How to Build a Social Computer

Social Profession Trainer

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2. Prototype
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Work Packages

decide what software to use

create implementation plan

determine hardware requirements

generate data to create stress for the trainee

research theoretical background

create an appraisal model

create study plan

implementing and study planning

conducting the study

conduct the study

evaluate the study

creating basis for the project

planning
Preparing for Implementation

1. **Planning**

   - Simulation of stressful situation
   - Induce stress in trainee
   - Monitor trainee’s responses
   - Provide feedback to trainee
Preparing of Implementation

2. **Trial and Error**

Find suitable solutions for:

- Simulation
- Response monitoring
- Prototyping

Final choices: VisualSceneMaker, OpenSSI
Prototype

You need to help her.
PLEASE!!
User Experience Evaluation

- Assess usability and feasibility of the trainer
- Determine user acceptance
- Collect additional feedback from trainee
- Conducted simultaneously with the psychological study
Study Plan

1. **Baseline**
   - OpenSSI, PAS

2. **Simulation A/B**
   - Stress level test
   - Feedback
   - Training
   - Simulation B/A
   - Stress level test

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Was stress induced?

Significant reduced scores?

Stop – Breathe – Reflect – Choose

OpenSSI, PAS, HCI, subjective assessment by trainee
## Study Design

### 2x2(x2x2) Design

<table>
<thead>
<tr>
<th>Simulation</th>
<th>Intervention</th>
</tr>
</thead>
<tbody>
<tr>
<td>A → B</td>
<td>Training + Feedback</td>
</tr>
<tr>
<td>B → A</td>
<td>Training + Feedback</td>
</tr>
</tbody>
</table>
Thank you for your attention