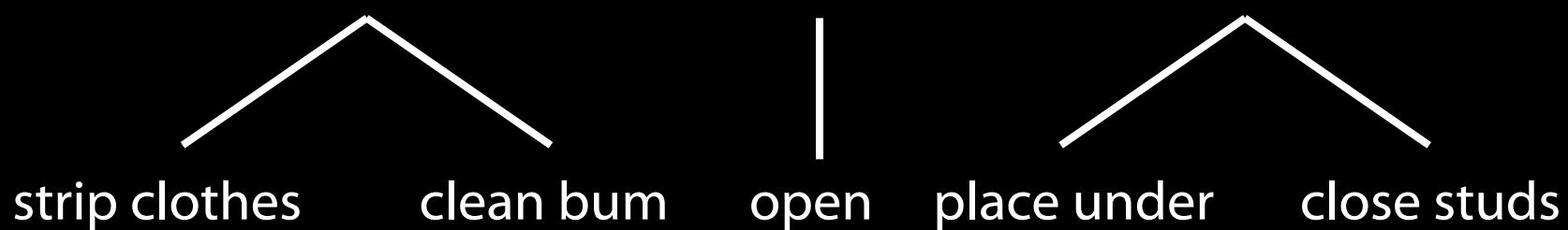


plans



goals



motor action

. /reach X/ /grasp X/ /grasp Y/ /pull Y/ /scoop X/ /Y out of X/ ...

[reach-left-hand X] [left-wholehand-grasp X] [right-wholehand-grasp ...

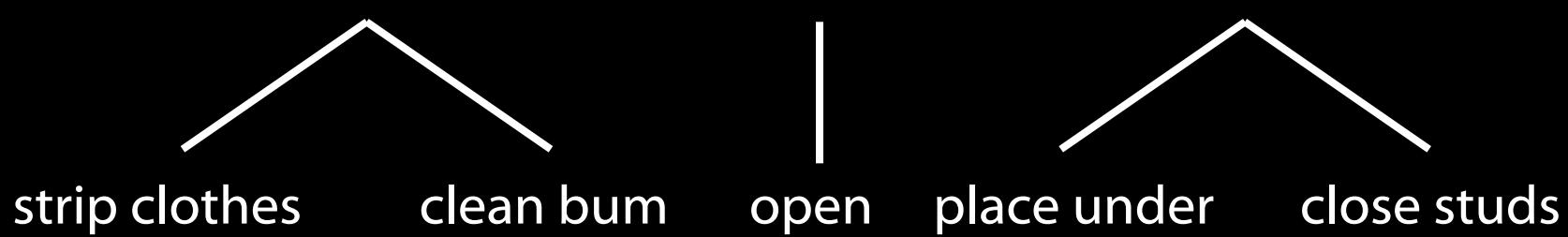
motion



plans



goals



motor action

. /reach X/ /grasp X/ /grasp Y/ /pull Y/ /scoop X/ /Y out of X/ ...

[reach-left-hand X] [left-wholehand-grasp X1] [right-wholehand-grasp ...]

