

# User Experience with Vague Agent Instructors



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## Overview

- Understanding the implications and any potential benefits of verbal agent instructors using vague language through analysis of user experience
- Exploring language use as a means of increasing agent-user rapport and successful task execution
- Comparative analysis of user reactions along a voice continuum
- Investigating adaptability in verbal and nonverbal human-agent communication

## Related Applications

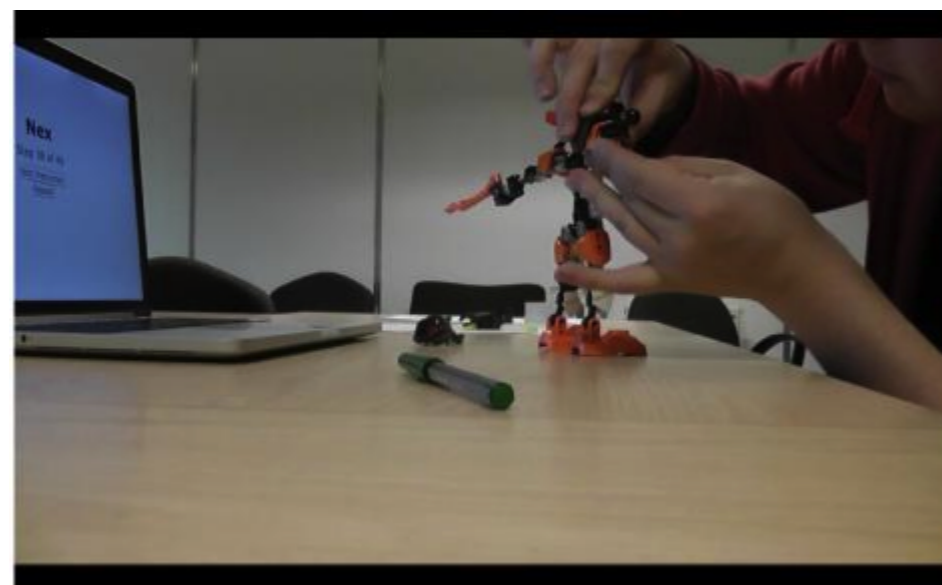
- Language use is sensitive to both context and user preference
- Potential in dynamic situations in both occupational and leisurely activities that require adaptive agents giving instructions such as **teaching, travel and navigation & healthcare**



## Experiment

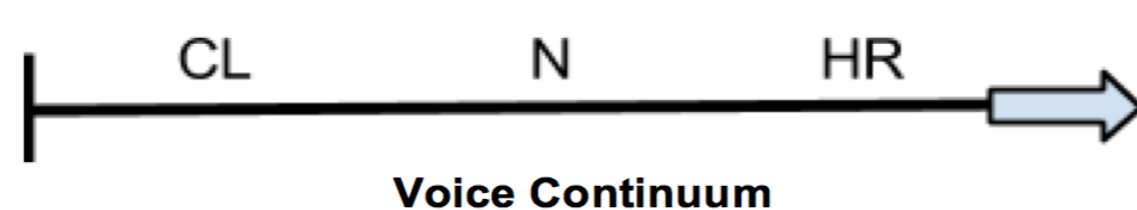
### Model Assembly

Participants receive instructions to assemble Lego models with vague and non-vague language



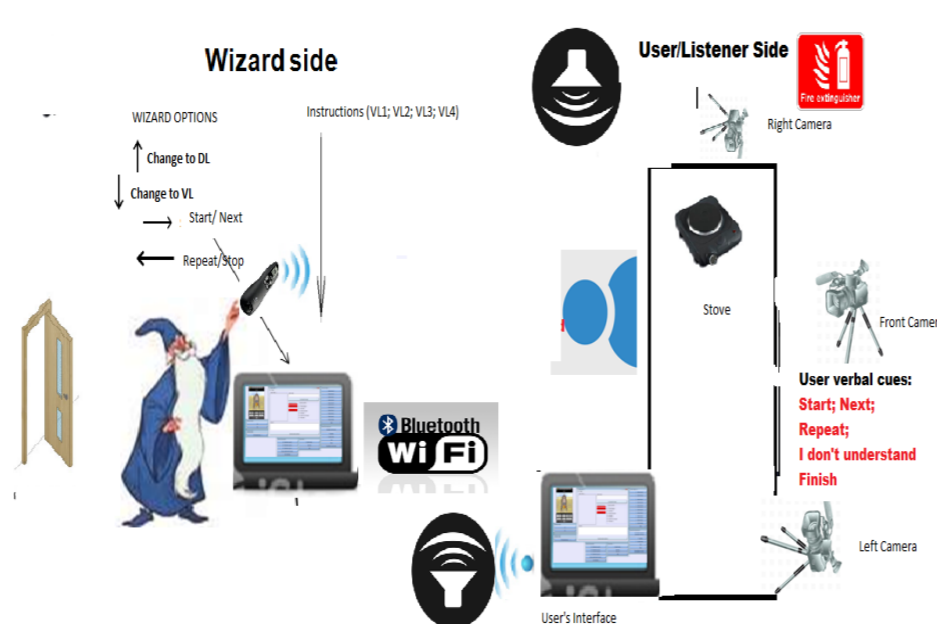
### Voice Variation

The continuum represents increasing complexity in prosodic features from basic synthesised (CL) to full human recordings (HR)

