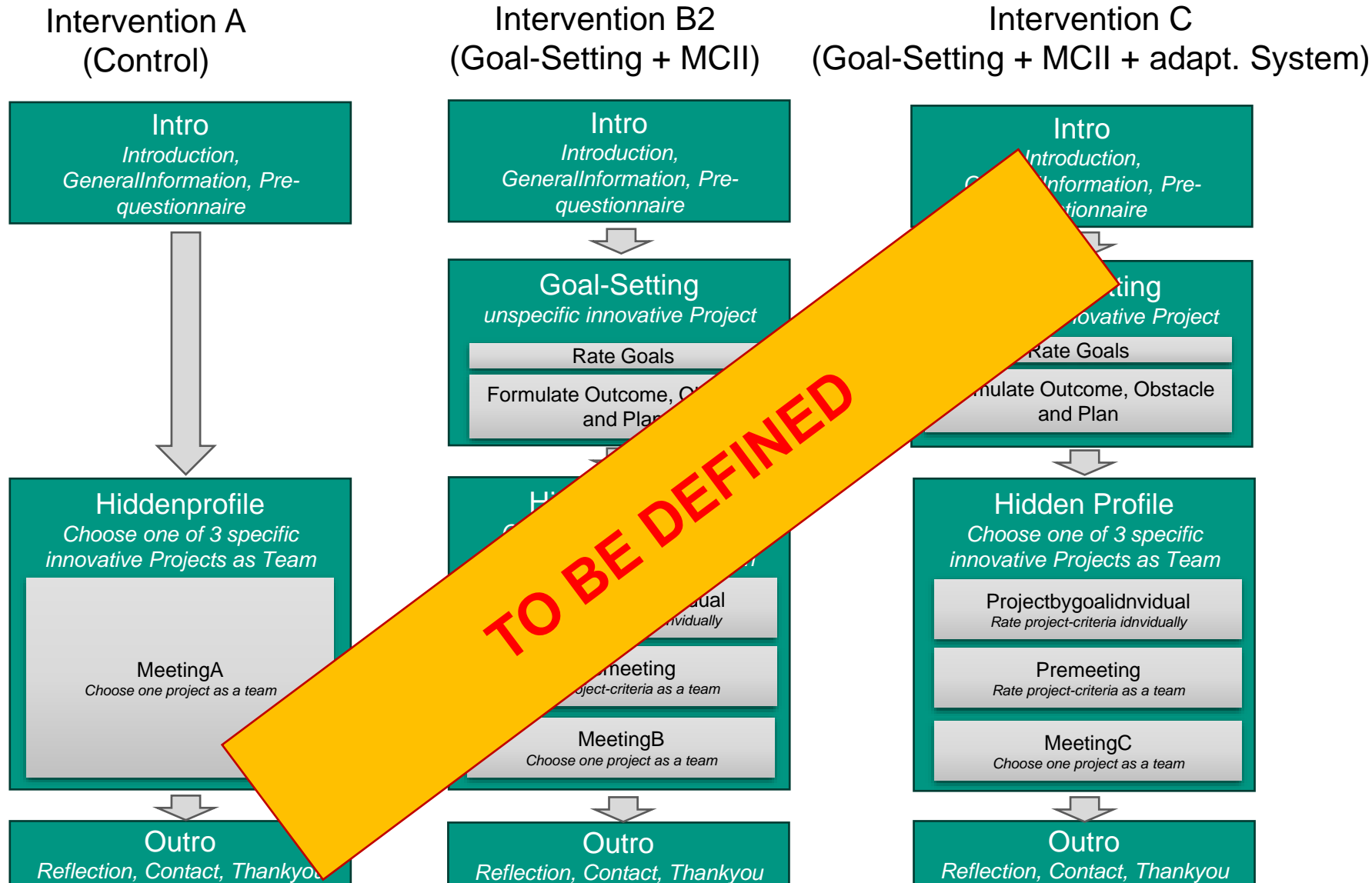


Student Tasks

Goal-Setting in Teams



Experiment Overview



GitHub

■ Project:
<https://github.com/gaubekit/hapshiddenprofile>

■ Materials:
https://github.com/gaubekit/HAPS_additional_material

Note

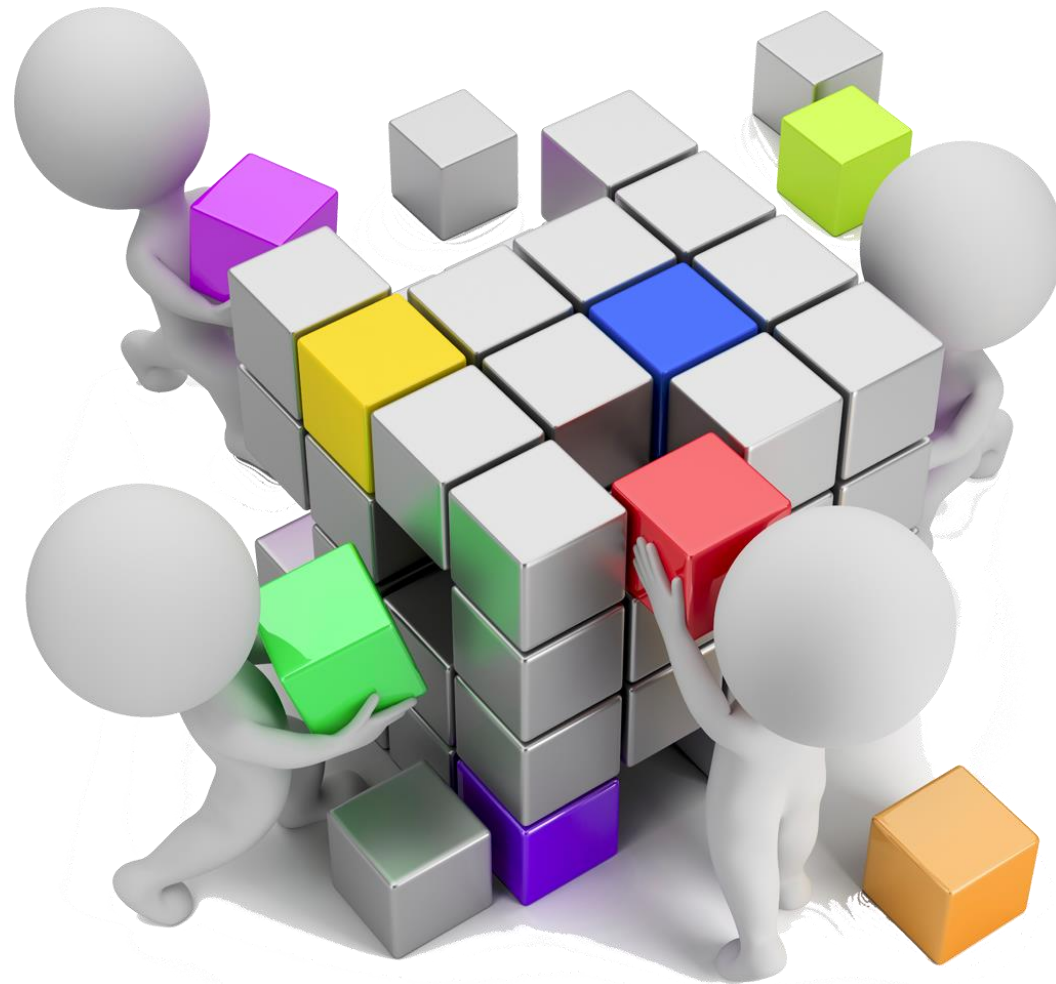
■ Experiment and
Treatment Design is
not clear yet



<https://de.cleanpng.com/png-2k4m8w/>

Individual Tasks

SKIPPED



<https://de.cleanpng.com/png-xchc5t>

Team Task

You decide what to do and how to split the workload

Adaptive System for Goal Setting during virtual Collaboration

TBD: AI based detection of conflict

e.g.: If arousal rises
during collaboration

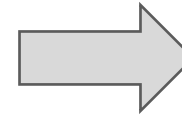
