



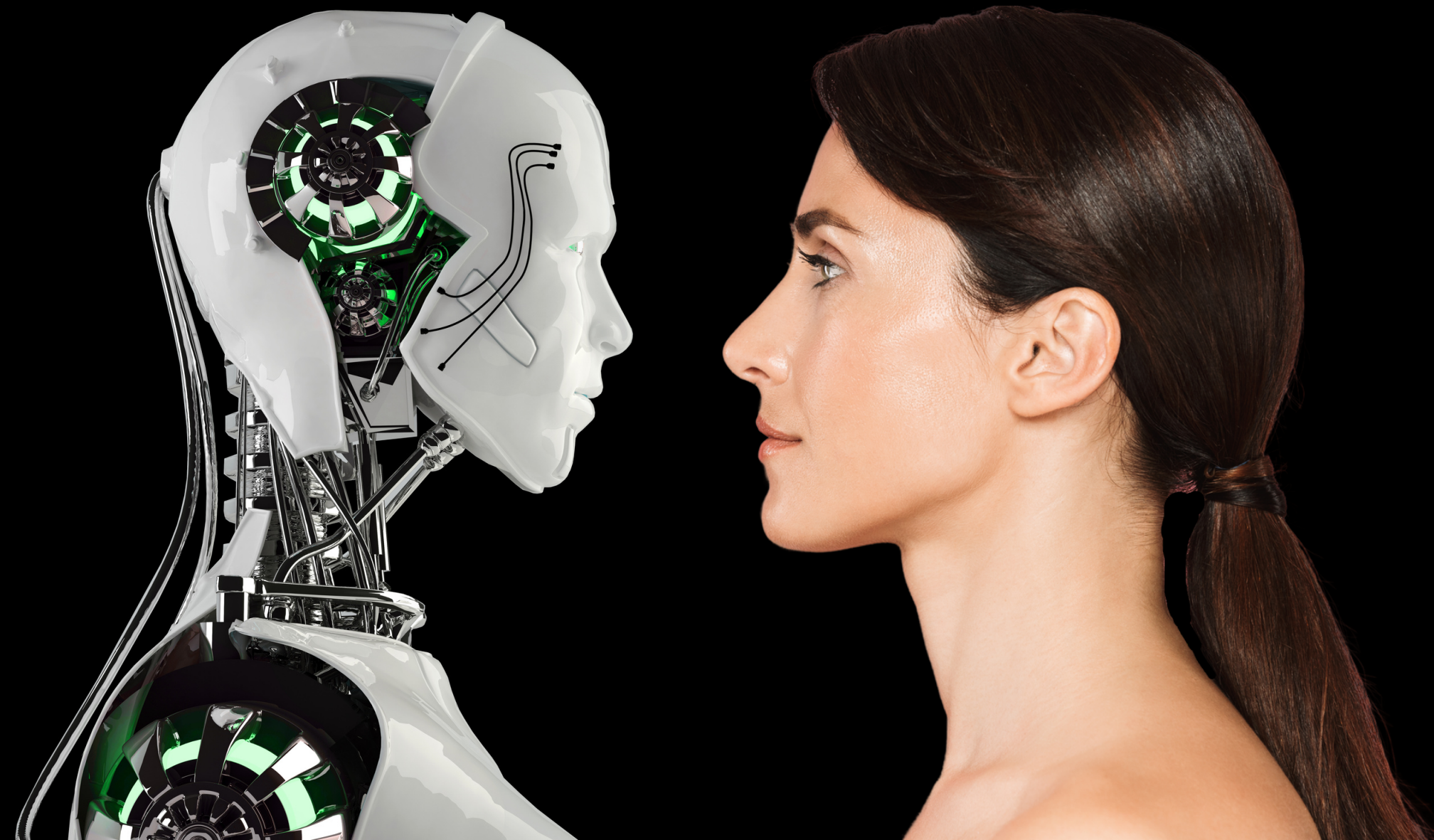
THE UNIVERSITY OF ALABAMA IN HUNTSVILLE

Stakeholder Elicitation For Autonomous Robotic Systems
Design For Mission-Critical Environments

NICOLE MOORE



STAKEHOLDER PREFERENCES



Stakeholders

A firm's investors, customers, and employees.

(Pirson & Milhotra, 2011)

Preferences

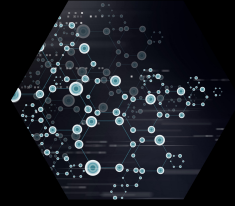
Existing values that are constructed and can be elicited

(Tversky & Thaler, 1990)

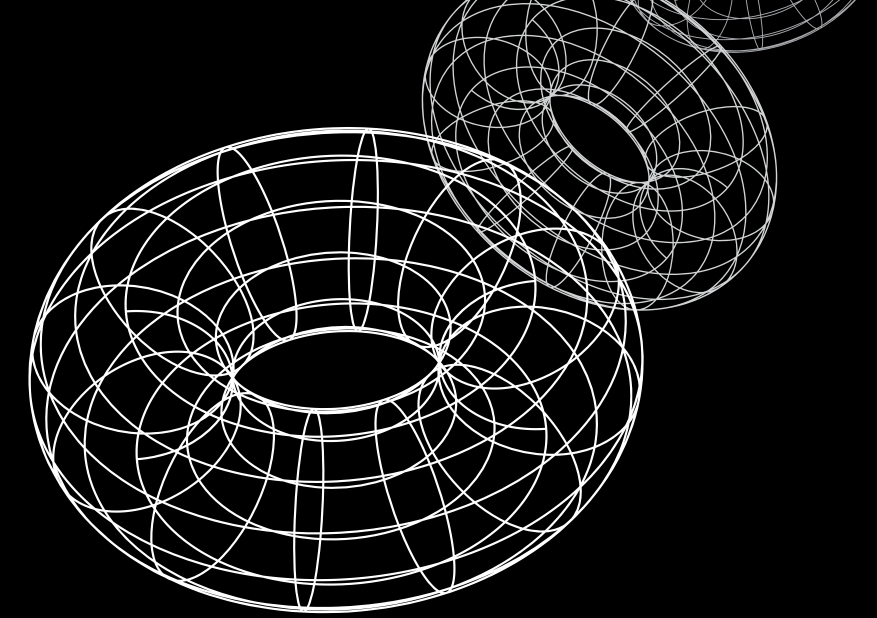
Preference Formation

- Contextual predispositions
 - Prior information obtained regarding the choice
- Framing of the decision
- Prior biases (Desai & Krajbich, 2022)
- Personal subjective values
- Confidence within the choice

(Lee & Daunizeau, 2020)



