Mounting location of Kinect camera:

- is changed from on a tripod on the ground to on the sink countertop underneath mirror and behind the taps

- changed for better face tracking result which is essential for using the Kinect data to build gaze tracker

The scene camera:

- is changed to not stream in real-time to the laptop

- is changed to record the audio instead of the overhead camera

- changed because having a video camera that records video and audio (but thus no real-time feed to the laptop) is easier implementation wise

The order of prompting:

- is changed to deliver 1st Task Prompt (TP), then 1st Attention Grabber (AG), then 2nd AG, then 2nd TP (instead of 1st AG, 2nd AG, 1st Task Prompt, 3rd AG, 4th AG, 2nd Task Prompt)

- changed for better flow, less distractions, and smoother transition of the trial

The Reward prompt:

- is changed to deliver a short verbal reward only instead of a long verbal reward with gestures

- changed for same reason as above

The Intro, Re-intro, and Outro prompts:

- is added at start of each trial, after each time parent assists the child, and at the end of each trial respectively

- changed for same reason as above

The specified wait times:

- is changed to be determined from baseline phase by observing the amount of time the parent allows the child to start a task before prompting and the child's response time to the parent's prompts (instead of being fixed to be same for every child)

- changed for same reason as above

Compensation:

- is changed to per child participant instead of per family.

- changed to take care of cases when a family has two participating children