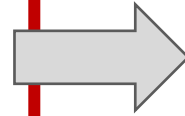
Display generic
Goals

faster/better
decision-making?

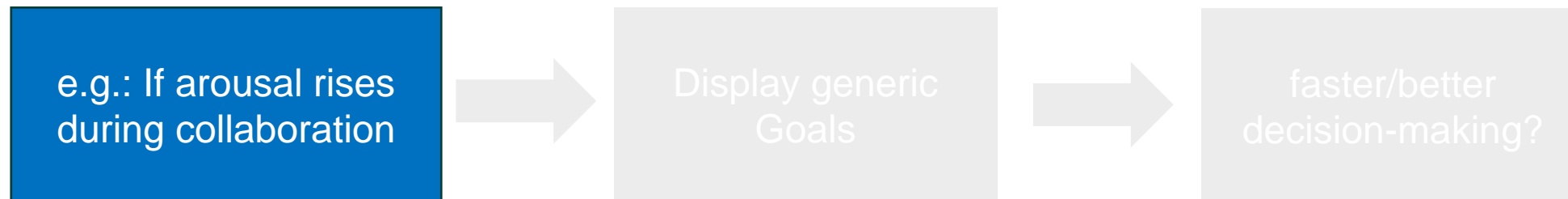
- Some logic to initially trigger the adaptive element

- Adaptive Element (does not change)

- Improved Outcome?



Trigger for the adaptive System



What should trigger the intervention/adaptive element?

- You could have a look at eye-blinking and/or speech-share
- your ideas?
- Theoretically we have biosensors (eeg, ecg) available at KD²Lab
- make a pilot with fellow students – u could use the oTree experiment on git if you want

KD2 - Lab

- We can still use the KD2-Lab for a pilot
- We have to figure out what is available and what you need for your experiment

