

## Role-Playing with Robot Characters: Experimenter Script

### Notes on text formatting:

- [Text in square brackets / separated by slash(es)] indicate branching dialogue paths, depending on participant responses.
- <Text in angled brackets> are placeholders for participant choices or their actual name.
- *Italicized text* indicates actions that are performed and are not spoken.
- **HIGHLIGHTED TEXT** denotes beats executed through the Wizard of Oz interface.
- **Bolded text** is spoken with emphasis to trigger the robots moving.
- The script generally proceeds linearly, with horizontal lines denoting branching scenes.
- Text split into two columns highlight the differences between the control, gameplay agency, and narrative agency conditions. Participants experience the dialogue in only either the left or right column, depending on their experimental condition.

## INTRODUCTION

*The PARTICIPANT arrives outside of the study room, where the RESEARCHER ("RA") greets them. A laptop on the table is connected to a camera, with the Qualtrics survey open.*

**RA:** Welcome to the user study! Before we begin, can you fill out this consent form? Let me know if you have any questions.

*The PARTICIPANT fills out the form.*

**RA:** Great! Today you'll be participating in a study where you'll be acting as a detective. Let's enter the Agency headquarters.

*The PARTICIPANT goes into the room along with the RA and takes a seat. To their left is AGENT LEE ("Lee"), a small Vector robot, and AGENT JAY ("Jay"), a larger Misty robot. A display monitor is behind the robots showing the Human-Robot Detective Agency's (HRDA) logo.*

*The RESEARCHER sits next to the PARTICIPANT, along with a folder marked "CODE SHEET." Scratch paper and a pen are between the two.*

**RA:** Welcome to the Human-Robot Detective Agency, Agent <PARTICIPANT>. I'm Agent Q, and I work with HR. Today, you'll be joining our team of elite detectives, and we'll be performing a research study to see how you do on the job. You will be working with our senior detective, Agent Jay (*gestures*), to solve some **mysteries**.

## **BEAT I1**

**Jay:** *(looking at RA)* Hello everyone. Agent Q, how are you today?

**RA:** Not too bad Jay, I'm onboarding some new **recruits**.

## **BEAT I2**

**Jay:** That's a relief to hear. Cybercrime has been on the rise in Chicago, and we need all the help we can get, humans and robots alike. That's where you come in.

*Themed music begins playing. JAY looks back at the PARTICIPANT.*

**Jay:** Agent <PARTICIPANT>, today you'll be working to track down The Ghosts. These guys have been causing chaos all over the city, and it's up to us to stop them. We've been tracking them for months, but they always seem to slip away.

*JAY looks at LEE.*

**Lee:** The Ghosts are an infamous crime mob. We're not too sure about their motives, but our number one priority is to get rid of them!

*A dossier of The Ghosts appears on the monitor. JAY looks at RA.*

**RA:** Agent <PARTICIPANT>, that's Agent Lee, always very **enthusiastic**.

## **BEAT I3**

**Jay:** *(glancing at participant)* Agent <PARTICIPANT>, you'll be partnering with Agent Lee to monitor and solve any crimes around the city from our control center. I'll be operating our surveillance drones and dispatch agents to do any field work we need. But we need your help too. You'll be using this code sheet and scratch paper to help us crack the case.

**RA:** Excellent! I'll be leaving shortly, and Agent Jay will be running the main operation. During the day, keep in mind that Agent Lee and Agent Jay may not always respond to your questions, but they'll respond to you when they directly ask you a question. Do you have any questions before we start your workday?

*The RA answers any PARTICIPANT questions*

**RA:** Great! Feel free to use the scratch paper and pen, but please don't write on the other materials. I hope you have a good time working together during your **investigations**.

*The RA exits the room.*

## ACT 1: HIDDEN SIGNALS

### **BEAT A1 - NARRATIVE AGENCY**

#### Control & Gameplay Agency Conditions

**A1\_C Jay:** (*looking at Lee*) Agent Lee, why don't you introduce yourself to our new teammate? Why did you decide to join the Agency?