motor emulation

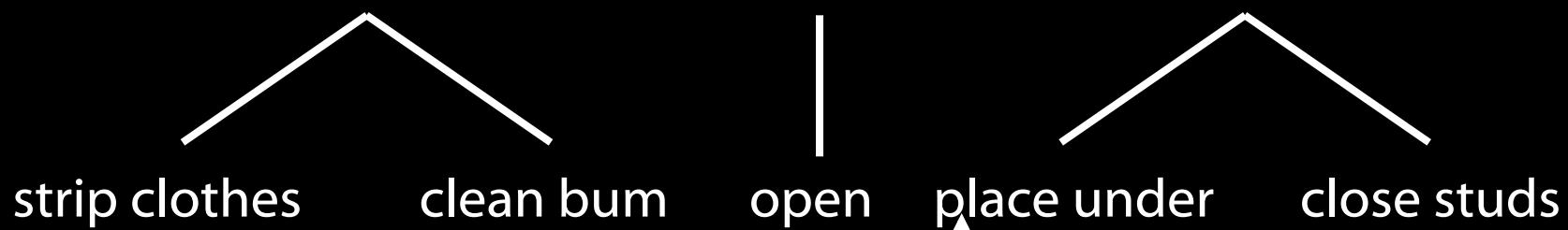
motion



plans



goals



motor action

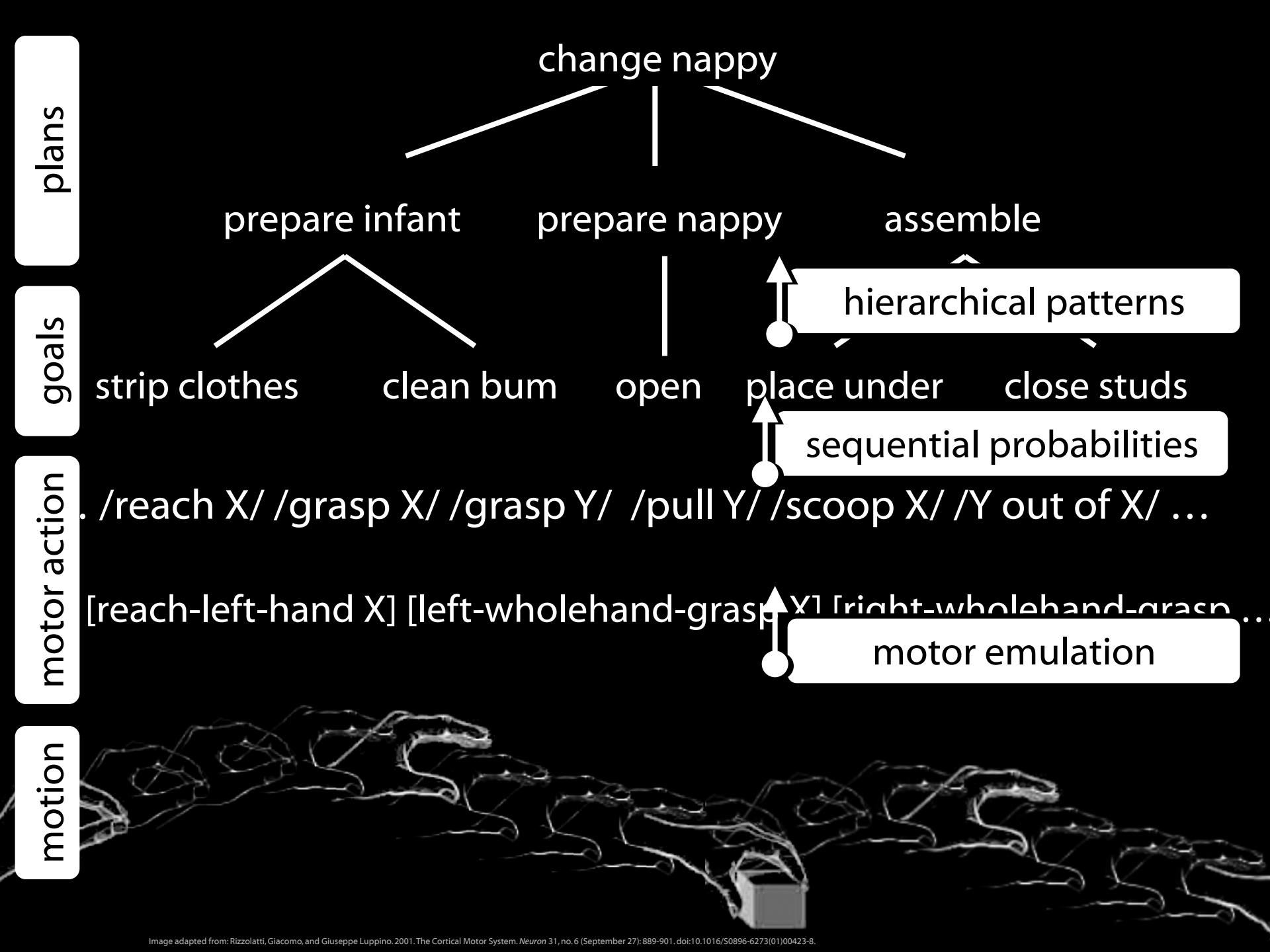
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[reach-left-hand X] [left-wholehand-grasp X] [right-wholehand-grasp ...]

motion



motor emulation



plans



goals

strip clothes clean bum open place under close studs

object-directed actions

/reach X/ /grasp X/ /grasp Y/ /pull Y/ /scoop X/ /Y out of X/ ...

motor action

[reach-left-hand X] [left-wholehand-grasp X] [right-wholehand-grasp ...]

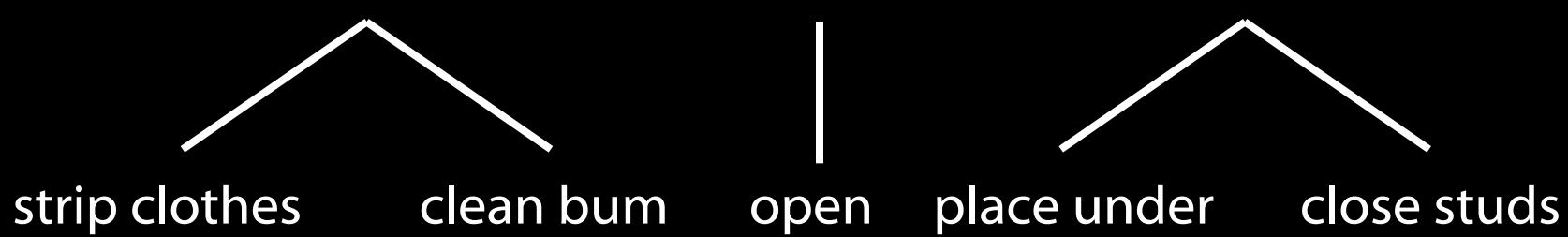
motion



plans



goals



motor action

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motion





Your *field* = a set of
objects related to you by
proximity, orientation,
lighting and other factors



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proximity

orientation

lighting

barriers

trajectory

Your *field* = a set of objects related to you by proximity, orientation, lighting and other factors

