

Studying Different Communication Channels in a Situated Cooperative Environment

Master - This thesis aims to explore the communication dynamics during cooperative interaction in a game environment inspired by Overcooked, named "Cooperative Cuisine". The study will investigate how participants collaborate when having different communication channels: no communication, emoticons/expressions, or verbal communication. A key part of this thesis involves implementing emoticon/expression communication into the game. The student will formulate hypotheses and conduct a comprehensive study to evaluate the effects of these communication methods on cooperation.



Tasks

- Develop and integrate an emoticon/expression communication system.
- Design and implement a study with different communication conditions.
- Recruit and manage participants for the study.
- Analyze data to compare cooperation effectiveness across communication methods.
- Document findings and present recommendations based on the study results.

Your Profile / Learning Goals

- Proficiency in programming (Python).
- Analytical skills for designing and conducting experiments.
- Ability to work independently and manage project timelines.
- Interest in human-computer interaction and communication theories.

Interested?

If you are interested or have further questions, please send an email to fschroeder@techfak.uni-bielefeld.de.