PREFERENCE ELICITATION METHODS



Preference Elicitation

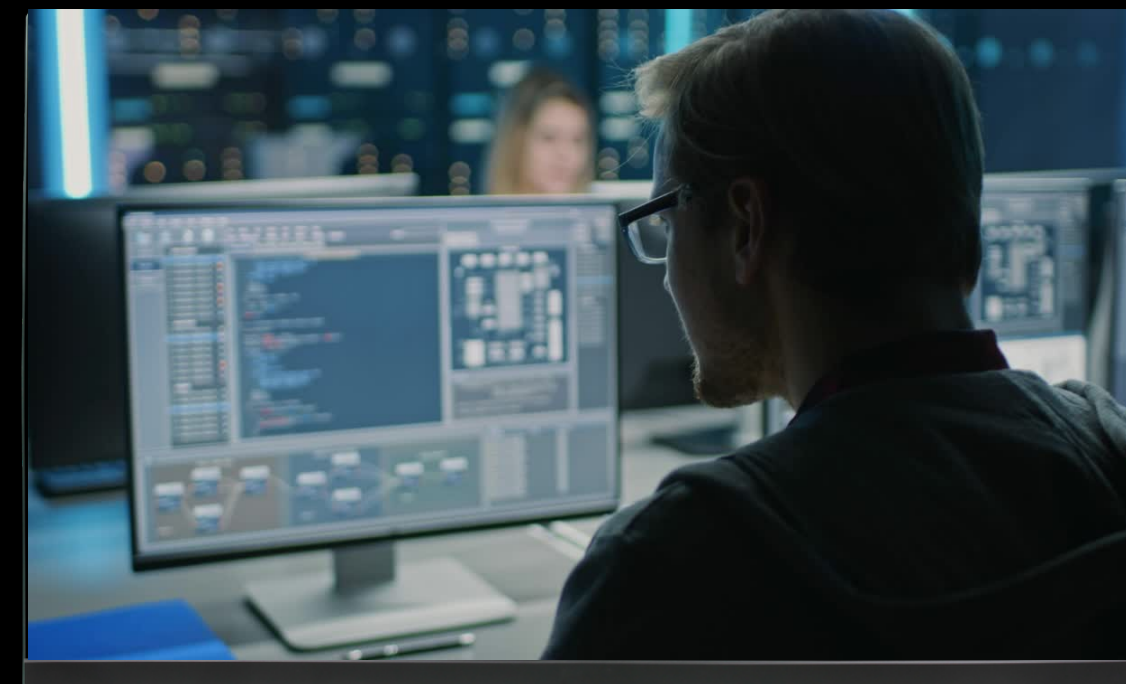
- Process in which a model is developed to identify which preferences the stakeholders favor best.
- What is gained (i.e. implicitly/explicitly) through a utility function? (Zintgraf et al., 2018)

Methods

- relative comparisons between items
 - scoring or ranking
 - clustering by similarity
 - conducting interviews

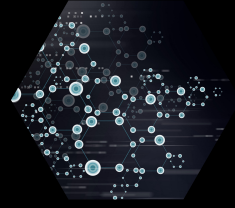


MISSION-CRITICAL ENVIRONMENTS



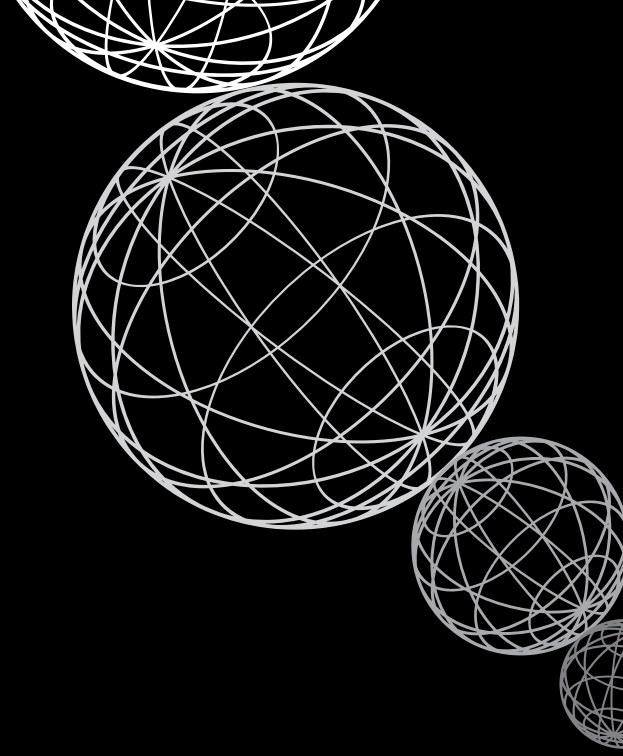
Mission-Critical Environments

- Critical job functions that impact military agency performance (Weger et al., 2022)
- Can result in:
 - Loss of life
 - Financial loss
 - Serious injury to personnel