You *encounter* an object = it is in your field



proximity

orientation

lighting

barriers

trajectory

Detour
Goals are not intentions

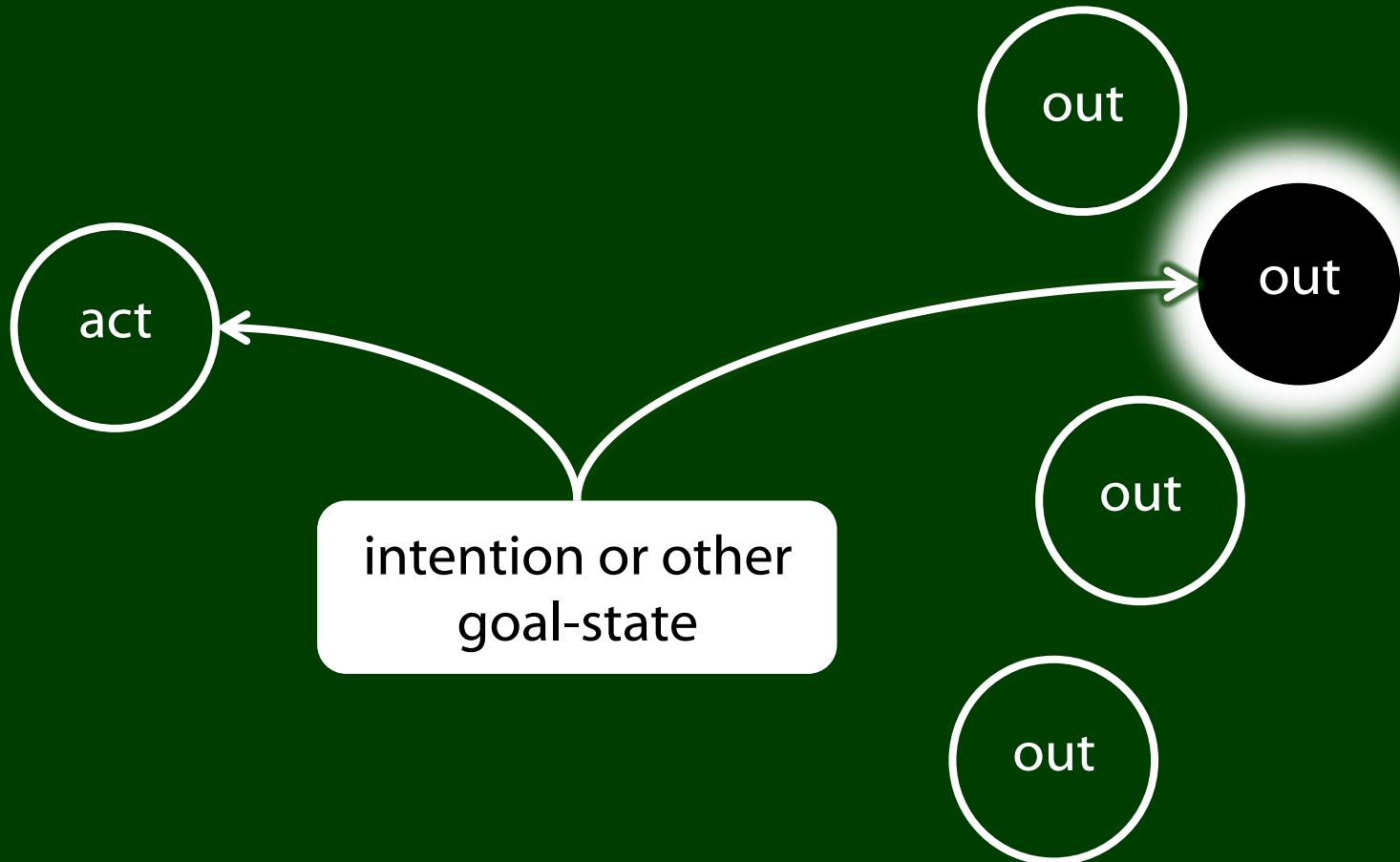
