

Emotion evaluation: experimental task sheet

This game aims at collecting data on artificial emotion identification and evaluation.

Cozmo will display 10 expressions, and you will guess how it felt after each expression is shown. You will also answer questions regarding the intensity and naturalness of these expressions.

NB: The information you provide will be kept completely confidential and stored in password protected computers. No information will be stored on computer media that could identify you as a specific person.

1. Participant ID

Expression 1

2. How did Cozmo feel?

3. Emotional Intensity

Mark only one oval.

	0	1	2	3	4	5	6	7	8	9	10	
None	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strong

4. Naturalness of the expression

Mark only one oval.

	1	2	3	4	5	
Artificial/Unnatural	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Human-like

Expression 2

5. How did Cozmo feel?

6. Emotional Intensity

Mark only one oval.

	0	1	2	3	4	5	6	7	8	9	10	
None	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strong

7. Naturalness of the expression*Mark only one oval.*

	1	2	3	4	5	
Artificial/Unnatural	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Human-like

Expression 3**8. How did Cozmo feel?**

9. Emotional Intensity*Mark only one oval.*

	0	1	2	3	4	5	6	7	8	9	10	
None	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strong

10. Naturalness of the expression*Mark only one oval.*

	1	2	3	4	5	
Artificial/Unnatural	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Human-like

Expression 4**11. How did Cozmo feel?**

12. Emotional Intensity*Mark only one oval.*

	0	1	2	3	4	5	6	7	8	9	10	
None	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strong

13. Naturalness of the expression*Mark only one oval.*

	1	2	3	4	5	
Artificial/Unnatural	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Human-like

Expression 5**14. How did Cozmo feel?**

15. Emotional Intensity*Mark only one oval.*

	0	1	2	3	4	5	6	7	8	9	10	
None	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strong

16. Naturalness of the expression*Mark only one oval.*

	1	2	3	4	5	
Artificial/Unnatural	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Human-like

Expression 6**17. How did Cozmo feel?**

18. Emotional Intensity*Mark only one oval.*

	0	1	2	3	4	5	6	7	8	9	10	
None	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strong

19. Naturalness of the expression*Mark only one oval.*

	1	2	3	4	5	
Artificial/Unnatural	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Human-like

Expression 7**20. How did Cozmo feel?**

21. Emotional Intensity*Mark only one oval.*

	0	1	2	3	4	5	6	7	8	9	10	
None	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strong

22. Naturalness of the expression*Mark only one oval.*

	1	2	3	4	5	
Artificial/Unnatural	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Human-like

Expression 8

23. How did Cozmo feel?

24. Emotional Intensity

Mark only one oval.

	0	1	2	3	4	5	6	7	8	9	10	
None	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strong

25. Naturalness of the expression

Mark only one oval.

	1	2	3	4	5	
Artificial/Unnatural	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Human-like

Expression 9

26. How did Cozmo feel?

27. Emotional Intensity

Mark only one oval.

	0	1	2	3	4	5	6	7	8	9	10	
None	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strong

28. Naturalness of the expression

Mark only one oval.

	1	2	3	4	5	
Artificial/Unnatural	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Human-like

Expression 10

29. How did Cozmo feel?

30. Emotional Intensity

Mark only one oval.

	0	1	2	3	4	5	6	7	8	9	10	
None	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Strong

31. Naturalness of the expression

Mark only one oval.

	1	2	3	4	5	
Artificial/Unnatural	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Human-like