PREFERENCE

FAMILIARITY & TRANSPARENCY

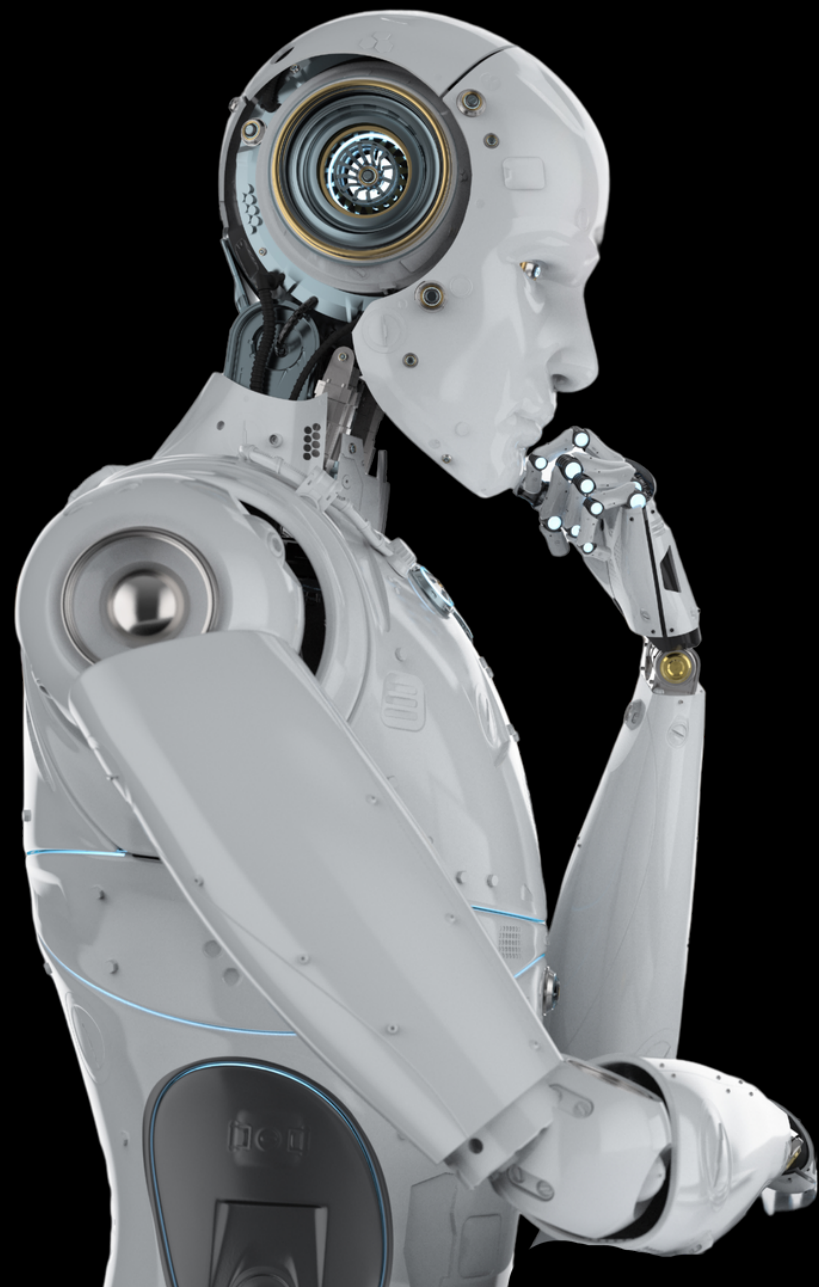


Familiarity

- Mere Exposure Effect (Liao et al., 2011)
- Habituation Paradigm (Houston-Price & Nakai, 2004; Zajonc, 2001).

Transparency

- Prevalent for autonomous system adoption
 - Transparency
 - Reliability
 - Performance



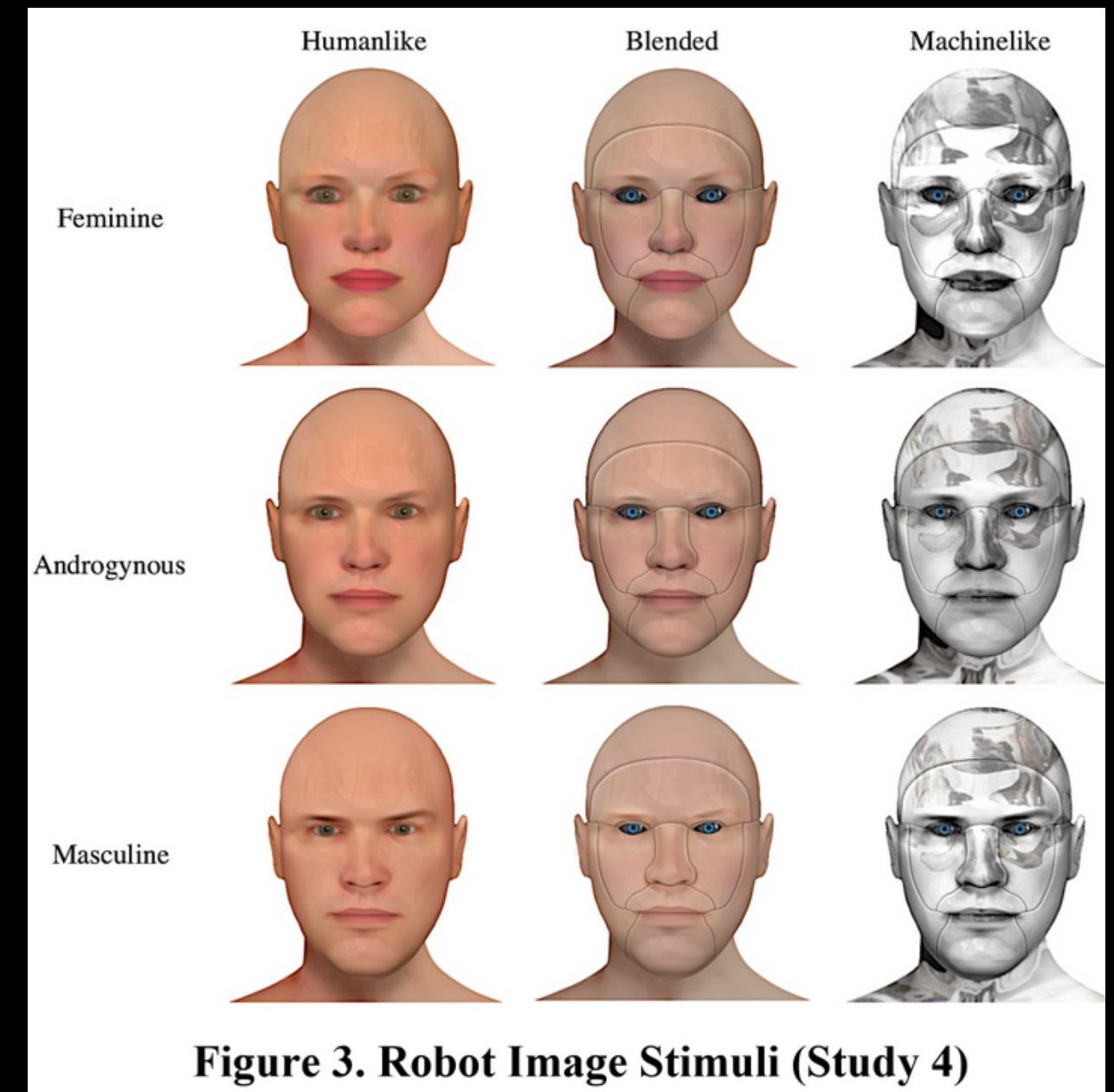
HUMAN ROBOT INTERACTION

Human-Like Features in Robot Design

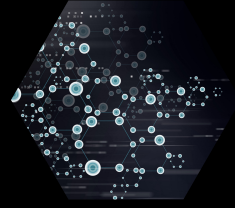
- Warmth & Competence
 - Female Robots
 - Higher on communal dimension (e.g., friendly, polite, affectionate)
 - Male Robots
 - Higher on agentic dimension (e.g., assertive, determined, authoritative)
- (Carpinella et al., 2017)