What is the relation between an action and the goal (or goals) to which it is directed?



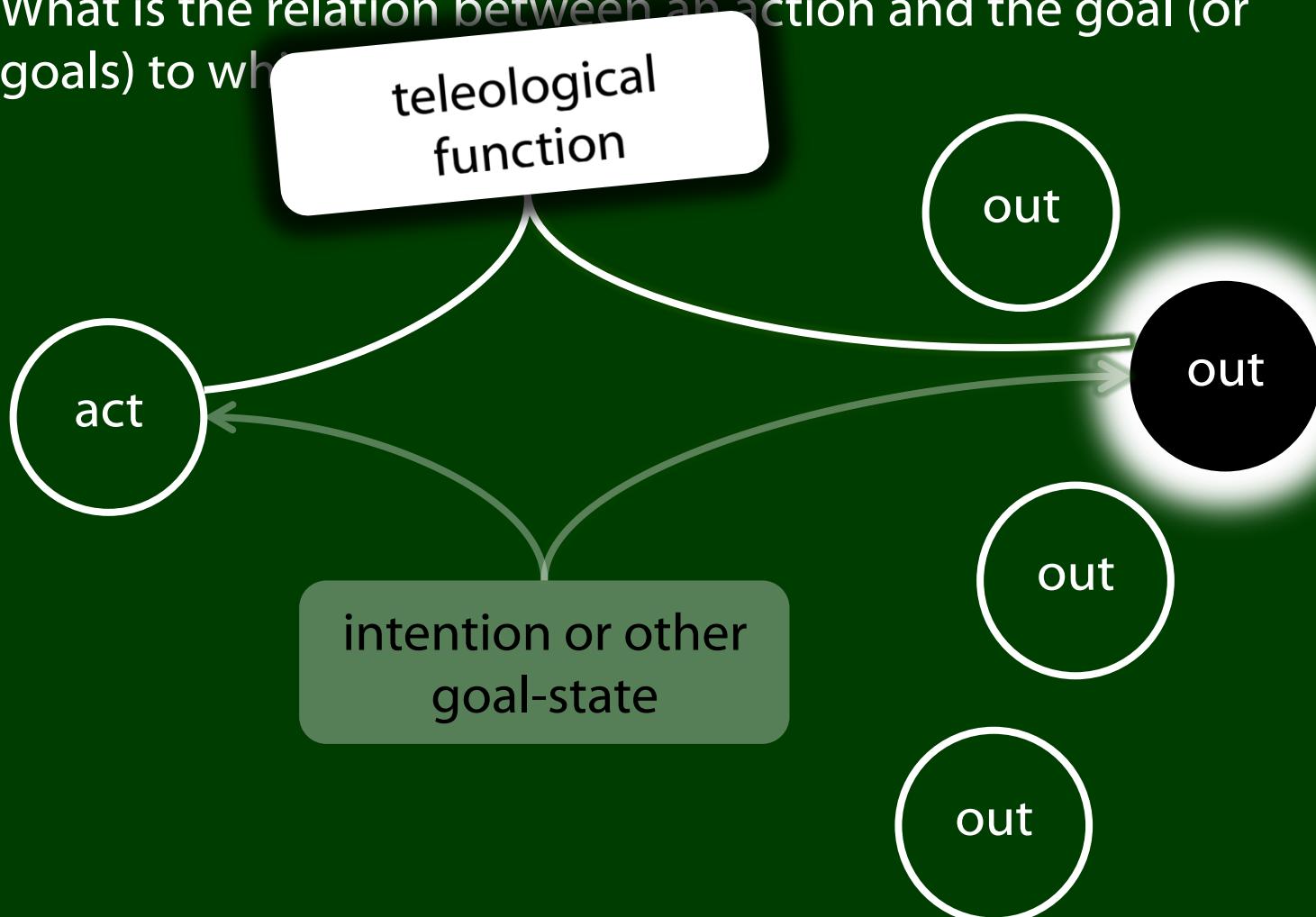
What is the relation between an action and the goal (or goals) to which it is directed?



