

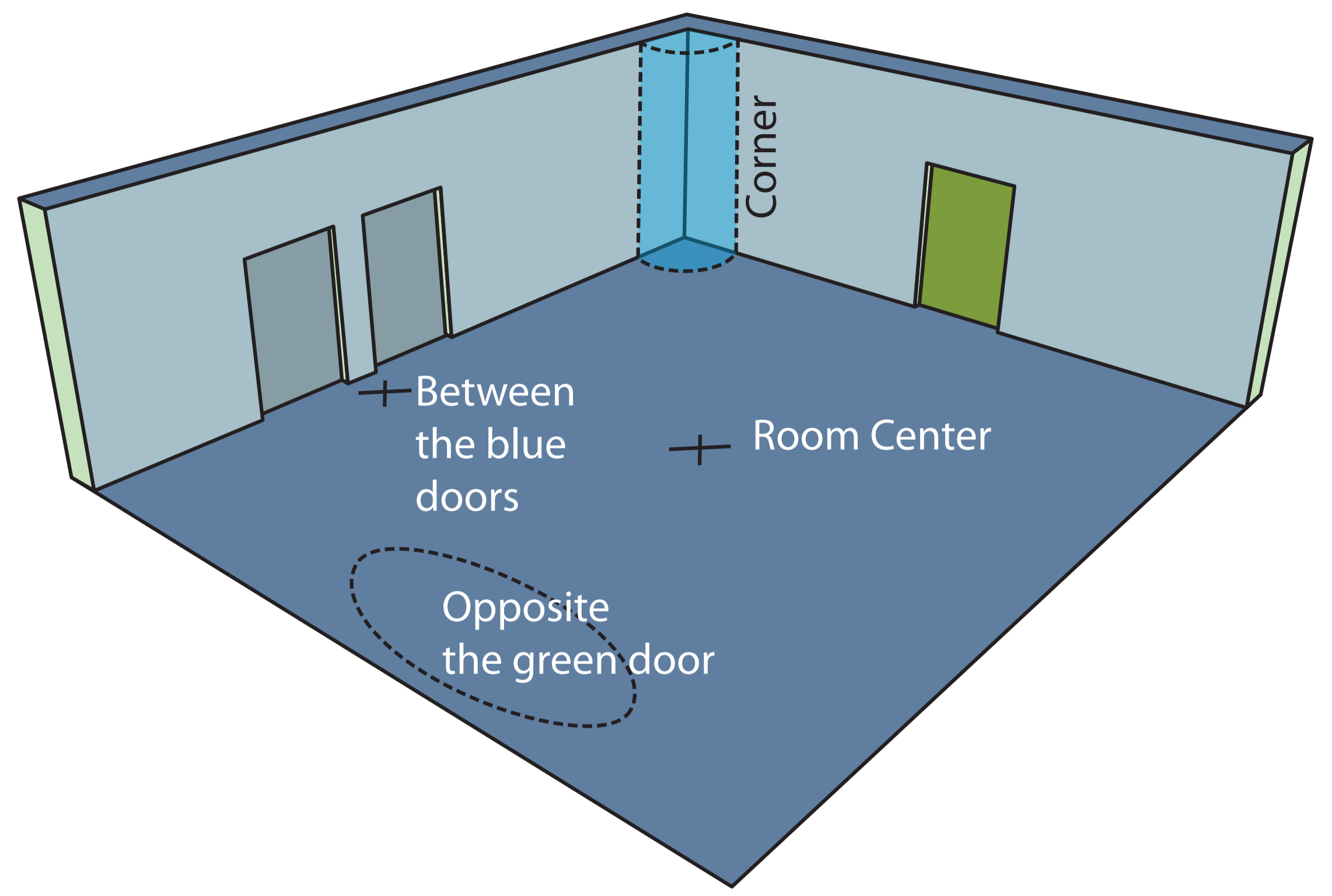
You will see two green buttons. Press the one on the left, the one that's close to the bottom of the poster.

