

Student Tasks

Goal-Setting in Teams

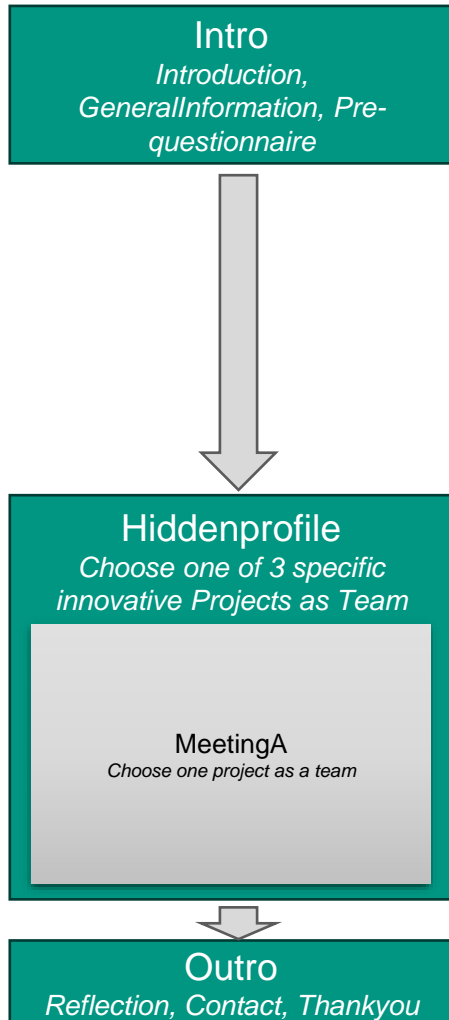


Task Overview

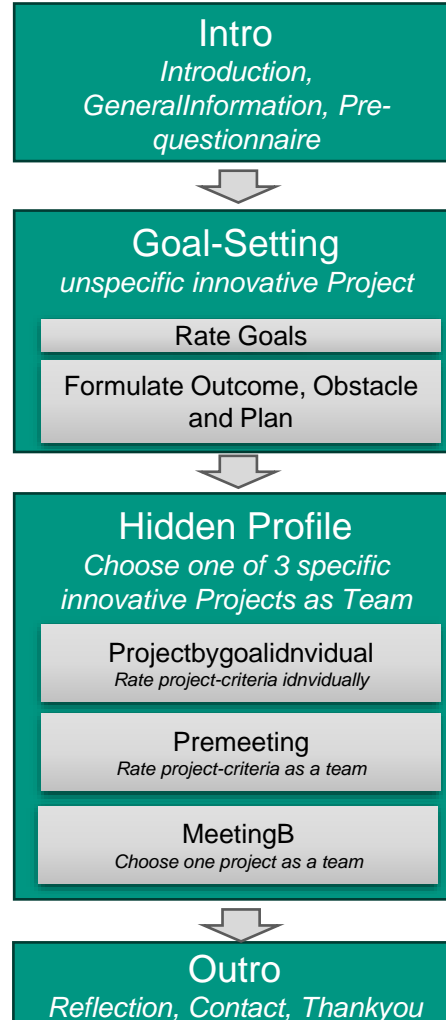
- Individually:
 - Student 1: Logic to provide prefilled matrix
 - Student 2: Implement questionnaires in intro and outro
 - Student 3: Control experiment-flow
 - Student 4: Design pages with html and css
 - Student 5: Remodel „goalweighting“
- Together:
 - Make the experiment work in KD2-Lab for two players
 - Extend code to four players
 - Derive the apps „MeetingB“ and „MeetingA“ from MeetingC
- Further Interest?
 - Share of Speech
 - Eye-blinking