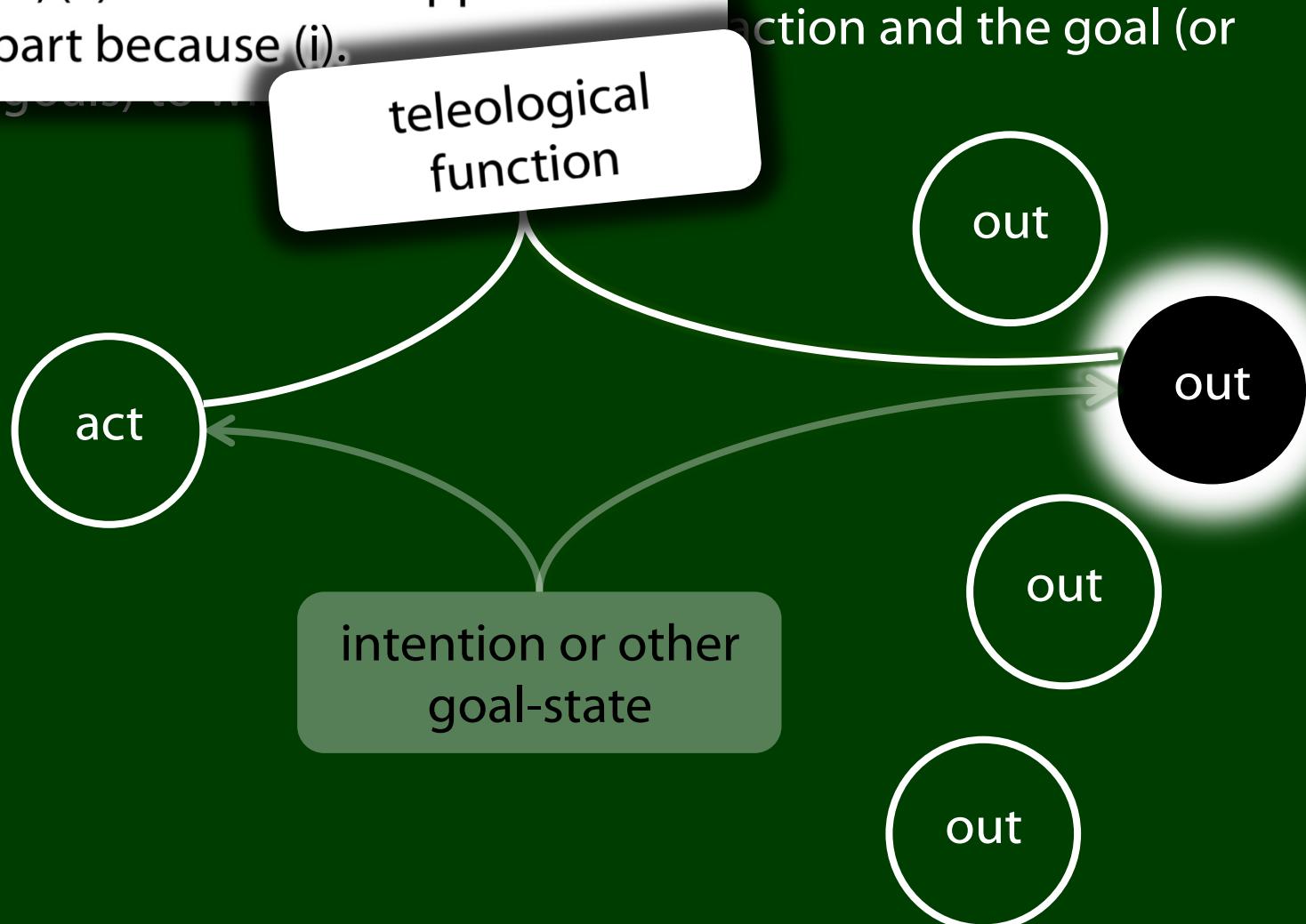
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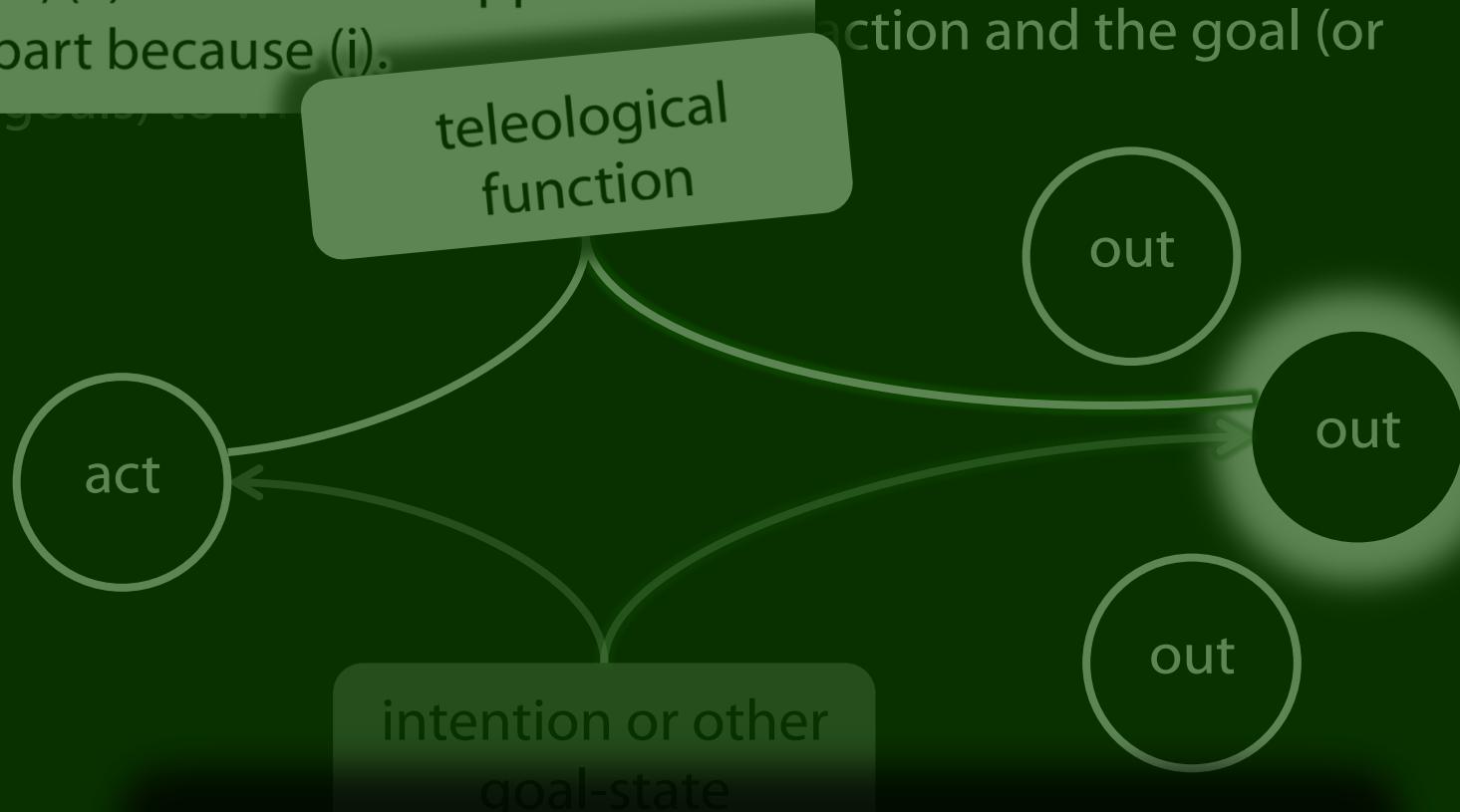
What is the relation between an action and the goal (or goals) to which it is related?



