Appendix B

Learning A Functional Soft Goal

In this appendix we have further sample graphs for research sub-question 1b: Can characters learn about specific, functional goals? The graphs show how characters learn about two specific goals: "be close to friends" and "don't be close to enemies". Characters should be learning to move towards 'friends' and away from 'enemies'.

In Figure B.1, for example, we show the number of times an example character, Anna, choose each of the six plans:

- Move towards friend;
- Move away from friend;
- Move towards neutral;
- Move away from neutral;
- Move towards enemy;
- Move away from enemy.

In the figures each line represents the number of times that Bec chose that particular plan: "move towards" or "move away". There is a figure for each of the categories of 'friend', 'neutral', or 'enemy'.
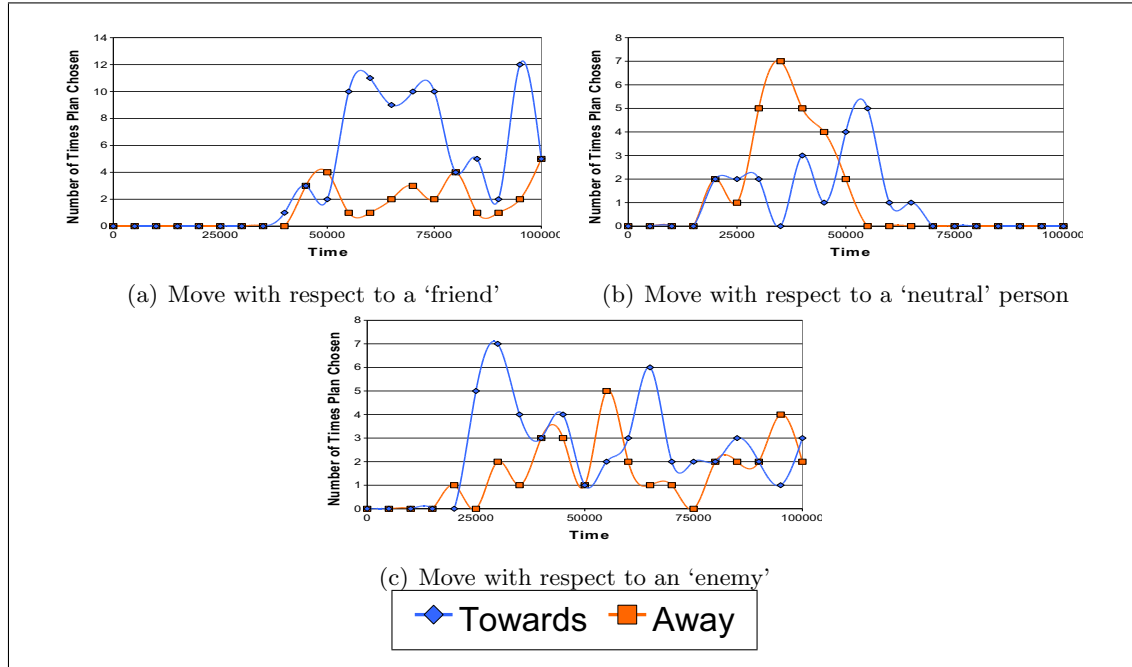
B. LEARNING A FUNCTIONAL SOFT GOAL

(a) Move with respect to a 'friend'   (b) Move with respect to a 'neutral' person

(c) Move with respect to an 'enemy'

Figure B.1: Action choices for Anna for a particular run of Case 4 (Complex Soft Goal Personality) mode 'normal'.

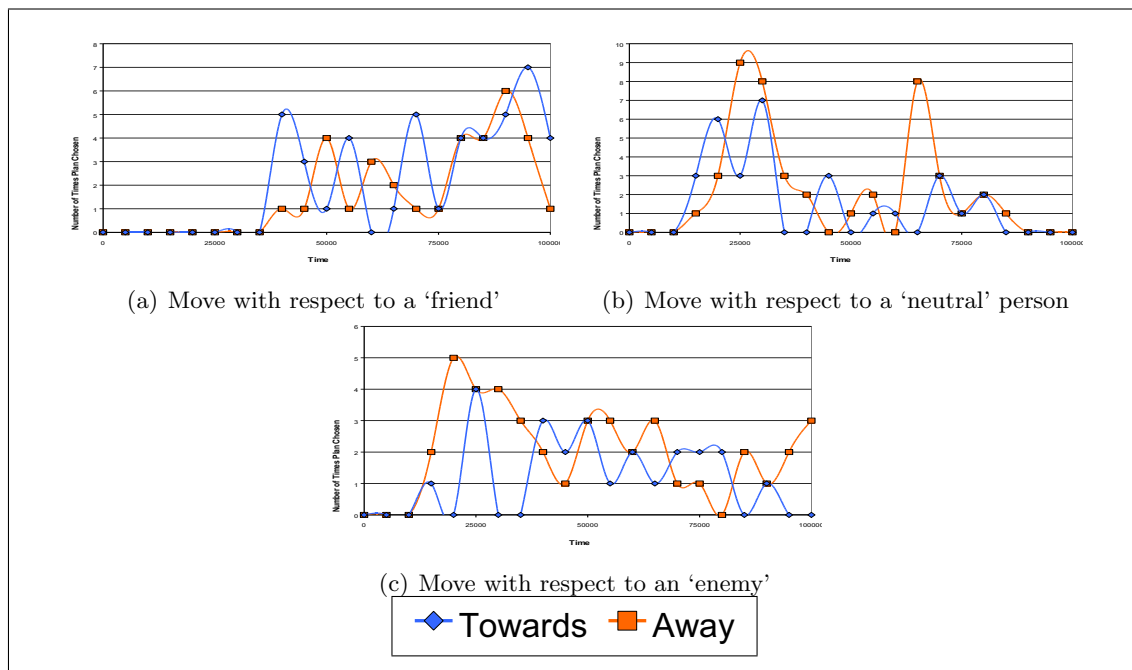(a) Move with respect to a 'friend'   (b) Move with respect to a 'neutral' person