Experiment Overview

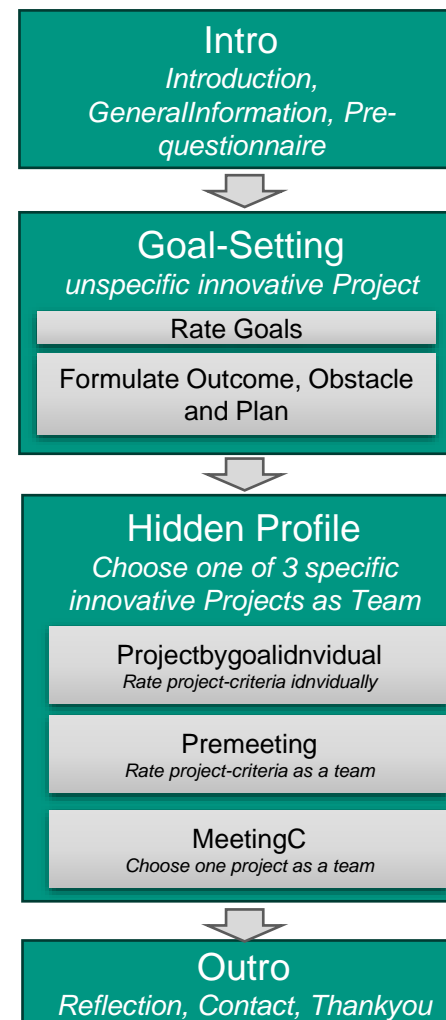
Intervention A (Control)



Intervention B2 (Goal-Setting + MCII)



Intervention C (Goal-Setting + MCII + adapt. System)



GitHub

- Project:
<https://github.com/gaubekit/hapshiddenprofile>
- Materials:
https://github.com/gaubekit/HAPS_additional_material

Note

- App “HiddenProfile” has been excluded from the Session since the last meeting



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

Individual Tasks

Please decide as a team which of you will take on which task

- What's the individual preferences and strength?
- How could you collaborate best?

Student 1: Logic to provide prefilled matrix

- In app „Premeeting“ shall the participants fulfill a pre-filled matrix
- There is already a matrix with checkboxes and the information for the prefilling (see snippet below)
- Provide logic that makes sure the right checkboxes are already checked

Project-Information Matrix

Based on your previous ratings, your team agreed to the following:

human_resources: Project C

cost: Project B

Please complete the Matrix below:

	Project A	Project B	Project C
human_resources	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cost	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
duration	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
revenue	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
new_tech	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
social_benefits	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Student 2: Questionnaires in Apps Intro / Outro

- Implement questionnaires in apps Intro and Outro

https://github.com/gaubekit/HAPS_additional_material/blob/main/HiddenProfile_Questionnaire.docx

- For Lickert scales, checkboxes could be an option - but perhaps there are other solutions as well
- Formulate some suggestions for the Sections
 - previous experience
 - Information sharing

Student 3: Control experiment-flow

- Suppress the refresh of pages (f5) during experiment
- Think about the experiment-flow and build logic that make sure, that the participants don't enter pages before they should and don't enter invalid information
 - E.g. next-button is only displayed if certain page-criteria are met
- Do you see any other points that we should pay attention to in order to ensure that the data remains consistent?

```
<script>  
  document.addEventListener('keydown', event => {  
    if (event.key === 'F5') {  
      event.preventDefault();  
    }  
  });  
</script>
```

TODO !inform about audio recording and TODO !whatever else is necessary.
QUESTION !to which points have the participants agree to?

Condition 1
Button 1

Condition 2
Button 2

TODO !show next button only if there have agreed to all points

Next

Student 4: Design pages with html and css

- Visually more appealing design and clear structuring according to a uniform design (You could also use the `_templates/global/Page.html`)
- See next slide → Information field should always be in the same place
- Wording: organization context to lab/student context

Project Rating

We provided you Information depending on the following two goals, weather if its one of each named goal which Projects fits in your opinion best. You have to choose exactly one

	Project A	Project B
human_resources	<input type="checkbox"/>	<input type="checkbox"/>
new_tech	<input type="checkbox"/>	<input type="checkbox"/>

[Next](#)

Please discuss now which of the three projects (see information panel) you would choose as a team.

Konferenz beitreten


Weakest Link Game

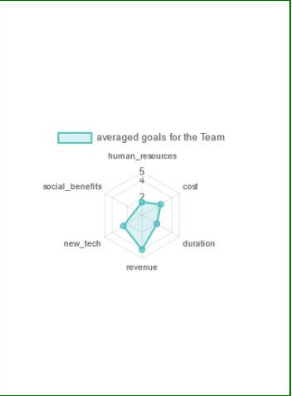
Bitte geben Sie hier Ihren Namen ein

[Konferenz beitreten](#)

0

Alles scheint zu funktionieren.