(i) in the past, actions of this type have caused outcomes of this type; (ii) this action happens now in part because (i).



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It is possible to represent goal-directed actions without representing intentions.

End Detour

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proximity

orientation

lighting

barriers

trajectory

Your *field* = a set of objects related to you by proximity, orientation, lighting and other factors

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Principle 3: one can't goal-directedly act on an object unless one has encountered it.



proximity

orientation

lighting

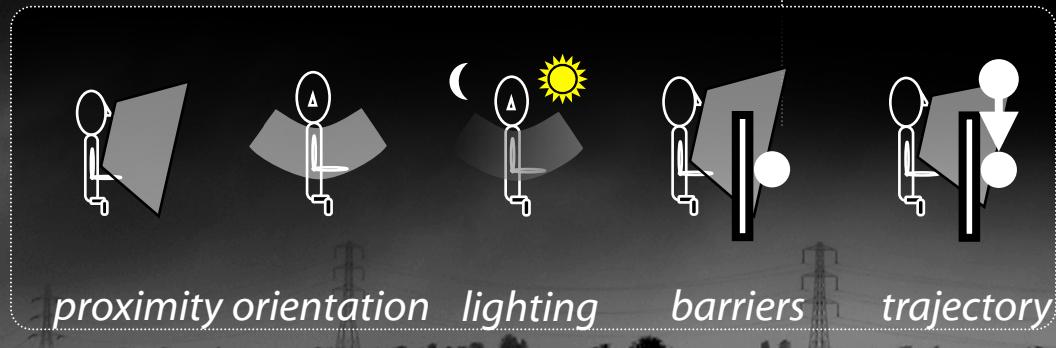
barriers

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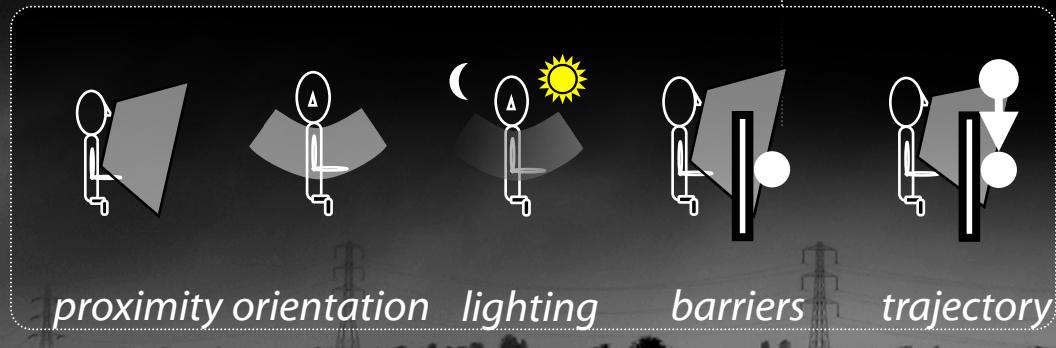


Your *field* = a set of objects related to you by proximity, orientation, lighting and other factors

“children could ... think about what the other person saw rather than what they saw”

(Flavell, Shipstead & Croft 1978: 1210)

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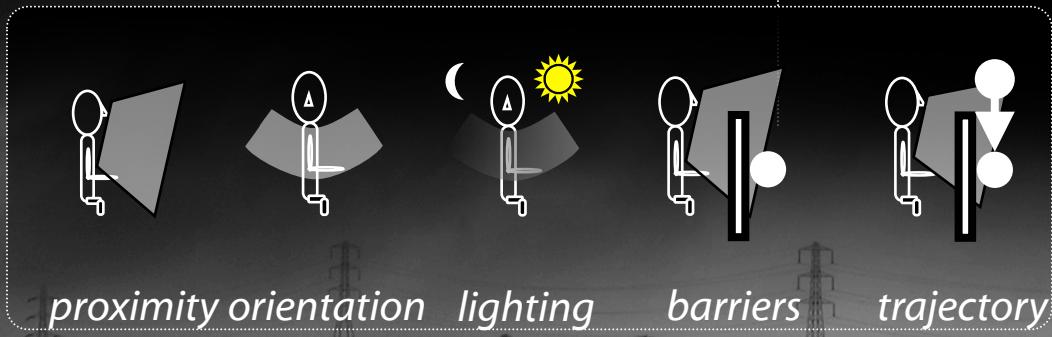


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proximity

orientation

lighting

barriers

trajectory

Your *field* = a set of objects related to you by proximity, orientation, lighting and other factors

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You *register* an object at a location \leq you most recently encountered the object at that location

Principle 3: one can't goal-directedly act on an object unless one has encountered it.



proximity

orientation

lighting

barriers

trajectory

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Principle 3: one can't goal-directedly act on an object unless one has encountered it.

Principle 4: correct registration is a condition of *successful* action.



proximity orientation



lighting



barriers



trajectory



source: Liszkowski et al (2008)





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proximity



orientation



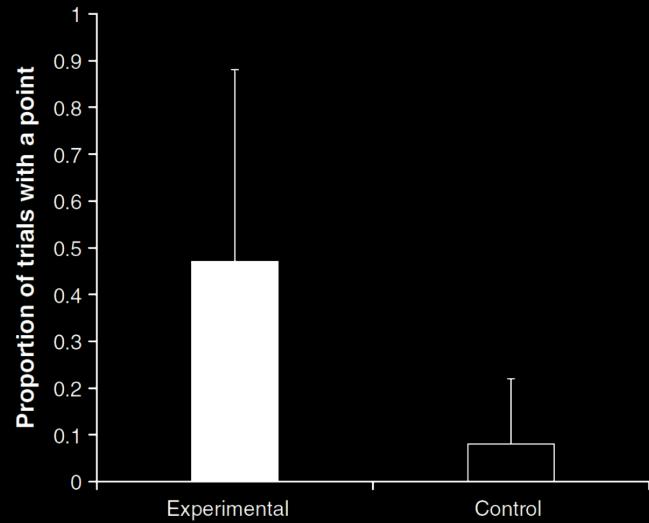
lighting



barriers

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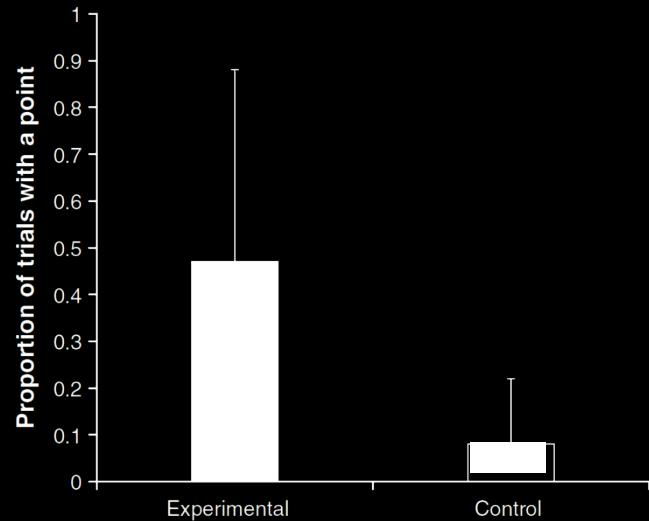
proximity orientation lighting

barriers

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“Helping by informing inextricably involves ... an understanding of others’ goals and ... of others’ ignorance.”

