System A

With this system, you can't do actions or tell Sophie exactly what to do, but you can send messages to try and help. When you click the LEFT mouse button a rectangle appears, showing your message. Drag the mouse to change the size and colour of your message. UP = GREEN (positive), DOWN = RED (negative).

Guidance Messages

In addition to the feedback, you can direct Sophie's attention to objects with guidance messages. Click the RIGHT mouse button to make a yellow square. This square tells Sophie 'Pay attention to this!'. Objects light up when the mouse is over them to help you know what guidance message you will send. You can only guide Sophie to an object (not a location like the table), and she only sees your message if she is facing the object. 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 pay attention to or do something with 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.