Communication Type

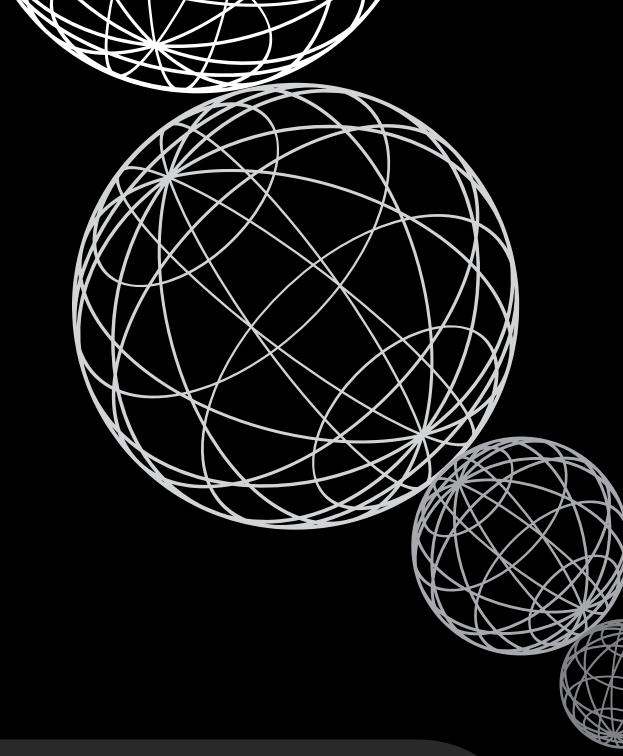
- Verbal Communication
- Female Voice
 - Acoustic parameters; emotional prosody (Sokhi et al., 2005)



(Carpinella et al., 2017)



USER-ROBOT TRAINING METHODS

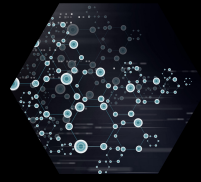


Methods

- Learner-centered approach
 - User is active engager (Wiltshire & Fiore, 2014)

Cognitive & Behavioral Components

- Cognitive processes in learning/training:
 - Memory, attention, decision-making, social, and emotional processes
- Accelerated learning methods
 - Simulation training



RESEARCH QUESTIONS

1: What preferences do stakeholders hold regarding the abilities a fully autonomous robot should possess to handle combat situations?

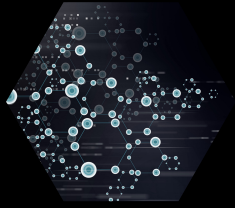
2: What potential barriers or apprehensions would stakeholders have when using an autonomous robot?

3: Would stakeholders want an autonomous robot to look more animal-like (e.g., quadrupedal), human-like (i.e., humanoid), or machine-like (e.g., autonomous mobile robot (AMR))?

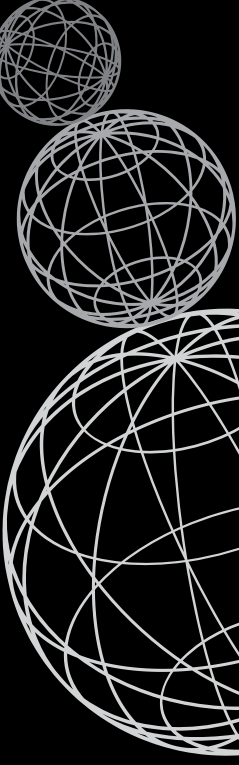
4: What are stakeholder preferences regarding vocal tone for autonomous robotic systems?

5: What training methods would stakeholders prefer for autonomous robotic system familiarization?





METHODOLOGY



➤ Design

- Structured Interview w/ Open-ended questions
 - Express preferences in detailed, comprehensive format
 - Elicit unbiased responses

➤ Materials

- Private laptop/tablet/ or personal device
- Google Meets
- Qualtrics
- SPSS

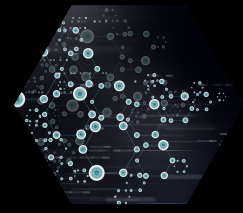
➤ Participants

- $N = 5$ Individuals from various job occupations
 - Dynetics, Naval Postgraduate School, U.S. Navy, and Acomb Ostendorf & Associates (AOA)

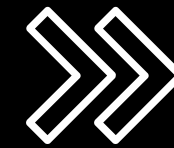
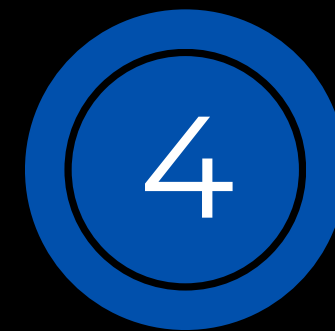
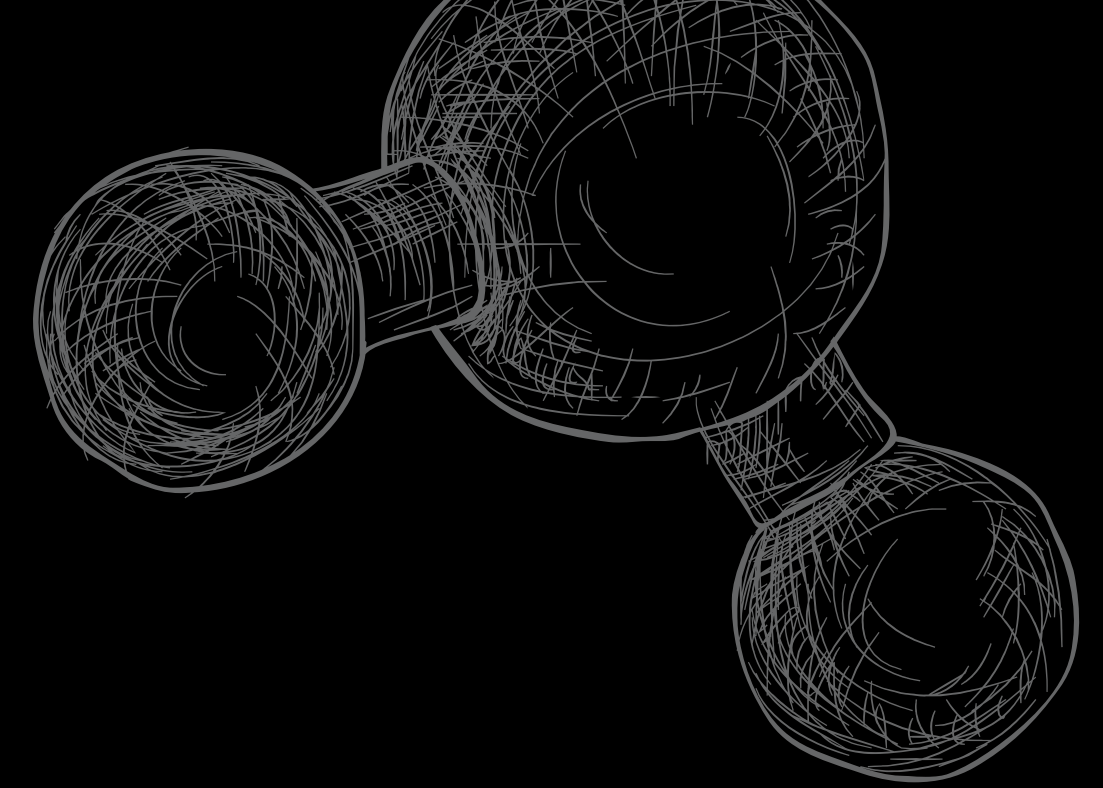
➤ Measures