(Liszowski, Carpenter & Tomasello 2008: 738-9)



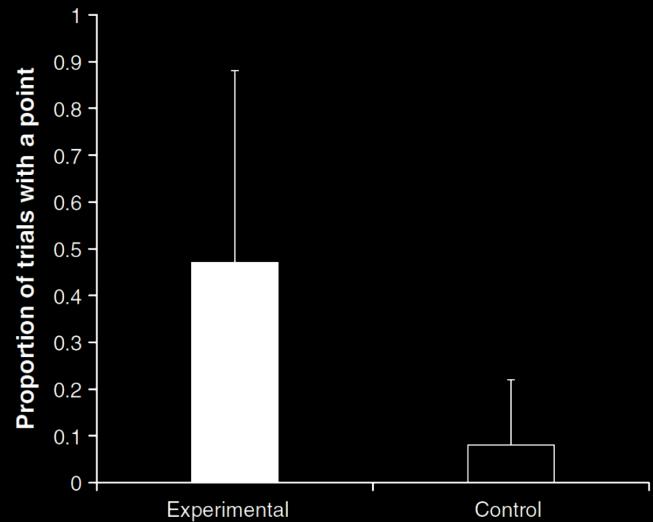
proximity orientation lighting

barriers

trajectory

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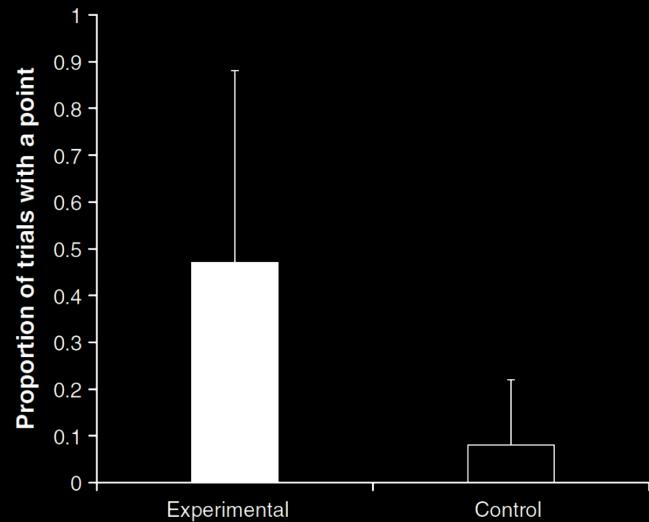
proximity orientation lighting

barriers

trajectory

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proximity orientation



lighting



barriers



trajectory

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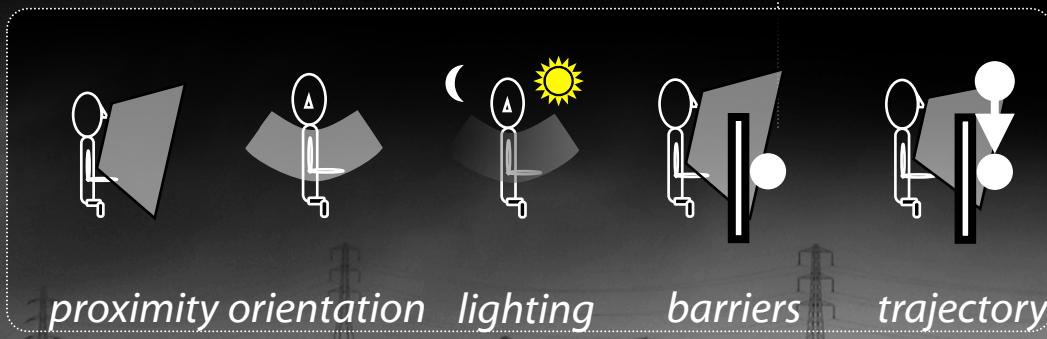
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Principle 5



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Principle 5: when an agent performs a goal-directed action and the goal specifies an object, the agent will act as if the object were actually in the location she registers it at.



proximity



orientation



lighting



barriers



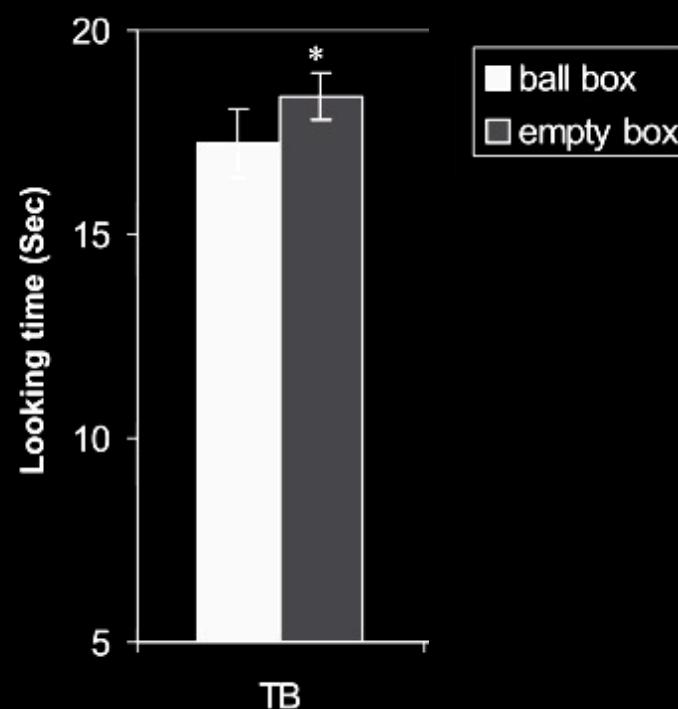
trajectory



source Träuble, Marinovic, & Pauen (2010)



