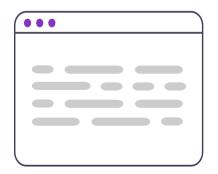
r — reward

(e.g., human-Al **accuracy** on the decision, human **skill improvement**, task **enjoyment**)

s — state



(e.g., relevant characteristics (e.g., NFC), skill on the task, knowledge of the concept

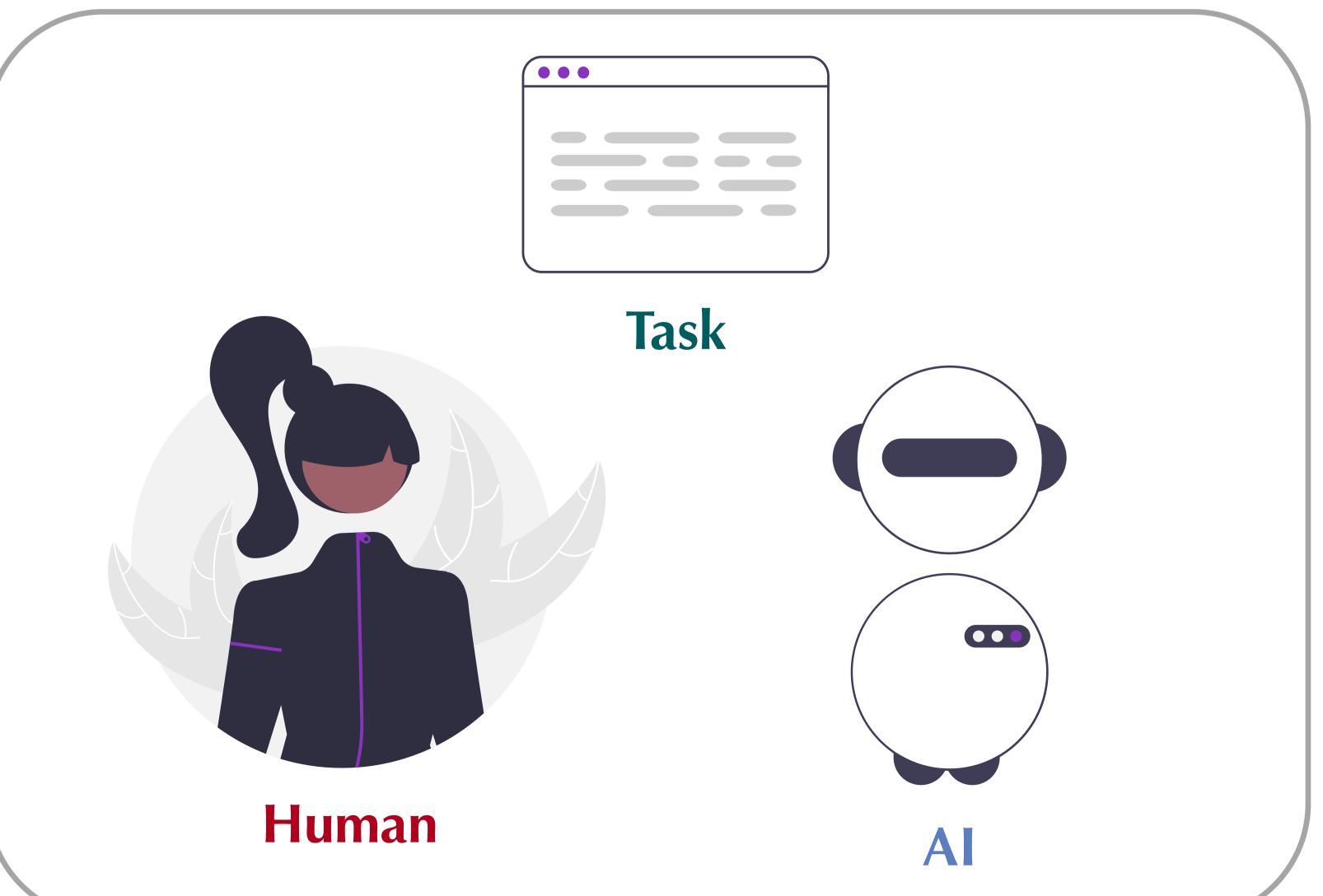


concept in question



Al uncertainty)

Environment



a — action

type of Al assistance or intervention

(e.g., no assistance, Al recommendation, Al explanation, on-demand assistance)