## ABSTRACT

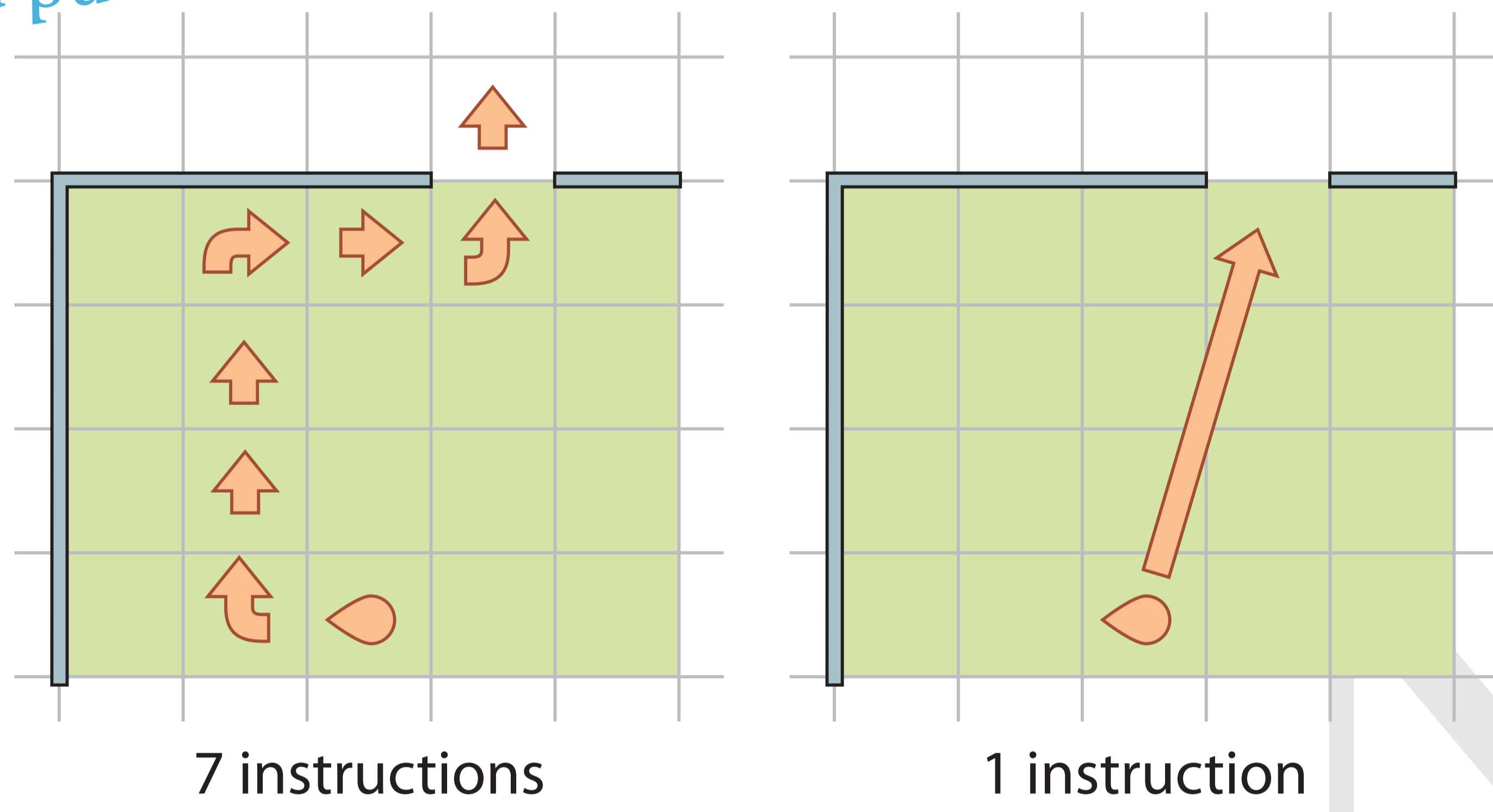
The GUIDE system performs user human-like guiding in the GIVE virtual environment. It uses several approaches to help the user in the task of accomplishing the task of finding a trophy in an unknown environment. This system can identify useful abstract concepts using low level information in the world representation, and, using them, compose high level instructions to guide the user. Plans are issued by choosing high level orders from the original plan which are decomposed using the user's line-of-sight.