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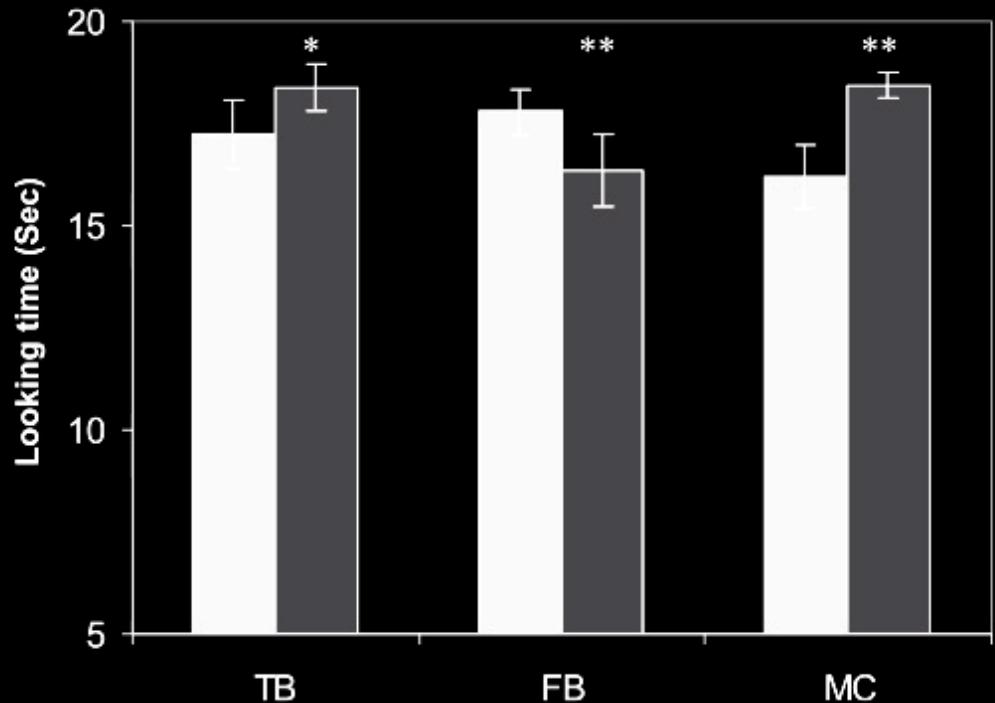
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proximity



orientation



lighting



barriers



trajectory

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proximity



orientation



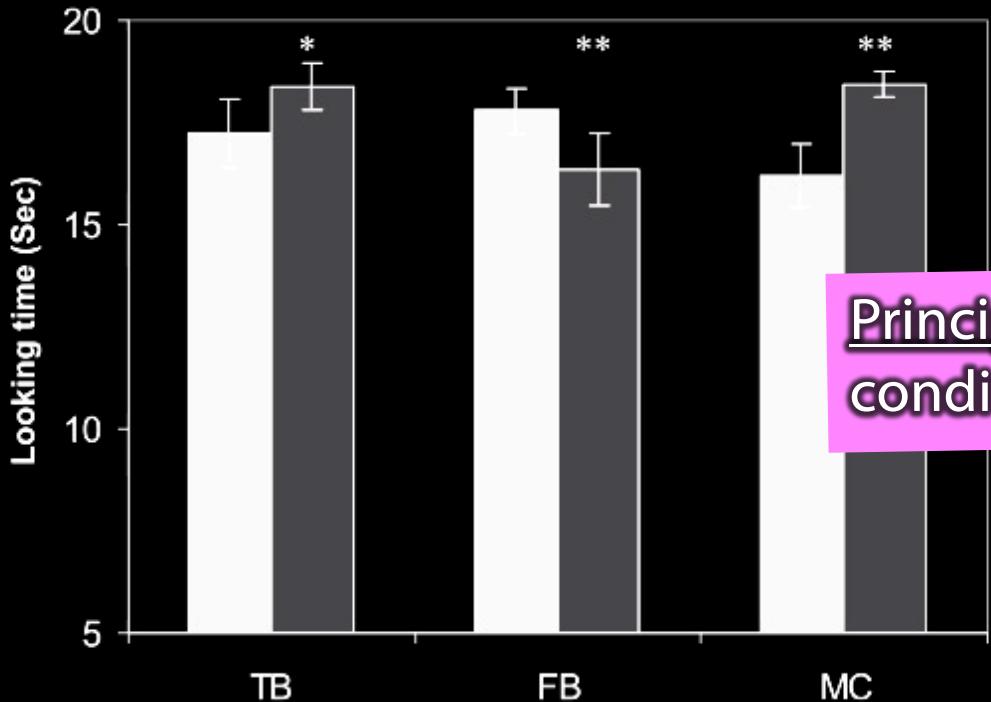
lighting



barriers



trajectory



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