

# RR1 Entrainment

## These things will be entrained:

1. Speaking rate and pitch (automatic)
2. Volume (teleoperated)
3. Exuberance (teleoperated)

## Instructions

### Speaking rate and pitch

1. Run the audio entrainer.
2. Check the "Entrain?" box in the teleop interface.

### Volume

1. Set the volume to **0.7** at the start of each participant's session using the new buttons in the teleop interface.
2. During the introduction and Picture 1, observe the child's personality:
  - a. Are they shy, passive, reserved, or quiet? => **quiet kids**
  - b. Are they loud, extroverted, active, smiley, or expressive? => **loud kids**
3. For **Picture 2**, adjust Tega's volume:
  - a. For *quiet* kids: Turn Tega's volume down by 0.1 to **0.6**
  - b. For *loud* kids: Turn Tega's volume up by 0.1 to **0.8**
4. For **Picture 3**, adjust Tega's volume again:
  - a. For *quiet* kids: Turn Tega's volume down by 0.1 to **0.5**
  - b. For *loud* kids: Turn Tega's volume up by 0.1 to **0.9**
5. Leave Tega's volume at the adjusted level for the remainder of the interaction.

### Exuberance

1. During the introduction and Pictures 1, observe the child's personality:
  - a. Are they shy, passive, reserved, or quiet? => **quiet kids**
  - b. Are they loud, extroverted, active, smiley, or expressive? => **loud kids**
2. Then, using the animation buttons in the teleop interface, play extra animations on the robot according to the child. Pick a time to play the animation in the specified interaction phase that makes sense.
3. During **Picture 2**:
  - a. For *quiet* kids: PERKUP
  - b. For *loud* kids: INTERESTED
4. During **Picture 3**:
  - a. For *quiet* kids: SHIMMY

- b. For *loud* kids: EXCITED
- 5. During **Picture 4:**
  - a. For *quiet* kids: PERKUP
  - b. For *loud* kids: INTERESTED
- 6. After the last sticker line ("Wow thank you!" or "Aww that's okay I'll just pick another one"):
  - a. For *quiet* kids: SHIMMY
  - b. For *loud* kids: HAPPY\_DANCE
- 7. After the story after "It's one of my favorites!":
  - a. For *quiet* kids: PERKUP
  - b. For *loud* kids: HAPPY\_DANCE
- 8. At the end after saying "See you later!":
  - a. For *quiet* kids: SHIMMY
  - b. For *loud* kids: HAPPY\_WIGGLE