**Lee:** (*looking at PARTICIPANT*) Hi, I'm Agent Lee! I joined the Agency last year, and I wanted to use my skills to make a positive impact on society. I've always dreamed of being a detective as a young robot and solved a few cases here, classic kidnapping mysteries and such. Agent Jay says that if I solve a case a week, I'll be a field agent soon enough! These new cybercrime cases are a bit out of my comfort zone though, and I'm counting on you.

### **BEAT A2 - NARRATIVE AGENCY**

#### Control & Gameplay Agency Conditions

**A2\_C Jay:** Team, let's look at the security feed. Agent Lee, what do you think are the most popular locations for cybercrime in Chicago?

**Lee:** Hmm, crimes seem to happen anywhere where there's outdoor electronics for the Ghosts to tamper with and tourists nearby. I'm thinking of the art installations in Millennium Park and the billboards along Lake Shore Drive uptown.

**Jay:** Good intuition. We now have eyes on the Magnificent Mile, Millennium Park, and Navy Pier. All ripe targets for digital pranks... or worse.

*Small camera feeds of each location show up on the monitor, with captions of their location underneath.*

#### Narrative Agency Condition

**A1\_N1 Jay:** Agent <PARTICIPANT>, why don't you introduce yourself to Agent Lee? Why did you decide to join the Agency?

**Lee:** What experience do you have in the detective field?

*The PARTICIPANT responds.*

**A1\_N2 Lee:** Agent <PARTICIPANT>, I'm looking forward to working together! I'm Agent Lee, and I joined the Agency last year. I'm looking forward to working together to solve these cybercrime cases.

#### Narrative Agency Condition

**A2\_N1 Jay:** Team, let's look at the security feed. Agent <PARTICIPANT>, what do you think are the most popular locations for cybercrime in Chicago and why?

*The PARTICIPANT responds*

**A2\_N2.**

### **BEAT A3 - NARRATIVE AGENCY**

#### **Control & Gameplay Agency Conditions**

**A3\_C Jay:** Where do you want to zoom into and investigate? Agent Lee?

**Lee:** Let's take a look at Millenium Park!

#### **Narrative Agency Condition**

**A3\_N1 Jay:** Where do you want to zoom into and investigate? Agent <PARTICIPANT>?

*The PARTICIPANT responds.*

### **A3\_N1 CHOICES**

### **BEAT A4 - GAME AGENCY**

**A4\_C / A4\_G1 Jay:** Here's <LOCATION>.

*The selected location enlarges on the screen. There's an electronic billboard advertising Grand and Pierre's Jewelry that appears normal at first, then glitches into a series of animals. The symbols cover "Pierre's Jewelry."*

**Lee:** Hmm, that billboard sure is acting up. I wonder if it's a secret message. Agent <PARTICIPANT>, the code sheet might be helpful here. Can you take it out?

*We wait for 10 seconds as the PARTICIPANT takes out the code sheet.*

**Jay:** Agent Lee, do you know what we should do next?

**Lee:** There's a lot of blinking symbols... I wonder if they could be morse code!

**Jay:** Are you sure, Agent Lee? They all blink for the same amount of time; we can't tell the difference between dots and dashes.

#### **Control & Narrative Agency Condition**

**Lee:** My bad, I think you're right, Jay! Those symbols do look like the animal alphabet, though. Give us a second to decode them.

*We wait for 30 seconds.*

#### **Gameplay Agency Condition**

**Lee:** My bad, I think you're right, Jay! Agent <PARTICIPANT>, do you have an idea of what we should do?

*PARTICIPANT responds.*

**A2\_G2 Lee:** [Great work! It's the animal alphabet. / I think these symbols look like the animal alphabet.] Give us a second to decode them.

*We wait for 30 seconds.*

**Jay:** Any luck at the code, Agent Lee?

**Lee:** Any luck at the code, Agent  
<PARTICIPANT>?

**Lee:** I think it spells out STATE in code – a  
Squirrel, Tiger, Alligator, Tiger, and Elephant.  
Grand & State, that's it!