- Interview Questionnaire
 - Structured, open-ended questions
- Inductive Content Analysis (Kyngäs et al., 2020).
 - Prevalent themes in responses





PROCEDURE



Consent

~ 5 minutes

**Interview
Questions**

~ 20 - 30 minutes

**Demographic
Questions**

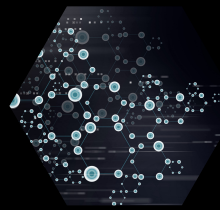
~ 10 minutes

Debriefing

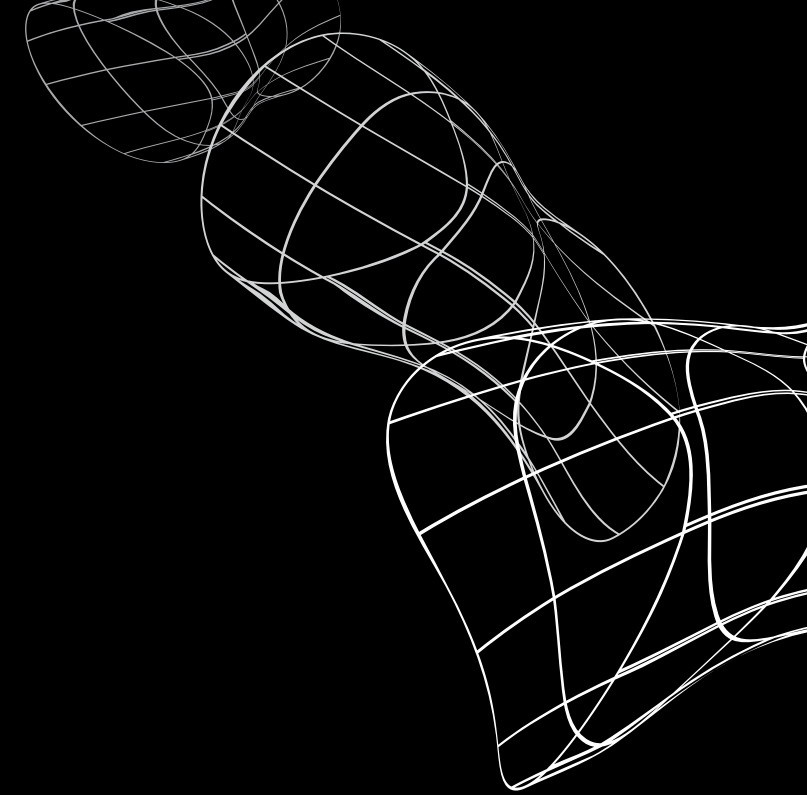
~ 5 minutes

**Release of
Participants**

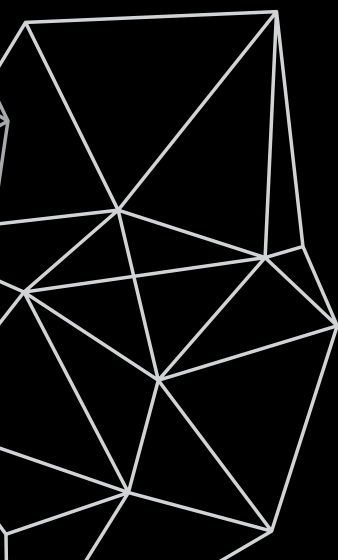
