

Group number: \_\_\_\_\_1C\_\_\_\_\_

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**Research Question** (Main question that will be answered by the user study.)

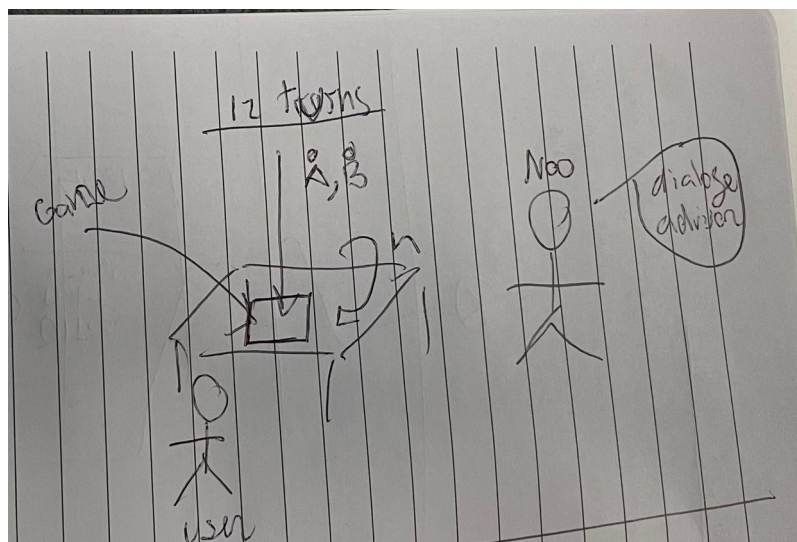
How does the presence of an advisory humanoid robot (NAO) with different ideological perspectives influence user decision-making, trust, and perception in a **pandemic simulation** game?

How do users perceive NAO's role as a passive observer vs. an active ideological guide in a decision-making game?

**Hypotheses** (A hypothesis states your predictions about what your research will find. It is a tentative answer to your research question that has not yet been tested. Example: For the research question "Do people prefer a robot with personality over a robot without personality?" you could state the hypothesis "Introvert people will prefer a robot that displays introvert personality traits and extrovert people will prefer an extrovert robot.")

Players will be more likely to follow NAO's advisory input if it aligns with their pre-existing political views. **Confirmation Bias Effect:** Users reinforce personal beliefs through robotic validation.

**Study Setup** (Description of implementation in bullet points. Describe the environment in which the study takes place and the placement of robot and participants in this environment (you can draw a picture for that), the implemented robot behaviour, experiment conditions, and tasks carried out by user and robot.)



**Environment and robot/participant placement:**

1. Invite people in class to my study
2. Pre-questionnaire: personality test (reduced)
3. Divide sample into two:

1. Group A: Far right NAO personality
2. Group B: passive NAO personality
4. Results: Questionnaire
5. Analysis

**Robot behaviour:**

Depending on pre-questionnaire, the NAO will give different advice or comments on the choice that the participant took.

**Experiment conditions:**

Pre-programmed

Pandemic or turn based game with different endings based on choices taken  
NAO commentary depending on selected choice

**Robot/participant tasks:**

Play the pandemic game and listen to NAO advice/commentary

**Participants** (Description of the *ideal* participants. We will not be able to run user studies with many participants, but please describe who your end user group would be assuming we do have access.)

We would need participants with different political ideologies, might not be ethical?

**Measurements** (Any measurements taken during the study. Separate the measurements into subjective measurements, e.g. a questionnaire or interview, and objective measurements, e.g. time needed to complete the task.)

**Subjective:**

Questionnaire, how did the users find the interaction with NAO while playing the game.  
What made you choose the next move, did NAO influence?

Feedback provided after decisions enhances trust and reinforces decision stability (commitment to previous choices).

**Objective:**

Facial expressions of participants, do detect "moods"