# How to Build a Social Computer

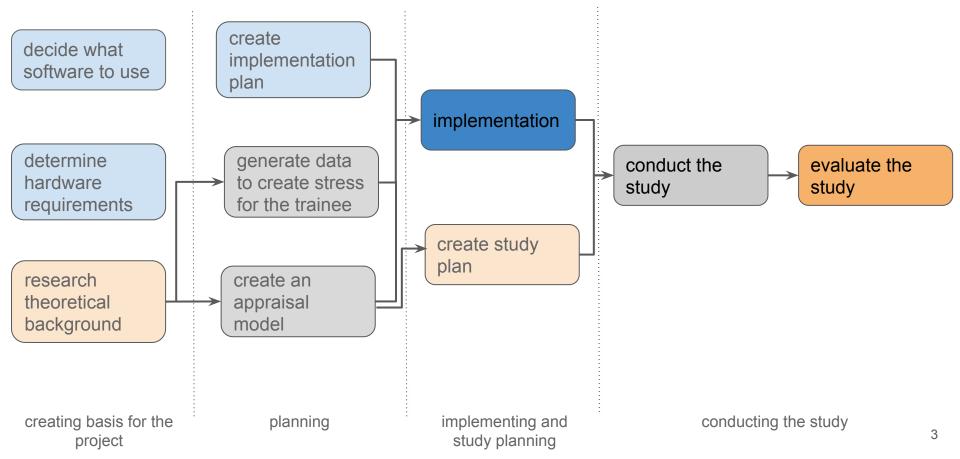
## **Social Profession Trainer**

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## Work Packages



# **Preparing for Implementation**

- 1. <u>Planning</u>
  - 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

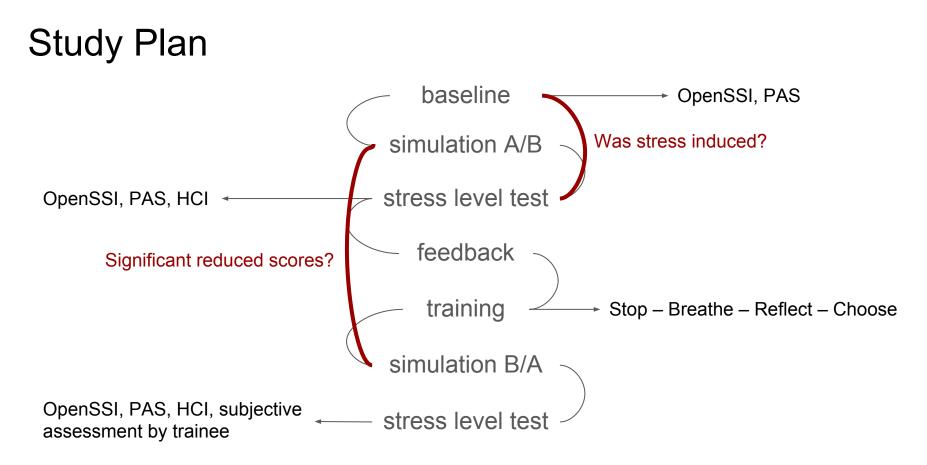
Final choices : VisualSceneMaker, OpenSSI

## Prototype



### **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 Design

2x2(x2x2) Design

Simulation	Intervention			
$A \rightarrow B$	Training + Feedback	Training	Feedback	Control Group
$B \rightarrow A$	Training + Feedback	Training	Feedback	Control Group

# Thank you for your attention