

System B

Sophie will propose the action she wants to execute by gazing in the direction of an object or a location, and then give you some time to correct her if you would prefer to see her execute a different action.

Communication

She will propose an action by looking at an object or a place. By looking toward an object, she means that she is about to do an action with it. If she looks to an empty space, she plans to put down the object she is carrying. If she looks at a different location, she plans to move there. Based on her plan, you have multiple ways to respond. You can wait and let Sophie execute the action she initially planned. But you can also guide her actions if you want. Click the RIGHT mouse button to make a yellow square. This square tells Sophie 'Pay attention to this!'. Objects or locations light up when the mouse is over them to help you know what guidance message you will send. You can guide Sophie to an object or a location, and she only sees your message on object if she is facing the object or if the message relates to a location. For example, if she is facing the table and you make the yellow square over the flour on the shelf she won't see that, but if she's facing the table and the flour is on the table she will see your guidance message and think you are telling her to pick up the flour.

Task

You will have to teach Sophie how to bake the cake and test her skill. This task should be repeated three times. She will have forgotten what happened each time, although she will learn in the same way each time.

End of the interaction

When you think that Sophie knows how to bake a cake well enough, or when you don't want to interact with her anymore, you can press the "Sophie is Ready!" button, which will make Sophie try to bake a cake on her own to test her knowledge. You won't be able to correct anything in that case. If she does an action ending in a disaster state or if she takes more than 70 actions to bake the cake, the learning task is counted as failed. If you clicked on the button because you don't want to interact anymore, please indicate this in the questionnaire at the end of the interaction.