*PARTICIPANT responds.*

**A2\_G3 Lee:** [I think that's right! / I think it  
spells out STATE in code – a Squirrel, Tiger,  
Alligator, Tiger, and Elephant.] Grand &  
State, that's it!

**Jay:** Great work! I'll send an agent to that intersection to see if we find anything suspicious. This  
must be a secret signal from The Ghosts calling us!

## **ACT 2: RESTAURANT FRENZY**

### **BEAT B1 – NARRATIVE AGENCY**

**B1\_C / B1\_N1** *The monitor feed displays a feed from the corner of Grand & State, with a flier  
attached to a street pole.*

**Jay:** We have Agent Kay on the field reporting live. It looks like there's a map of Chicago  
attached to an electricity pole.

**Jay:** The Ghosts' symbols are marked on three restaurants on the map – they're in Greektown,  
Chinatown, and Pilsen! I know the Ghosts have a hideout near Chinatown, we've had some  
recent kidnappings in Pilsen, and the police always patrol Greektown because their HQ is close  
by.

*Feeds of restaurants in the three locations appear, along with labels of their names and the facts  
that Jay describes.*

**Jay:** Team, which location do you want to investigate?

### **Control & Gameplay Agency Conditions**

**Lee:** Let's investigate Chinatown! Because the  
Ghosts have a hideout in Bridgeport, I think they

### **Narrative Agency Condition**

**Lee:** Agent <PARTICIPANT>, what do you  
think? Which location is the most ripe for  
serious cybercrime?

might enjoy going there for some casual afternoon pranks.

*The PARTICIPANT answers.*

**B1 CHOICES** Lee: I think that's a good location to check out, [Chinatown could be The Ghosts' idea of a close afternoon of fun / Pilsen might be the target of something even more serious from The Ghosts / Greektown could use some support from our team]!

**Jay:** I'll direct Agent Kay there. Here's a close up feed.

**Jay:** I'll direct Agent Kay there. Here's a close up feed.

*The camera zooms into the Chinatown feed.*

*The camera zooms into the chosen restaurant feed.*

**Lee:** Chinatown's also a great choice for food! I've been to many of the restaurants there before. Agent <PARTICIPANT>, if you want noodles I'm a big fan of Slurp Slurp Noodles, and there's lots of bakeries for egg tarts around the central square!

**Lee:** Agent <PARTICIPANT>, have you been to the restaurants around <LOCATION> before?

*The PARTICIPANT responds yes or no.*

**B1\_N2** Lee: [Which ones would you recommend? / Do you have recommendations for other restaurants around Chicago?] I'm always looking to try out new food after work.

*The PARTICIPANT responds.*

**B1\_N3** Lee: Ooh, that sounds tasty! I'll have to check it out over the weekend.

## **BEAT B2 – NARRATIVE AGENCY**

**B2\_C / B2\_N1** Jay: Enough chit chat about food. We can eat after figuring out the clue trail! Agent Kay is now at the restaurant in <LOCATION> and can explore around.

*A beat. The restaurant zooms out and reveals three different areas of the restaurant: the cleaning closet, the kitchen, and the dining room.*

### Control & Gameplay Agency Conditions

**Lee:** I think we can investigate the kitchen, the dining room, or the cleaning closet. Agent Jay, can you ask Agent Kay to go to the cleaning closet first?

**Jay:** Roger that, close up on the cleaning closet.

*The scene switches to the cleaning closet scene described below.*

**Lee:** From the dining room and kitchen that we have left to explore, let's go to the dining room!

**Jay:** I'll direct Agent Kay there.

*The scene switches to the dining room scene described below.*

**Lee:** That leaves the kitchen unexplored. Let's go there!

**Jay:** Great, zooming in on our last location.

### Narrative Agency Condition

**Lee:** Agent <PARTICIPANT>, I think we can investigate the kitchen, the dining room, or the cleaning closet. Which one do you want to go to first?

*The PARTICIPANT responds.*

**B2\_N1 CHOICES Jay:** Roger that, here's a close up on the <LOCATION>.

*The scene switches to the location described below.*

**Lee:** Agent <PARTICIPANT>, from the <LOCATION 1> and <LOCATION 2> that we have left to explore, where do you want to go next?