(c) Move with respect to an 'enemy'

Figure B.2: Action choices for Bec for a particular run of Case 4 (Complex Soft Goal Personality) mode 'normal'.

(a) Move with respect to a 'friend' (b) Move with respect to a 'neutral' person

(c) Move with respect to an 'enemy'

Towards Away

Figure B.3: Action choices for Chloe for a particular run of Case 4 (Complex Soft Goal Personality) mode 'normal'.

(a) Move with respect to a 'friend' (b) Move with respect to a 'neutral' person

(c) Move with respect to an 'enemy'

Towards Away

Figure B.4: Action choices for Deb for a particular run of Case 4 (Complex Soft Goal Personality) mode 'normal'.

(a) Move with respect to a 'friend'   (b) Move with respect to a 'neutral' person

(c) Move with respect to an 'enemy'

Figure B.5: Action choices for Elle for a particular run of Case 4 (Complex Soft Goal Personality) mode 'normal'.

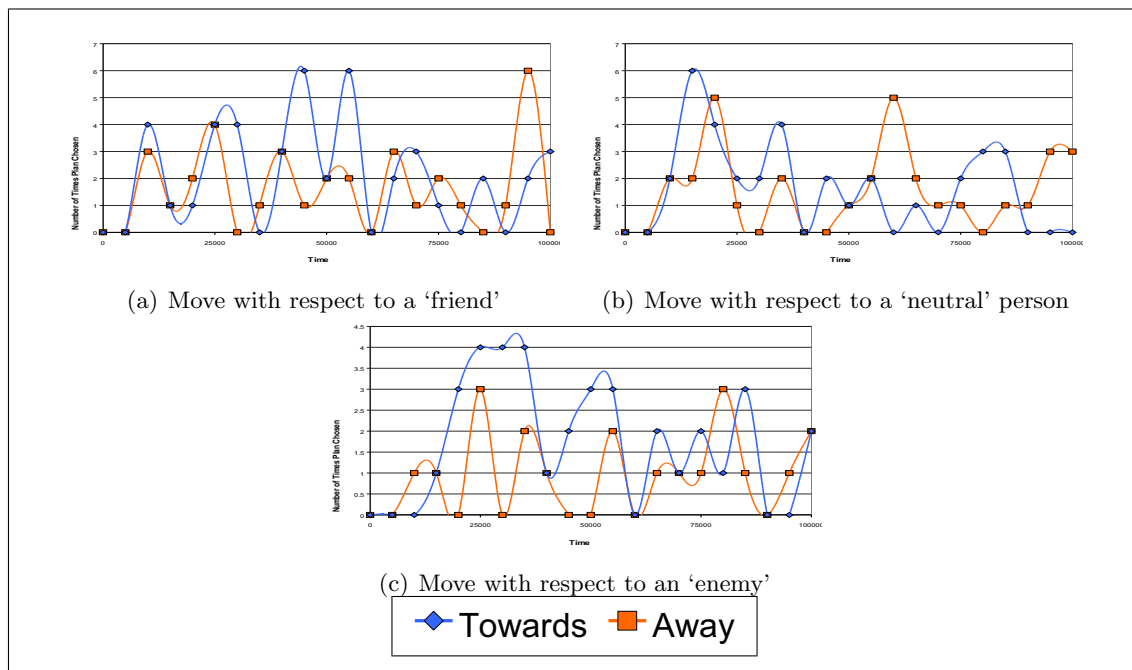(a) Move with respect to a 'friend'   (b) Move with respect to a 'neutral' person

(c) Move with respect to an 'enemy'

Figure B.6: Action choices for Fran for a particular run of Case 4 (Complex Soft Goal Personality) mode 'normal'.