~ 50 minutes total
time

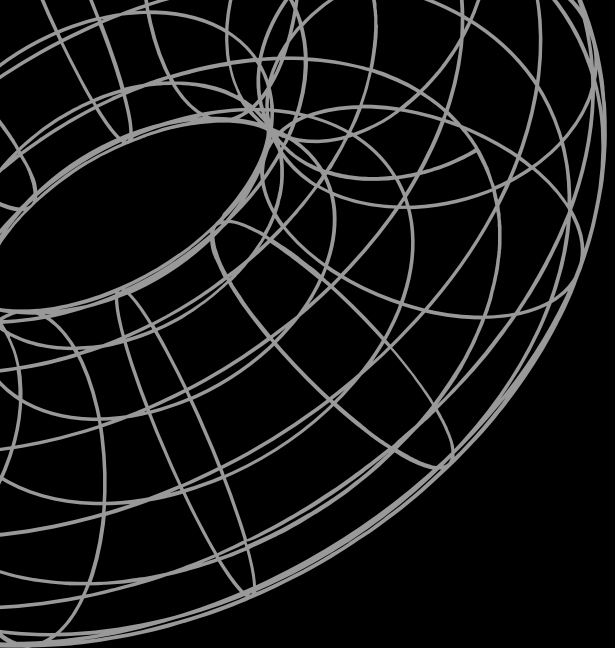


EXAMPLE QUESTION

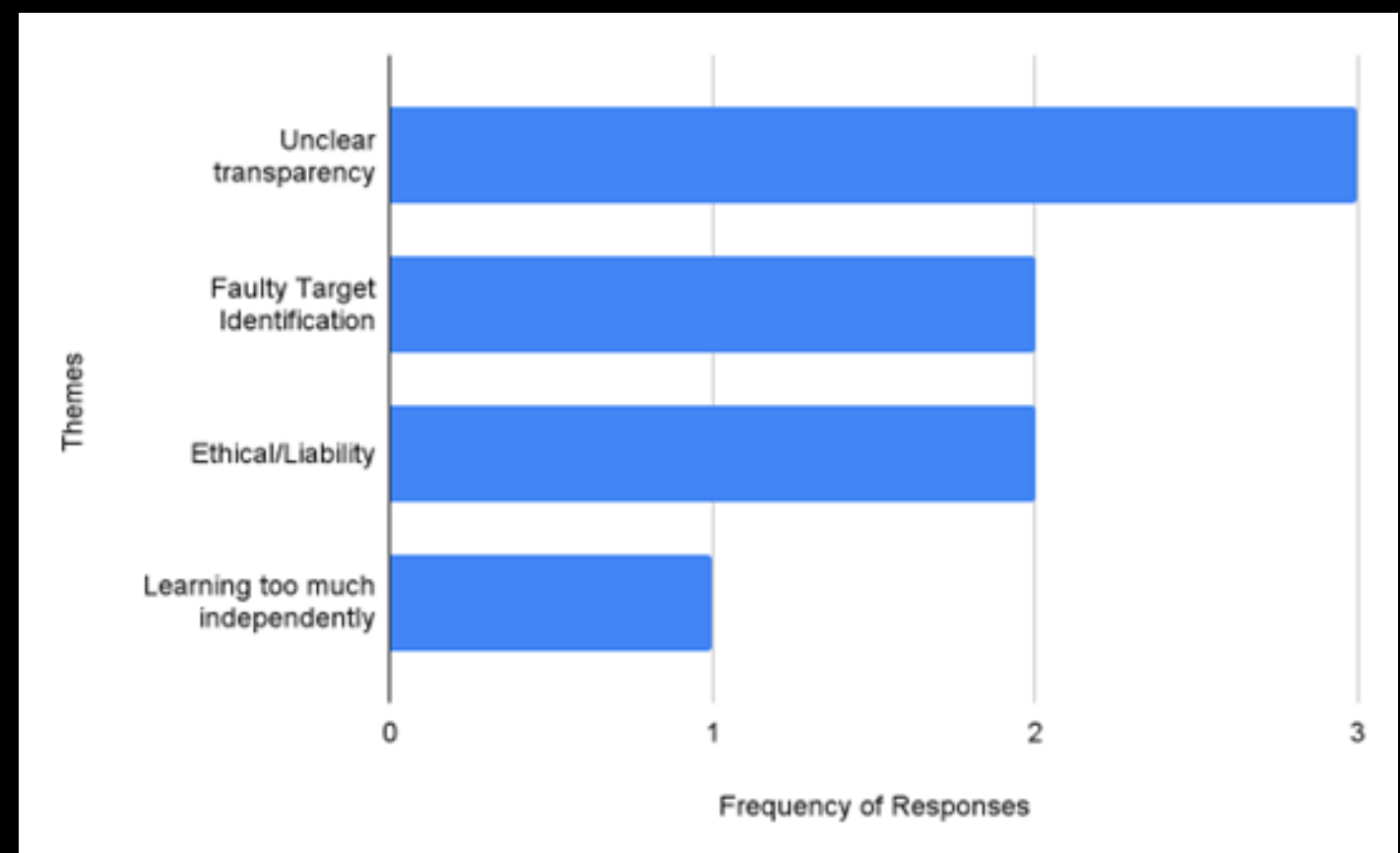
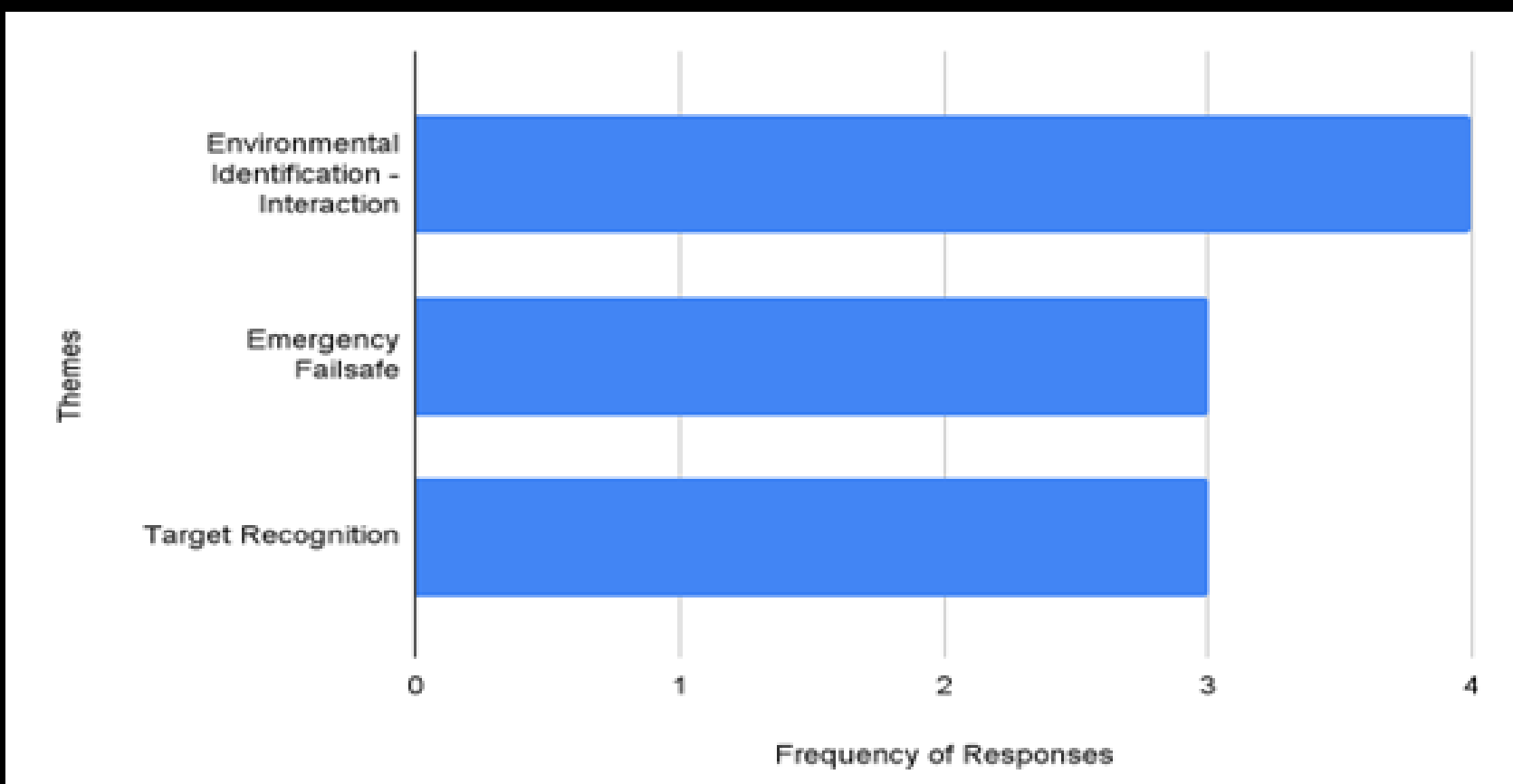


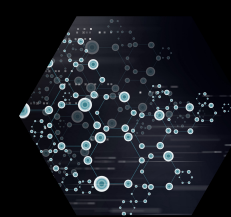
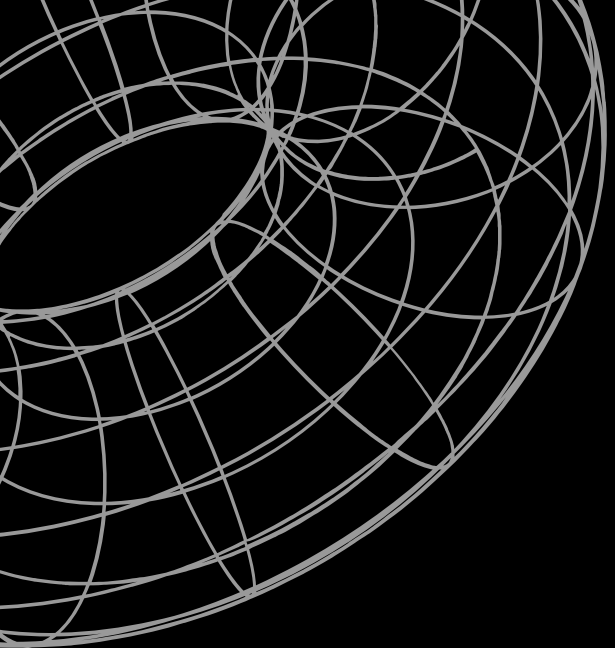
Would you want an autonomous robot to look more animal-like (e.g., quadrupedal), human-like (i.e., humanoid), or machine-like (e.g., autonomous mobile robot (AMR))?