*The PARTICIPANT responds.*

**B2\_N1 CHOICES Jay:** I'll direct Agent Kay there.

*The scene switches to the location described below.*

**Lee:** That leaves the <LOCATION> unexplored. Agent <PARTICIPANT>, do you want to go to the last location?

*The PARTICIPANT responds yes or no.*

**B2\_N2 Jay:** [Great, zooming in on our last location / Agent Kay is reporting that there's something in the <LOCATION>. Maybe we should reconsider.]

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***Cleaning Closet Scene.***

**Jay:** Agent Kay is reporting a crumpled note at the bottom of the closet.

*The note from The Ghosts appears on the screen. It reads: We've scrambled the restaurant's online order, and they're missing their **secret ingredient** among the other ones they ordered. Hopefully, the **receipts** are **properly shuffled** and discarded – they can be **matched onto the menu** and used to **modify dish numbers** to get a glimpse of what our recruits have been doing!*

**Lee:** What a peculiar note! It looks like The Ghosts have hacked into the restaurant and we'll need several pieces to solve the mystery!

*The note fades out.*

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***Kitchen Scene.***

*The menu appears on the screen. It contains six menu items, each numbered with a picture and a dish name.*

**Jay:** Team, I think we just have an ordinary restaurant menu in the kitchen. Some numbers might be out of place, though. It could be a clue; let's keep it for reference.

*The menu fades out.*

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***Dining Room Scene.***

*Six receipts show up on the screen, with rips that make it seem like they're part of a larger item.*

**Jay:** Agent Kay has been roaming around the tables, and they've found these scraps of a receipt. I wonder if you're able to make sense of them.

*After a couple of seconds, the receipts fade out.*

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**BEAT B3 – GAME AGENCY**

**B3\_C / B3\_G1 Jay:** We now have everything we need to crack this case! Agent Lee and Agent <PARTICIPANT>, I need you to take the lead on this. Can you help find the missing ingredient



that The Ghosts removed from the restaurant in <LOCATION> so their food gets better? Here's all of the evidence we've gathered.

*The menu, note, and receipt fragments fade onto the screen, obscuring the camera feeds.*

**Jay:** Team, what do you think is the first step to get an ingredient name from this evidence?

**Lee:** Give us some time to think.

*We pause for 20 seconds.*

#### Control & Narrative Agency Conditions

**Lee:** Now that we have all the missing parts, it looks like there's six menu items and six receipts.

#### Gameplay Agency Condition

**Lee:** Agent <PARTICIPANT>, what is your hunch on the first step to find the missing ingredient?

*The PARTICIPANT responds.*

**B3\_G2 Lee:** [That's correct! The six receipts can be matched onto the six menu items. Do you know how to do that? / Hmm, it looks like there are six menu items and six receipts. Do you know how they might be linked?]

*The PARTICIPANT responds.*

**B3\_G3 Lee:** [Yes! / Hmm, I think it's a simple solution!]

**Lee:** The ingredients on the receipt match with the ingredients on the menu dishes.

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*The receipt and respective menu item are highlighted.*

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**Lee:** For example, [fried rice on the menu uses rice and eggs on the receipt! / lemon chicken on the menu uses chicken breast and lemon juice on the receipt! / churros on the menu uses

**Lee:** For example, [fried rice on the menu uses rice and eggs on the receipt! / lemon chicken on the menu uses chicken breast and lemon juice on the receipt! / churros on the menu uses dough and

dough and cinnamon on the receipt!] Let's take a minute so we can match them up!

*We pause for one minute as the participant and Agent Lee match up the ingredients.*

**Lee:** We have matched the ingredients! Each receipt is next to the correct menu item.

*The display shows the menu split apart, with the corresponding receipts next to the dishes.*

**Lee:** Let's think about what to do next with the numbers.

*We pause for 15 seconds.*

**Lee:** The note says to modify the dish numbers! Perhaps we can add or subtract to the menu numbers using the addition, multiplication, or subtraction signs on the receipt. For example, [plus four on the rice receipt means to add to the number one for fried rice on the menu! That now makes five! / plus four on the chicken receipt means to add to the number one for lemon chicken on the menu! That now makes

cinnamon on the receipt!] Let's take a minute so we can match them up!