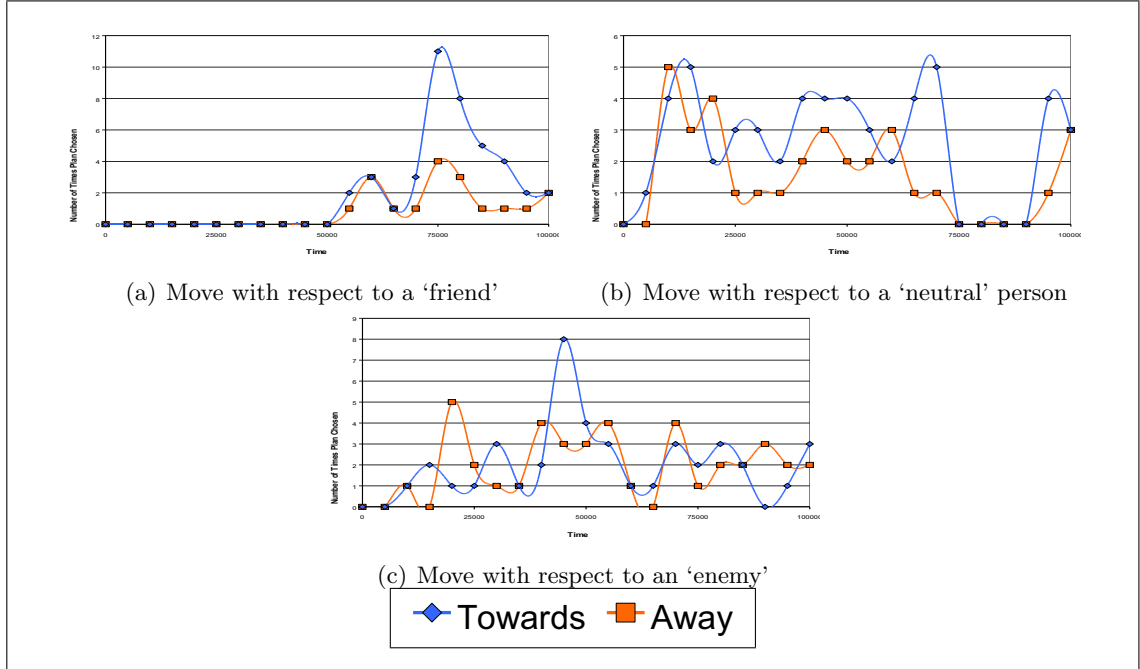(a) Move with respect to a 'friend'   (b) Move with respect to a 'neutral' person

(c) Move with respect to an 'enemy'

Figure B.7: Action choices for Gina for a particular run of Case 4 (Complex Soft Goal Personality) mode 'normal'.

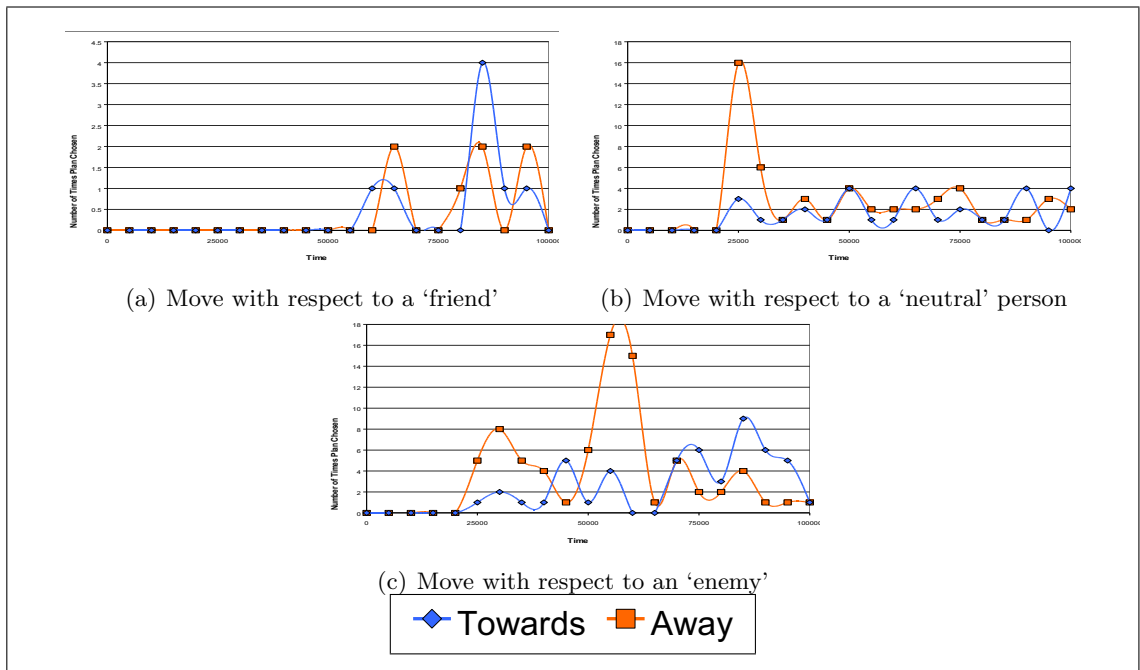(a) Move with respect to a 'friend'   (b) Move with respect to a 'neutral' person

(c) Move with respect to an 'enemy'

Figure B.8: Action choices for Heidi for a particular run of Case 4 (Complex Soft Goal Personality) mode 'normal'.