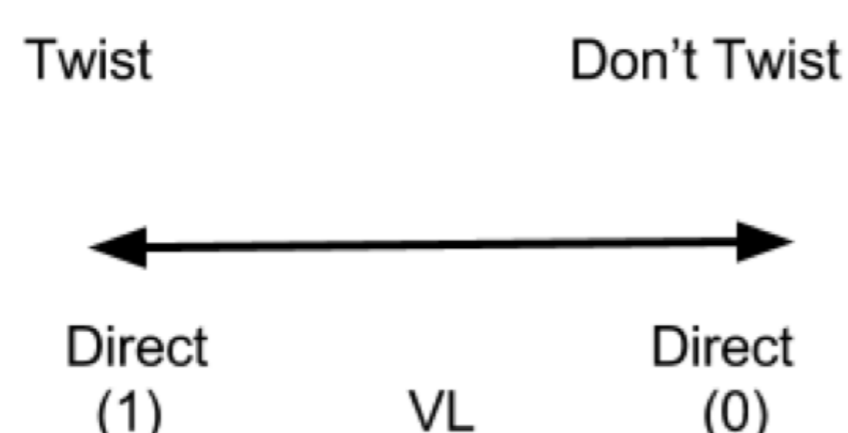


### Dynamic Interactions

Wizard of Oz style experiments allow the investigation of dynamic and adaptable interactions:



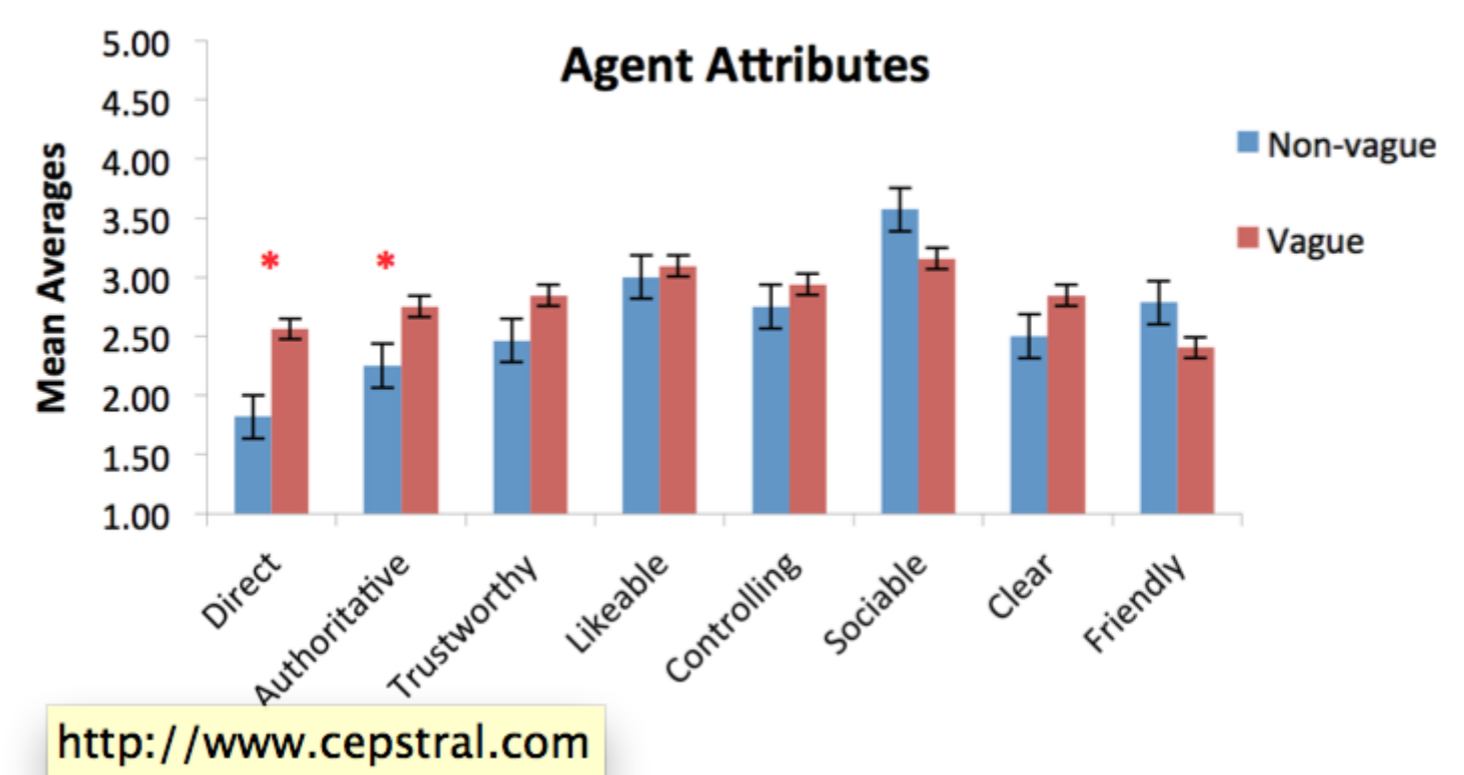
- Agents can react to user feedback and verbal cues
- Language use changes along the vague spectrum implicitly and/or explicitly



## User / Listener Experience

Learning from user experience creates a clearer image of how relatively small changes in language and agent capabilities affect multiple facets of interaction. These include:

- Listenership behaviours
  - Repair
  - Backchannels
  - Facial actions
  - Gestures
- User task performance
  - Errors and requesting repeats
- User attitudes towards agents



## Future Work

- Design a Mathematical framework for assessing Multimodal congruence in multimodal interactions:
 

Where:  $MC \equiv (m + ec + I)$   
 $m$  = multimodal corpora strands  
 $ec$  = effective communication  
 $I$  = information packaging
- Developing a more comprehensive vague language framework and expanding the scope of investigation into uses beyond politeness and rapport maintenance
- Exploring interactions with more user control and active interaction