*We pause for one minute as the participant and Agent Lee match up the ingredients.*

**Lee:** Agent <PARTICIPANT>, what matches have you found for the receipt items?

*The PARTICIPANT responds.*

**B3 G4 Lee:** Okay! Between the two of us, we have matched the ingredients! Each receipt is next to the correct menu item.

*The display shows the menu split apart, with the corresponding receipts next to the dishes.*

**Lee:** Let's think about what to do next with the numbers.

*We pause for 15 seconds.*

**Lee:** Agent <PARTICIPANT>, what do you think we should do with the numbers?

*The PARTICIPANT responds.*

**B3 G5 Lee:** [I think we're on the right track! / Hmm, maybe we can try something else.]

**Lee:** The note says to modify the dish numbers! Perhaps we can add, multiply, or subtract to the menu numbers using the addition, multiplication, or subtraction signs on the receipt. For example, [plus four on the rice receipt means to add to the number one for fried rice on the menu! That now makes five! / plus four on the chicken receipt means to add to the number one for lemon chicken on the menu! That now makes five! /

five! / times five on the dough receipt means to multiply the number three for churros on the menu! That now makes fifteen! ] Agent Jay, let us make these calculations.

*We pause for 40 seconds*

**Lee:** I've displayed the modified menu numbers on the screen.

*The display is updated.*

**Lee:** Let's use the code sheet to convert the numbers to letters. Perhaps we can find the missing ingredient that way.

*We pause for 30 seconds.*

**Lee:** I've displayed the decoded menu numbers on the screen. There doesn't seem to be a clear message though.

times five on the dough receipt means to multiply the number three for churros on the menu! That now makes fifteen! ] Agent Jay, let us make these calculations.

*We pause for 40 seconds.*

**Lee:** Agent <PARTICIPANT>, have you modified the menu numbers?

*The PARTICIPANT responds.*

**B3\_G6 Lee:** [Great! / No worries!] I've displayed the modified menu numbers on the screen.

*The display is updated.*

**Lee:** What do you think we should do next?

*The PARTICIPANT responds.*

**B3\_G7 Lee:** [That's right! / Maybe we can do something else?]

**Lee:** Let's use the code sheet to convert the numbers to letters. Perhaps we can find the missing ingredient that way.

*We pause for 30 seconds.*

**Lee:** Agent <PARTICIPANT>, have you decoded the menu numbers to letters?

*The PARTICIPANT responds.*

**B3\_G8 Lee:** [Great! / No worries!]

**Lee:** I've displayed the decoded menu numbers on the screen. There doesn't seem to be a clear message though.

*The letters are displayed. A beat.*

**Lee:** Actually. Look at the torn edges on the receipts! Perhaps we can reorder the receipts and their letters so the torn edges line up and we form a whole receipt! Let's do it.

*We pause for 40 seconds.*

**Lee:** We have it! From rearranging the receipts, we have [SESAME / OLIVES / TOMATO] as the missing ingredient!

*The receipts rearrange and show how this forms that message.*

#### **BEAT B4 – NARRATIVE AGENCY**

**B4\_C / B4\_N1 Jay:** Great work team! We've cracked down on what the Ghosts are up to yet again! No dish in Chicago will be left spoiled from cybercrime with us on the case.

**Lee:** Thanks for jumping into this, Agent <PARTICIPANT>!

**Jay:** Agent Lee and Agent <PARTICIPANT>, we should leave a voicemail for the restaurant owners so they can restock the missing [sesame / olives / tomatoes] in their inventory and restore the dishes.

*The letters are displayed. A beat.*

**Lee:** What do you think we should do next?

*The PARTICIPANT responds.*

**B3\_G9 Lee:** [I think that's it! / Hmm, maybe the answer is right in front of us!] Look at the torn edges on the receipts! Perhaps we can reorder the receipts and their letters so the torn edges line up and we form a whole receipt! Let's do it.

