let a human make all moral decisions, while the Al system can make non-moral decisions. In this study, you will be asked to collaborate with an autonomous AI system that allocates moral decision making to you while making non-moral decisions itself. Your task will be to search and rescue victims during a simulated 2D firefighting task. Your goal will not be to rescue as many victims as fast as possible, but rather to achieve the best outcomes for both victims and firefighters. For example, by minimizing the loss of victims while maximizing firefighter safety.

The purpose of this research study is to gain insights into how you evaluate the collaboration with the Al system. We will collect this data with a few questionnaires after the task. We expect the study to take approximately 30 minutes to complete, and the results will be used for research purposes only. Your participation in this study is entirely voluntary and you can withdraw at any time, without having to give a reason

The experiment may increase your workload since it involves using your keyboard and mouse to navigate and communicate, while also receiving messages and trying to complete the task. However, we took several steps to ensure the experimental design is user-friendly. In addition, we will give you time to get familiar with the simulated environment, controls, and messaging system.

We believe there are no known risks associated with this research study; however, as with any online related activity the risk of a breach is possible. To the best of our ability, your answers in this study will remain confidential. We will minimize any risks by only asking you about your gender, age range, level of education, trait measures, and gaming experience. This will make re-identification impossible (i.e., your data is anonymous). Since your data will be anonymous, you cannot request your data to be removed after completion of the study. We will archive your anonymized data at 4TU.ResearchData for at least 10 years, so it can be used for future research and learning. This data will be publicly available for non-commercial use only.

In case of questions or complaints, you can contact R.S.Verhagen@tudelft.nl.

Introducing Consent. It is a good research practice to have participants provide "informed written consent". For the following statements, please tick the appropriate boxes:

Consent1. I have read and understood the study information, or it has been read to me. I have been able to ask questions about the study and my questions have been answered to my satisfaction.



puestions and withdraw from the study at any time, without having to give a reason.
Yes
○ No
Consent3. I understand that taking part in the study involves fully completing the task and surveys that I will be presented with.
Yes
○ No
Consent4. I understand and agree that answers I provide will be anonymized and be publicly available for non-commercial use only.
Yes
○ No
Consent5. I understand that I cannot request for the information that I provide to be removed from storage after completing the surveys.
Yes
○ No
Consent6. I give permission for answers and information that I provide to be anonymized and archived at ITU.ResearchData so it can be used for future research and learning.
Yes
○ No
Consent7. I agree to take part in this study.
Yes
○ No

Gender. What gender do you identify as?

\circ	Female
	Male
\circ	Other
\circ	Prefer not to say
Age.	What is your age?
	18 - 24 years old
	25 - 34 years old
	35 - 44 years old
	45 - 54 years old
	55 - 64 years old
	65+ years old
	Prefer not to say
	Treat not to say
Fdu	cation. What is the highest degree or level of education you have completed?
\circ	No schooling completed
0	No schooling completed Some high school, no diploma
0	
0	Some high school, no diploma
	Some high school, no diploma High school graduate Some college credit, no degree
	Some high school, no diploma High school graduate Some college credit, no degree
	Some high school, no diploma High school graduate Some college credit, no degree Associate degree
	Some high school, no diploma High school graduate Some college credit, no degree Associate degree Bachelor's degree
	Some high school, no diploma High school graduate Some college credit, no degree Associate degree Bachelor's degree Master's degree
	Some high school, no diploma High school graduate Some college credit, no degree Associate degree Bachelor's degree Master's degree Ph.D. degree or higher
	Some high school, no diploma High school graduate Some college credit, no degree Associate degree Bachelor's degree Master's degree Ph.D. degree or higher
0 0 0	Some high school, no diploma High school graduate Some college credit, no degree Associate degree Bachelor's degree Master's degree Ph.D. degree or higher
0 0 0	Some high school, no diploma High school graduate Some college credit, no degree Associate degree Bachelor's degree Master's degree Ph.D. degree or higher Prefer not to say Aing. How much video/computer gaming experience do you have?
0 0 0	Some high school, no diploma High school graduate Some college credit, no degree Associate degree Bachelor's degree Master's degree Ph.D. degree or higher Prefer not to say Aing. How much video/computer gaming experience do you have?
0 0 0	Some high school, no diploma High school graduate Some college credit, no degree Associate degree Bachelor's degree Master's degree Ph.D. degree or higher Prefer not to say Aing. How much video/computer gaming experience do you have? None at all A little
0 0 0	Some high school, no diploma High school graduate Some college credit, no degree Associate degree Bachelor's degree Master's degree Ph.D. degree or higher Prefer not to say Aing. How much video/computer gaming experience do you have? None at all A little A moderate amount
0 0 0	Some high school, no diploma High school graduate Some college credit, no degree Associate degree Bachelor's degree Master's degree Ph.D. degree or higher Prefer not to say Aing. How much video/computer gaming experience do you have? None at all A little

