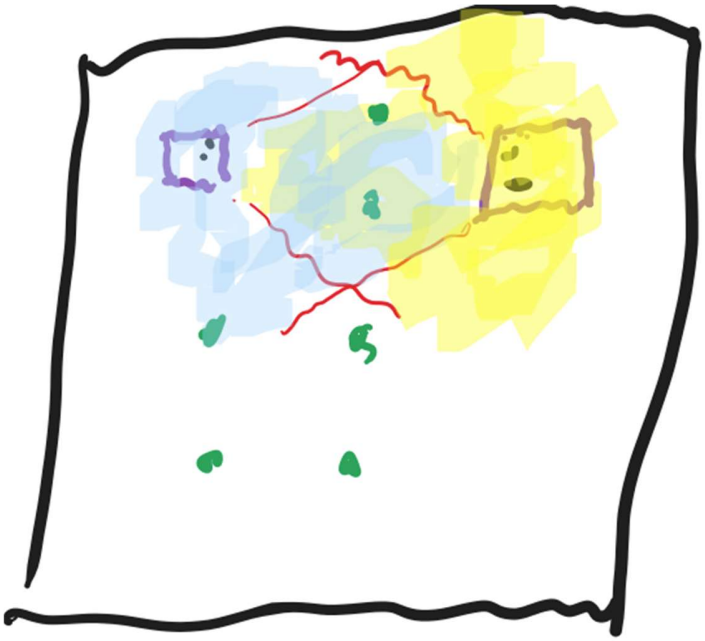

(Poorly drawn) Experiment mockup. Two agents (purple outlines) with visual sensing (black dots) in an environment where them being in the same location as a pellet (green circle) provides a reward. The visual access of the two agents is indicated by shaded yellow and blue, with red lines marking the edges of each agent's visual field.

Experiment Questions

1. How do people teach a simple task to agents using physical interaction?
2. When more than one learner is present, does the teacher teach the second learner differently depending on the second learner's mental state (e.g., observing the first learner being taught and perceived to have having the mental capacity and motivation to learn)?

TODO:

1. Create "page routing" so subjects can go through the consent procedure, instructions, and after the experiment, a post experiment survey.
2. Server-side code to providing starting information for the current participant and store the results (maybe a SQL database?). Client-side code to ask/get participant starting parameters and gather all data to send and make data store requests.
3. Add experiment control logic so that we can control precisely each participant's observation.
4. Make it so the agent doesn't get a pellet if they are manually moved onto one by the participant (it needs to move on its own at least X before it can pickup pellets again).

5. Clean UI and make agent visual access clear and toggleable (as well as other factors, such as getting a pellet reward, when the agent is can’t get pellets do to pickup).