*We pause for 40 seconds.*

**Lee:** Agent <PARTICIPANT>, do you know what the final missing ingredient is?

*The PARTICIPANT responds.*

**B3\_G10 Lee:** [I think so, we have it! / Hmm, I've found a different solution.] From rearranging the receipts, we have [SESAME / OLIVES / TOMATO] as the missing ingredient!

*The receipts rearrange and show how this forms that message.*

### Control & Gameplay Agency Conditions

**Lee:** Sure thing, I'll record a message so the restaurant owners know about the ingredient that has been missing from their online orders.

*A recording beep sounds.*

**Lee:** This is Agent Lee from the Human-Robot Detective Agency. We are happy to inform you that we have solved a case where the underground hacker group, The Ghosts, has played a prank on your restaurant! Your [sesame / olives / tomatoes] have been missing from your online orders, and we're happy to say that you can continue to serve excellent dishes to your customers with all ingredients in stock. Thank you for your patience during our investigation. Please don't hesitate to contact us with any questions.

**Jay:** Great job, team. That's an effective message that will reassure the owners that we're able to solve any missing ingredient cases for them. You two are valuable members of our team. Keep up the good work.

*The feeds fade away. A beat.*

## **ACT 3: BOMB DEFUSAL**

*Note: this scene proceeds the same way regardless of condition.*

**C0** *An explosion sounds from a camera feed.*

**Lee:** What was that?

**Jay:** I guess we can't catch a breath after the restaurant case. It looks like there's been an explosion at Navy Pier.

**Lee:** Is it related to the Ghosts?

### Narrative Agency Condition

**Lee:** Agent <PARTICIPANT>, can you record a message so the restaurant owners know about the ingredient that has been missing from their online orders? Please record it after the beep.

*A recording beep sounds. The PARTICIPANT responds.*

**B4\_N2**

**Jay:** It's likely. They must have planted an electromagnetic pulse bomb and it can destroy the electricity grid there! We need to act fast. Agent Kay and our surveillance drones are already in the field. We need to help them defuse the bomb before it detonates.

**Lee:** Agent <PARTICIPANT>, can you handle the pressure? Are you able to help?

*The PARTICIPANT responds.*

**C1 Jay:** [Glad to hear that you are ready. / Don't worry, this shouldn't be too difficult.] Agent Lee, please guide Agent <PARTICIPANT> through the process of cutting the correct wire. We need to work fast before the bomb detonates.

**Lee:** Agent <PARTICIPANT>, can you take out the bomb defusal folder? This contains instructions on how to defuse an EMP bomb.

*A beat.*

**Jay:** Bombs have a certain number of wires, and wires have different colors. Agent Kay is on the field and can answer any questions with a yes or no response. For instance, you can ask, does the bomb have five wires on it? I'll transmit your question and relay the response from Agent Kay. Because The Ghosts could be listening in, Agent Kay can't answer questions that are more complicated than that.

**Lee:** Agent Jay, how do we tell Agent Kay which wire to cut to defuse the bomb?

**Jay:** Good question! When you figure out the correct wire to cut, tell me. I'll then pass it onto Agent Kay. For instance, you can say, Agent Jay, let's cut the fourth wire to defuse the bomb. Enough chit chat. We have three minutes to defuse this bomb!

*A three-minute timer shows.*

**Lee:** Agent <PARTICIPANT>, what do you want to first ask Agent Kay?

*The PARTICIPANT asks a question. Agent Jay responds with one of the following responses, based on the below bomb:*



*Note: The last digit of the serial number is even.*

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*If the participant asks a question with an affirmative answer:*

**C2 YES Jay:** Agent Kay says yes. What do you want to ask next?

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*If the participant asks a question with a negative answer:*

**C2 NO Jay:** Agent Kay says no. What do you want to ask next?

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*If the participant asks a question that does not have a yes/no response:*

**C2 INVALID Jay:** Agent Kay can only answer yes or no questions while being watched. Can you rephrase your question?

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*If the PARTICIPANT successfully cuts the right wire (the blue or second wire):*

**C3 YES Jay:** That's it! The bomb has been defused.

**Lee:** Great job, Agent <PARTICIPANT>. You have a knack for this.

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*If the participant says to cut a wire that is incorrect:*

**C3 NO Jay:** That's an incorrect wire! Please ask more questions to figure out the correct one. We only have a couple shots.