Recap: Individual Project Information

Project A: Virtual Reality Fitness Adventure Game
Project A is a virtual reality fitness adventure game that combines immersive storytelling with physical exercise. Players embark on epic quests where they must complete fitness challenges to progress, making workouts engaging and rewarding.

placeholder HUMAN RESOURCES information A
placeholder NEW TECHNOLOGY information A

Project B: AI-Powered Personalized Shopping Assistant

Team Choice

☐ Project A
☐ Project B
☐ Project C

[I agree](#)

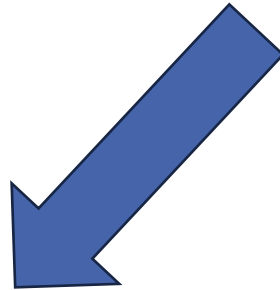
Agreements:

Team Rating

The Table below shows your previous decision: TODO visualization

	Project A	Project B	Project C
human_resources	False	False	True
cost	False	True	False
duration	False	False	True
revenue	True	False	False
new_tech	True	False	False
social_benefits	True	False	False

Hidden Profile - App „Projectbygoalindividual“



Hidden Profile - App „Premeeting“



Hidden Profile - App „MeetingC“



Student 5: Remodel goalweighting to goalranking

- Kick out Spidergraph
- Instead of choosing one goal as most important and allocate the points, the participants should rank the six given goals
- Ranking by positioning the six goals into an order via drag and drop

Goal weighting

Please rate how important the following goals are to you. There are up to 18 points to allocate. Objectives cannot be rated with more than 5 points.

We would also like to ask you to select the goal which is the most important to you.

Sum:
18

☐ human_resources: 2

☐ cost: 3

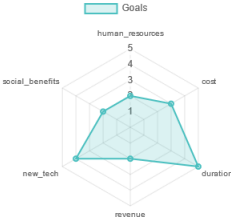
☒ duration: 5

☐ revenue: 2

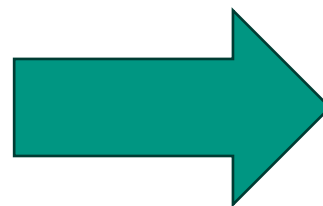
☐ new_tech: 4

☐ social_benefits: 2

Goals



Next



How to drag & drop

<https://www.youtube.com/watch?v=SE1HXc2V3Xk>

https://github.com/gaubekit/HAPS_additional_material

Depending on your own preferences, please rank the goals shown beneath by positioning them via drag and drop on the fields 1 to 6.

One means, that to archive this goal in an innovative project is highly important to you. The goal in position six shows that this goal is less important to you.

