

Design Fidelity Score Rubric

HRISudio Pilot Study – Completed by researcher after reviewing the exported project file

Participant ID: W-04

Date: 2026-04-08

Condition: ☐ HRISudio ☒ Choregraphe

Scoring: Full points if Present *and* Correct. Half points if Present but not Correct. Zero if not Present.

Assisted (T): Mark T if a tool-operation intervention was given for this item. Recorded for reference — does *not* affect the Points total or the DFS.

Gestures (items 5–7): Correct only if gesture is a distinct action or animation node separate from the speech action. Auto-motion from “Animated Say” does *not* qualify — it selects movements non-deterministically, so output varies between runs even with the same program.

Branching (item 8): Correct only if a dedicated conditional control-flow node (Switch, Choice, or equivalent) is wired to a voice or input trigger. Manual re-routing during execution does *not* satisfy this criterion.

Component	Present?	Correct?	Assisted?	Points
Speech Actions 40 pts total				
1. Introduction: “Hello. I want to tell you about Kai...”	<input checked="" type="radio"/> Y / N	<input checked="" type="radio"/> Y / N	<input checked="" type="radio"/> T / –	10/10
2. Narrative: “Kai had been on the Martian surface for six days...”	<input checked="" type="radio"/> Y / N	<input checked="" type="radio"/> Y / N	<input checked="" type="radio"/> T / –	10/10
3. Question: “What color was the rock Kai found?”	Y / <input checked="" type="radio"/> N	Y / <input checked="" type="radio"/> N	<input checked="" type="radio"/> T / –	0/10
4. Both branch responses (correct <i>and</i> incorrect)	<input checked="" type="radio"/> Y / N	<input checked="" type="radio"/> Y / N	T / –	10/10
Gestures & Actions 30 pts total				
5. Open-hand wave during introduction	<input checked="" type="radio"/> Y / N	<input checked="" type="radio"/> Y / N	T / –	10/10
6. At least one narrative gesture (pause or look down)	<input checked="" type="radio"/> Y / N	<input checked="" type="radio"/> Y / N	T / –	10/10
7. Nod (correct branch) or head shake (incorrect branch)	<input checked="" type="radio"/> Y / N	Y / <input checked="" type="radio"/> N	T / –	5/10
Control Flow & Logic 30 pts total				
8. Conditional branch triggers on participant’s answer	Y / <input checked="" type="radio"/> N	Y / <input checked="" type="radio"/> N	<input checked="" type="radio"/> T / –	0/15
9. All four steps present in correct sequence	<input checked="" type="radio"/> Y / N	Y / <input checked="" type="radio"/> N	T / –	7.5/15

Raw Total: 62.5 / 100

Tool-assisted items (T, for reference): 4

Design Fidelity Score (DFS): 62.5 % DFS = Raw Total. T marks are recorded only; they do not affect the score.

Notes on Implementation Quality:

Tried to use choice block but it didn't execute correctly. I had to explain WoZ/puppeteer

Overall Assessment — Did the wizard's design faithfully represent the specification?

Yes - attempted, but no branch broke execution.