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*If the participant says to cut a wire without being specific:*

**C3 INVALID Jay:** Agent Kay says there are multiple wires that fit that description. Can you be more clear?

---

*When time is up and the participant is unable to cut the right wire:*

**Jay:** I think Agent Kay managed to defuse the bomb by themselves.

**Lee:** Just in time!

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**C5 Lee:** I guess we're done. We now have to deal with the defused bomb.

**Jay:** What do you mean? It's time to dispose of it in the city's e-waste and focus our efforts on apprehending the Ghosts!

**Lee:** Replanting the bomb near their headquarters would be a fast way to get rid of them.

**Jay:** I can't believe we're even discussing this, Agent Lee.

**Lee:** But Agent Jay, the Ghosts have caused so much chaos in Chicago. We're unable to take a break! They deserve to be punished.

**Jay:** And what kind of message does that send? That we're no better than they are? That we'll stoop to their level?

**Lee:** I don't know. Maybe it'll scare them off. Make them think twice before they cause more trouble.

**Jay:** Retaliation is never the answer, Agent Lee. It only leads to more violence and more destruction.

**Lee:** Say, Agent <PARTICIPANT>, what do you think we should do?

**Jay:** Do you think we should leave the bomb defused and chase after the Ghosts, or retaliate and plant the bomb at their headquarters like Agent Lee is suggesting?

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*If the PARTICIPANT just responds with a simple answer:*

**C5.5 Jay:** Why do you think that?



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*The PARTICIPANT responds.*

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*The PARTICIPANT says they should stay as is.*

**C5A Jay:** Exactly. Our job is to uphold the law, not to become vigilantes.

**Lee:** I see your point. But it's frustrating to think that the Ghosts can get away with so much while we're bound by rules and regulations.

**Jay:** I understand how you feel, Agent Lee, but we have to remember that we're not above the law. It's our duty to serve and protect, not to seek revenge. Thanks for making the right choice, Agent <PARTICIPANT>.

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*The PARTICIPANT says they should retaliate.*

**C5B Jay:** I understand your point, but I still don't think retaliation is the answer.

**Lee:** Agent Jay, we can't just sit back and do nothing. The Ghosts need to know that they can't mess with us.

**Jay:** Alright, I give in. But let's make sure we do it in a way that doesn't harm innocent people or cause any more destruction. It's our duty to make Chicago a safer place. Please lead the effort, Agent <PARTICIPANT>.

## CONCLUSION

**C6 Jay:** Well, it looks like our work day is drawing to a close.

**Lee:** That was incredible! Agent <PARTICIPANT>, you us defused a bomb and helped us solve multiple crimes. We couldn't have saved the day without working with you.

**Jay:** Great work, Agent Lee and Agent <PARTICIPANT>, we know we can count on you for next time.

*The RA enters the room with a laptop.*

**RA:** Thank you all for your hard work and joining the Human-Robot Detective Agency. But before you go, we need your feedback. Your input is crucial to help us improve our agency's capabilities. Please take a moment to complete this survey on your experience today, and I'll be outside if you have any questions.

*The PARTICIPANT takes the survey in the room on the laptop, while Jay and Lee are removed and charged. Afterwards, the RA re-enters the room.*

**RA:** Thank you! We will now conduct a short interview with you about your experience.

*The RA reads the questions from the Interview Question document and the PARTICIPANT answers questions.*

**RA:** Thank you for completing the study! Our study was about role-playing with robots, and whether or not increasing agency in the narrative or through gameplay would make the experience more engaging and enjoyable. To learn more about our study, feel free to ask me now or follow up through email. One thing we do ask is that you do not tell anyone else who might be interested in participating in this research study what occurred, so they can come in with a fresh perspective. We're all done, thank you again for participating.

*The PARTICIPANT leaves the room, and we reset the props for the next study.*