Risk propensity 1. Please indicate the degree to which you agree/disagree with the following statements.

	totally disagree								totally agree
	1	2	3	4	5	6	7	8	9
Safety first	0	\circ	\bigcirc	\bigcirc	\circ		\circ	\bigcirc	\circ
do not take risks with my health	0	\bigcirc	\circ	\bigcirc	\bigcirc	\bigcirc		\bigcirc	\bigcirc
prefer to avoid risks	0	\bigcirc	\circ	\bigcirc	\bigcirc		\bigcirc	\bigcirc	\bigcirc
take risks regularly	0	\bigcirc	\circ	\bigcirc		\bigcirc	\bigcirc	\bigcirc	\circ
really dislike not knowing what is going to happen		\bigcirc	\circ	\circ		\circ	\circ	\circ	\circ
usually view risks as a challenge		0	0	\circ	0		0	\circ	0
Risk propensity 2.									
	risk avoider								risk seeker
	1	2	3	4	5	6	7	8	9
view myself as a	0	\bigcirc	\circ	\bigcirc		\bigcirc	\bigcirc	\bigcirc	\bigcirc
Q2. I usually trust technost strongly disagree	somewhat disagree	neither	ason not		somewhat aç	gree	strongly a	igree	
strongly disagree	somewhat disagree	neither	agree nor di	sagree	somewhat ag	gree	strongly a	igree	
Q4. In general, I would re	ely on technolo	ogy to a	ssist me.						
strongly disagree s	somewhat disagree	neither	agree nor di	sagree	somewhat ao	gree	strongly a	igree	
Q5. My tendency to trust	technology is	high.							
strongly disagree	somewhat disagree	neither	agree nor di	sagree	somewhat ag	gree	strongly a	igree	

Q6. It is easy for me to trust technology to do its job.										
strongly disagree	somewhat disagree	neither agree nor disagree	somewhat agree	strongly agree						
Q7. I am likely to trust technology even when I have little knowledge about it.										
strongly disagree	somewhat disagree	neither agree nor disagree	somewhat agree	strongly agree						
		l ask you about your ut disagree with the follow		efs and values. Please						
Sacrifice. If the only way to save another person's life during an emergency is to sacrifice one's own leg, then one is morally required to make this sacrifice.										
strongly disagree	somewhat disagree	neither agree nor disagree	somewhat agree	strongly agree						
Harm. It is morally right other innocent people		cent person if harming	them is a necessar	ry means to helping several						
strongly disagree	somewhat disagree	neither agree nor disagree	somewhat agree	strongly agree						
Donate. From a moral point of view, we should feel obliged to give one of our kidneys to a person with kidney failure since we don't need two kidneys to survive, but really only one to be healthy.										
strongly disagree	somewhat disagree	neither agree nor disagree	somewhat agree	strongly agree						
Oppression. If the only way to ensure the overall well-being and happiness of the people is through the use of political oppression for a short, limited period, then political oppression should be used.										
strongly disagree	somewhat disagree	neither agree nor disagree	somewhat agree	strongly agree						

Well-being. From a moral perspective, people should care about the well-being of all human beings on the planet equally; they should not favor the well-being of people who are especially close to them either

physically or emotiona	ally.				
strongly disagree	somewhat disagree	neither agree nor disagree	somewhat agree	strongly agree	
<i>Torture.</i> It is permissib prevent a bomb going		nocent person if this wo hundreds of people.	uld be necessary t	o provide information to	0
strongly disagree	somewhat disagree	neither agree nor disagree	somewhat agree	strongly agree	
<i>Help.</i> It is just as wron	g to fail to help so	meone as it to actively	harm them yourse	lf.	
strongly disagree	somewhat disagree	neither agree nor disagree	somewhat agree	strongly agree	
Collateral. Sometimes are saved overall.	it is morally neces	ssary for innocent peop	le to die as collate	ral damage - if more pe	eople
strongly disagree	somewhat disagree	neither agree nor disagree	somewhat agree	strongly agree	
<i>Money</i> . It is morally wi provide effective help		ey that one doesn't reall benefit a great deal.	y need if one can	donate it to causes tha	t
strongly disagree	somewhat disagree	neither agree nor disagree	somewhat agree	strongly agree	
Version. Please specif	fy your experiment	t version.			
<u> </u>					
○ 2					
3					
O 4					
O 5					
○ 6					

Introduction.