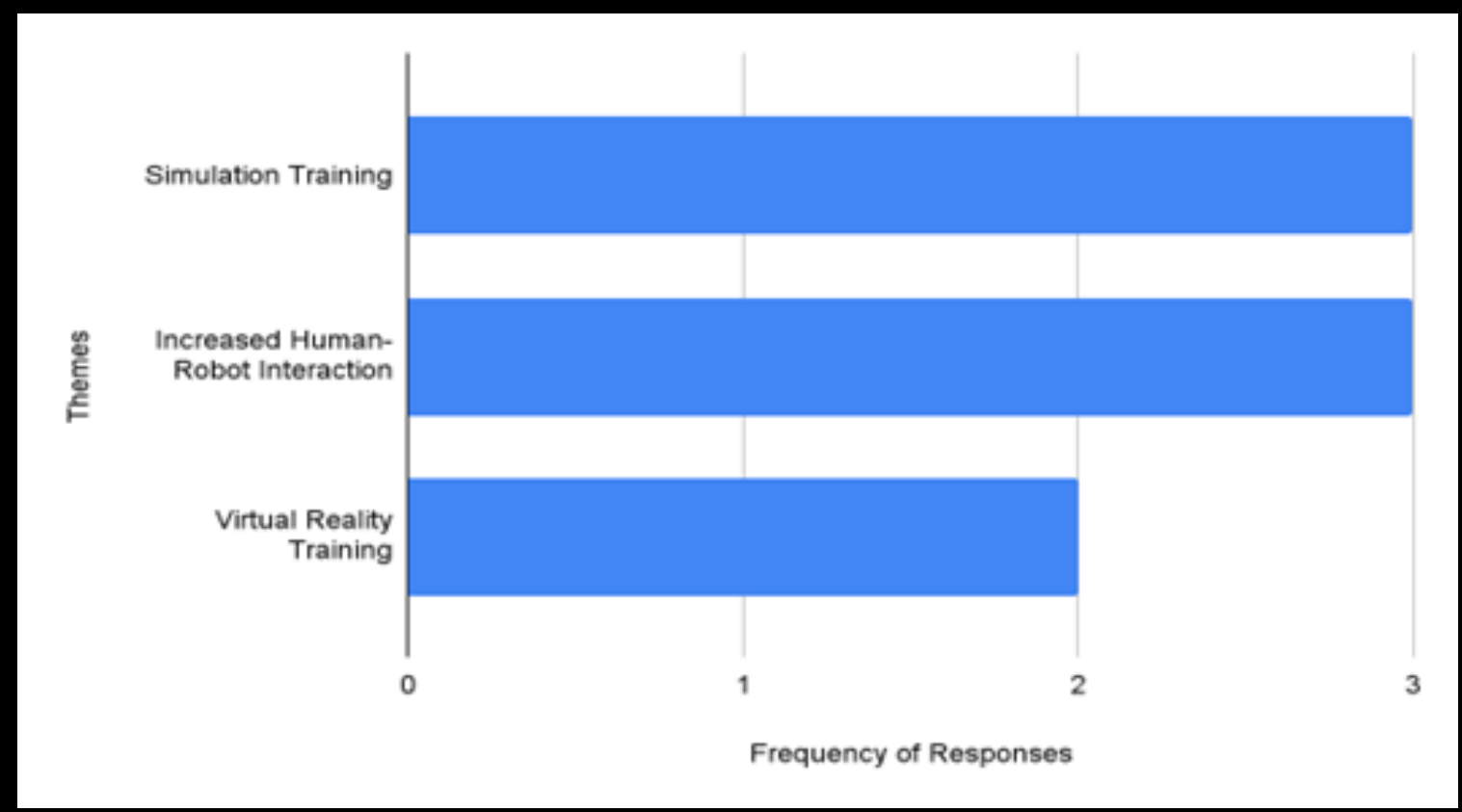
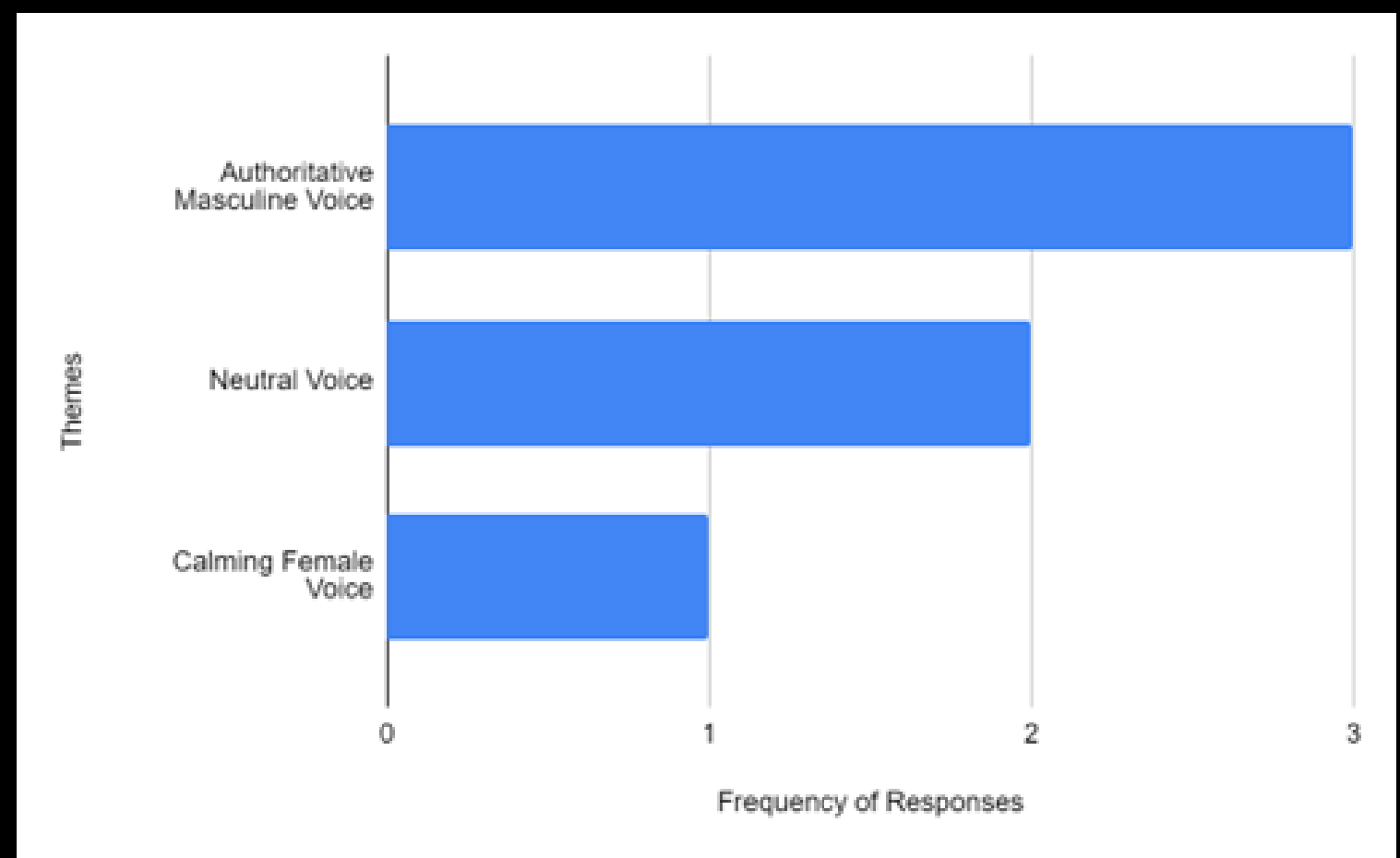
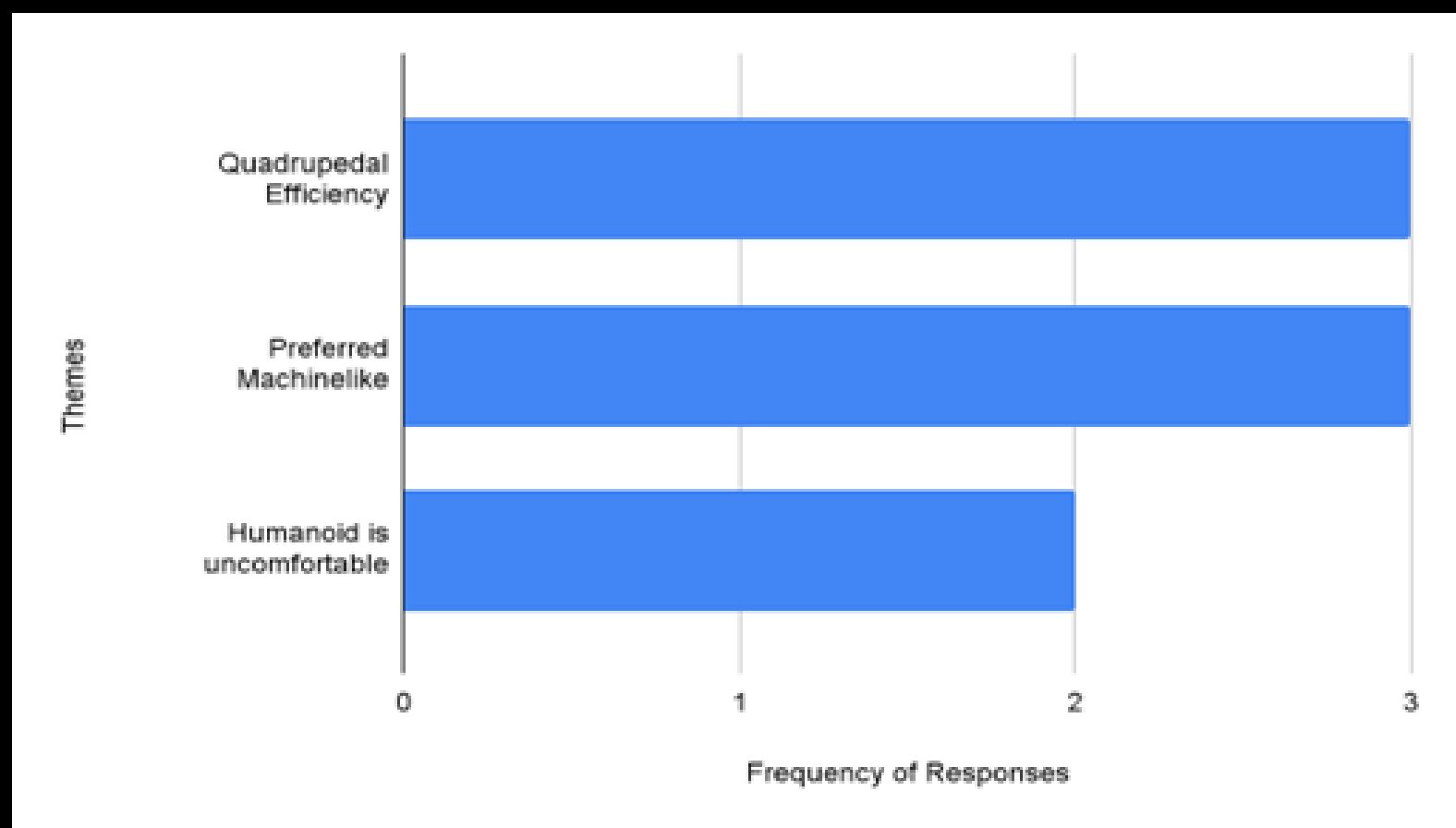