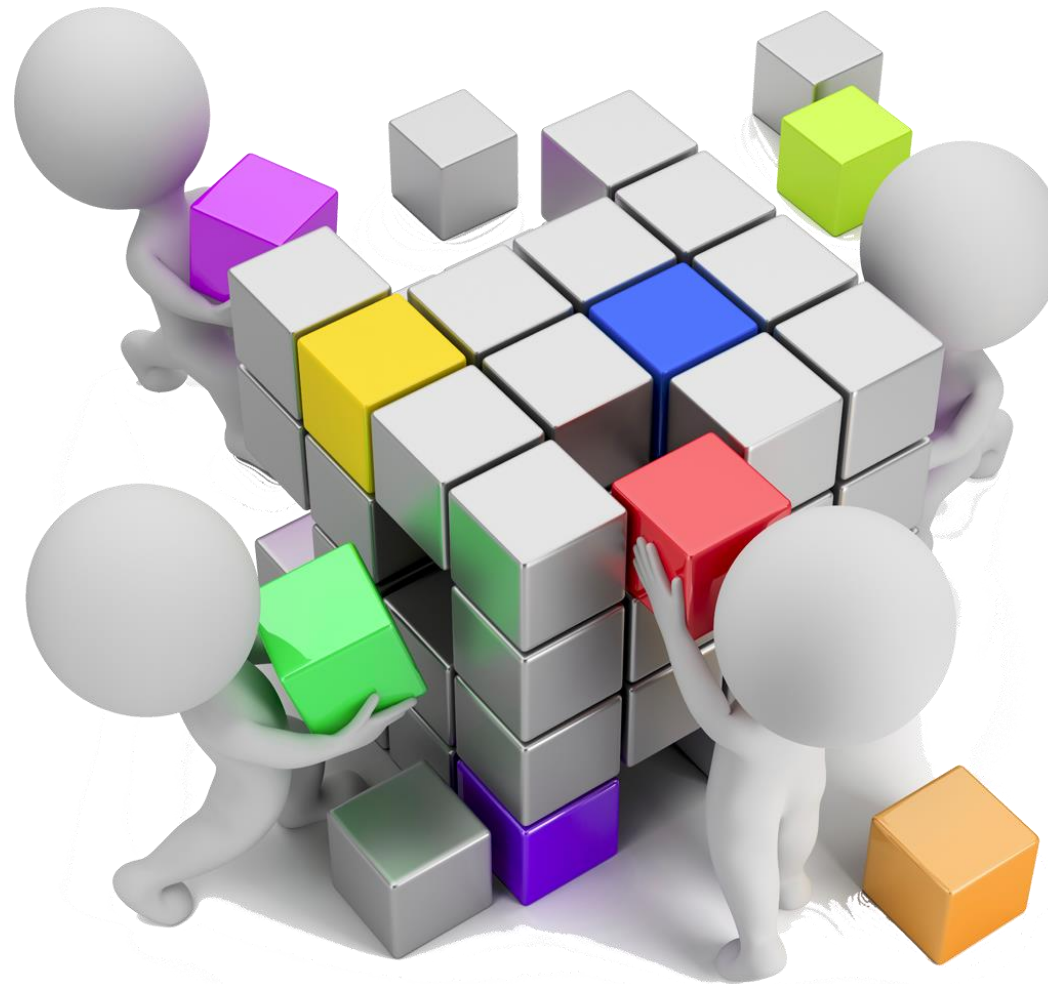
1 2 3 4 5 6

Goal4

Goal1 Goal2

Goal3

Goal5 Goal6



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

Team Tasks

Bring in what you learned to make the experiment work.

Put your code together.

Get started in the KD2-Lab.

Make the experiment work in KD2-Lab

- Set up the experiment in the KD2-Lab



- What to consider?
- Test the experiment with two players
- What problems occur?



Extend Experiment to four players

- Some changes are needed
 - Participants in setup.py
 - Split of information
 - ..

Derive the apps „MeetingB“ and „MeetingA“ from MeetingC

- The only part where we have code repetition are MeetingA, MeetingB and MeetingC
- Actually only MeetingC as full version with spidergraph is developed
- Reduce MeetingC to MeetingB (leave out not necessary code)
- Reduce MeetingB further to MeetingA

```
5 # InterventionA = Control; InterventionB = GoalSetting; InterventionC = GoalSetting + Spidergraph
6 SESSION_CONFIGS = [
7     # Pilot
8     dict(name='Pilot', num_demo_participants=20, app_sequence=['Pilot']),
9     # Control Group without GoalSetting/WOOP and adaptation
10    dict(name='InterventionA', num_demo_participants=2, app_sequence=[ # TODO
11        'Intro', 'Hiddenprofile', 'MeetingA', 'Outro']),
12    # Intervention with GoalSetting/WOOP
13    dict(name='InterventionB', num_demo_participants=2, app_sequence=[ # TODO
14        'Intro', 'Goalranking', 'Woop', 'Hiddenprofile', 'Projectbygoalindividual', 'Premeeting', 'MeetingB', 'Outro']),
15    # Intervention with GoalSetting/Woop as well as adaptation (Spidergraph)
16    dict(name='InterventionC', num_demo_participants=2, app_sequence=[
17        'Intro', 'Goalranking', 'Woop', 'Hiddenprofile', 'Projectbygoalindividual', 'Premeeting', 'MeetingC', 'Outro']),
18    ]
```