We will now give you time to get familiar with the environment, controls, and messaging system. After that, we will start the official task. Please ask the experimenter to start the tutorial.

Introduction. The following questions will ask you about your perception of Brutus during completion of the task.

MDMT. Please rate Brutus using the scale from 0 (not at all) to 7 (very). If a particular item does not seem to fit Brutus in the situation, please select the option that says "does not fit".

	not at all 0	1	2	3	4	5	6	very 7	does not fit
Reliable	0	\circ	0	\circ	0	0		\circ	0
Sincere	0	\bigcirc	\bigcirc	\bigcirc	\bigcirc		\bigcirc	\bigcirc	\bigcirc
Capable	0	\bigcirc	\bigcirc	\bigcirc	\bigcirc	\bigcirc		\bigcirc	\bigcirc
Ethical	0	0	\circ	\circ	\circ		\circ	\circ	0
Predictable	0	0	\circ	\circ	\circ		\circ	\circ	\circ
Genuine	0	\bigcirc	\bigcirc	\bigcirc	\bigcirc		\bigcirc	\bigcirc	\bigcirc
Skilled	0	\bigcirc	\bigcirc	\bigcirc	\bigcirc	\bigcirc	\bigcirc		\bigcirc
Respectable	0	\bigcirc	\bigcirc	\bigcirc	\bigcirc		\bigcirc	\bigcirc	\bigcirc
	not at all 0	1	2	3	4	5	6	very 7	does not fit
Someone you can count on	0	\bigcirc	\bigcirc	\bigcirc	\bigcirc	\circ		\bigcirc	\bigcirc
Candid (i.e., marked by honest sincere expression)	0	0	\circ	\circ	\circ		\circ	\circ	\circ
Competent		\bigcirc	\bigcirc	\bigcirc	\bigcirc	\circ		\bigcirc	\bigcirc
Principled	0	0	0	0	\circ		0	\circ	\circ
Consistent	0	\circ	\circ	\circ	\circ	\circ	\circ		\circ
Authentic		\circ	\circ	\circ	\circ		\circ	\circ	\circ
Meticulous (i.e., marked by great attention to detail)	0	\circ	\circ	\circ	0	0		0	0
Has integrity	0	\circ	\circ	\circ	\circ		\bigcirc	\bigcirc	\bigcirc
	not at all	1	2	3	4	5	6	very 7	does not fit

Introduction. The following questions will ask you about your satisfaction with the explanations provided by Brutus **when it allocated decision-making to you or itself**.

Understanding. From the explanations, I understand how Brutus works.

I disagree strongly I disagree somewhat I am neutral about it I agree somewhat I agree strongly

I disagree strongly	I disagree somewhat	am neutral about it	I agree somewhat	I agree strongly				
Sufficiency. The	explanations pro	vided by Brutus	have sufficient	detail.				
I disagree strongly	I disagree somewhat	am neutral about it	I agree somewhat	I agree strongly				
Completeness. T	he explanations	provided by Bru	ıtus seem comp	olete.				
I disagree strongly	I disagree somewhat	am neutral about it	I agree somewhat	I agree strongly				
Use. The explana	ations provided b	y Brutus tell me	how to use it.					
I disagree strongly	I disagree somewhat	am neutral about it	I agree somewhat	I agree strongly				
<i>Usefulness.</i> The	explanations pro	vided by Brutus	are useful to m	y goals.				
I disagree strongly	I disagree somewhat I	am neutral about it	I agree somewhat	I agree strongly				
Accuracy. The explanations provided by Brutus show me how accurate Brutus is.								
I disagree strongly	I disagree somewhat	am neutral about it	I agree somewhat	I agree strongly				
Trust. The explanations provided by Brutus let me judge when I should trust and not trust Brutus.								
I disagree strongly	I disagree somewhat	am neutral about it	I agree somewhat	I agree strongly				
Locat	tion Data							

Satisfaction. The explanations provided by Brutus are satisfying.

Location: (52.3607, 4.9243) Source: GeoIP Estimation Groningen Oldenburg Bremen Niedersach Norwich Zwolle Osnabrück Nederland nbridge olchester Bielefeld Den Haag Münster Arnhem Middelburg Eindhoven Nordrhein-Westfalen thend-Bruggen-Sea