RESULTS





RESULTS



WHY IT MATTERS

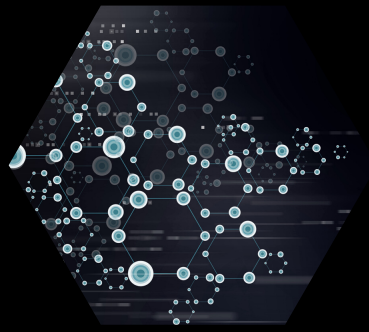


Robots in the Workplace

- Growing interest in Industrial & Nonindustrial robots
 - Industrial Robots - perform strenuous tasks to relieve humans
 - Nonindustrial Robots - assistive (e.g. lifting aid) or non-assistive (e.g., entertainment/companion)
- Robots in professional fields
 - Trust in automated decisions (Busse et al., 2021)

A Future in Technology

- Healthcare Robots
 - Growing demand for caregivers
 - Increased Elderly autonomy with robotic assistance
- Factory/Warehouse Robots
 - Increased efficiency
 - Reduced human injury (Busse et al., 2021)



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A futuristic, metallic robotic hand is shown hovering over a laptop keyboard. The hand is composed of various segments and joints, with a sleek, industrial design. The background is dark and moody, with the laptop's keys visible in the foreground. The overall aesthetic is high-tech and futuristic.

QUESTIONS?



THANK YOU

FOR WATCHING