Turn right at the corner. Walk forward, until you see a corner, and then turn right. Now turn left and walk for a while. Take a left, and then walk down.

Go up and turn right at the corner. Then follow the text until you get to the next intersection. Turn right. After turning, walk down for a while, and try not to step on the red tile. When you see the green plant, turn right again. You will see a small corridor, then you found the exit.

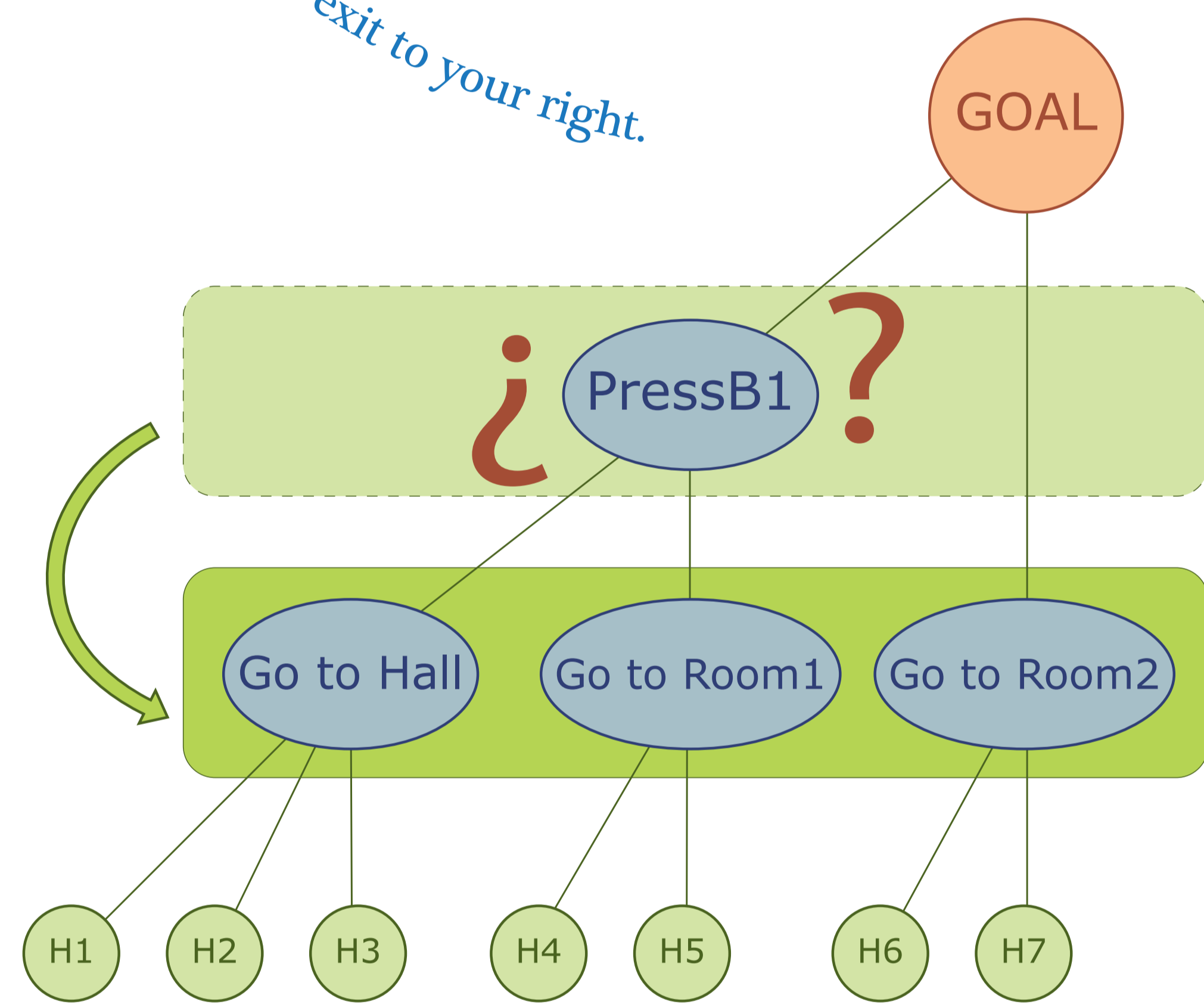


## Identify Useful Abstract Concepts



## Compose High Level Instructions

Turn around and press the button

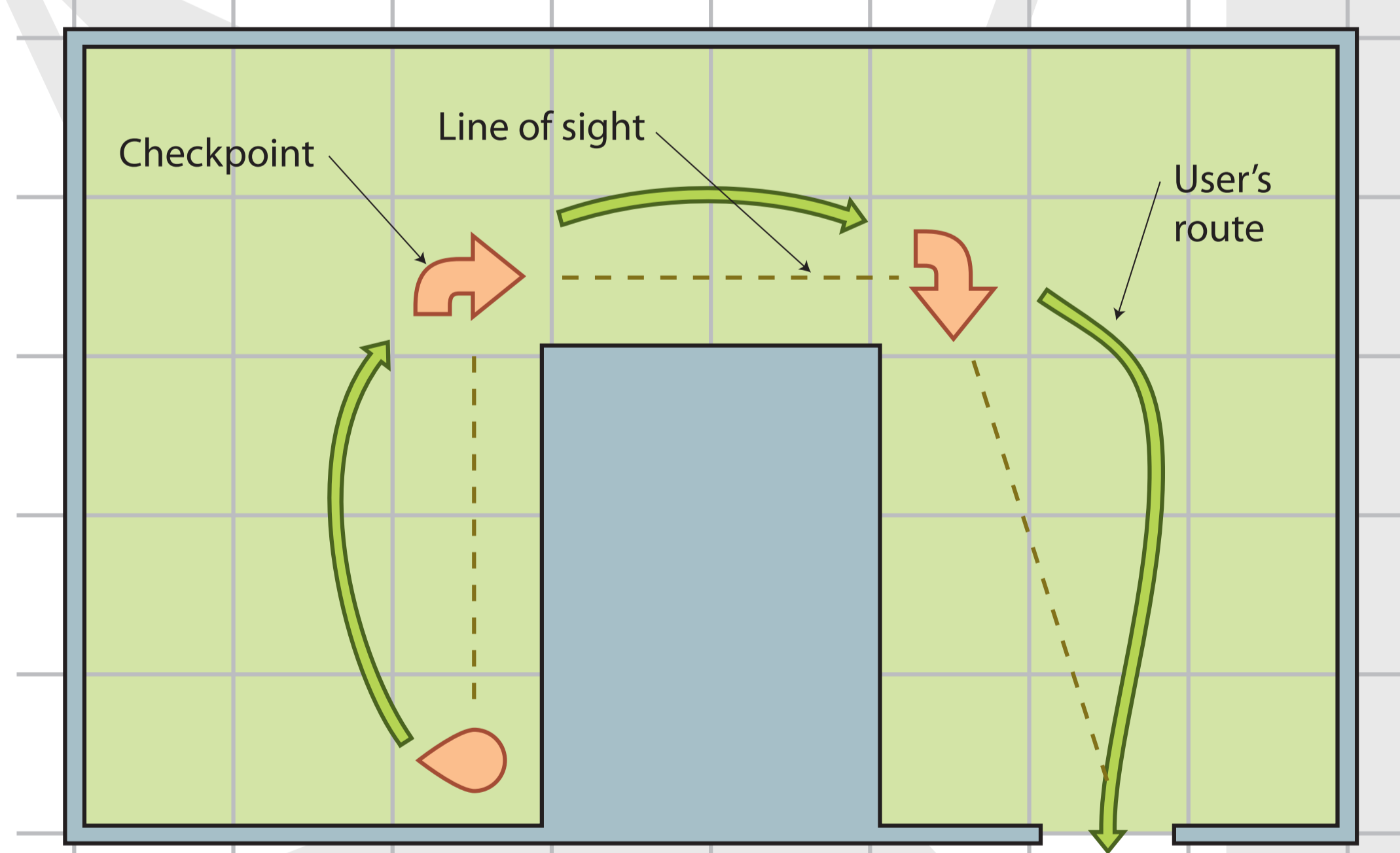


## Choose Level of Abstraction for Plans

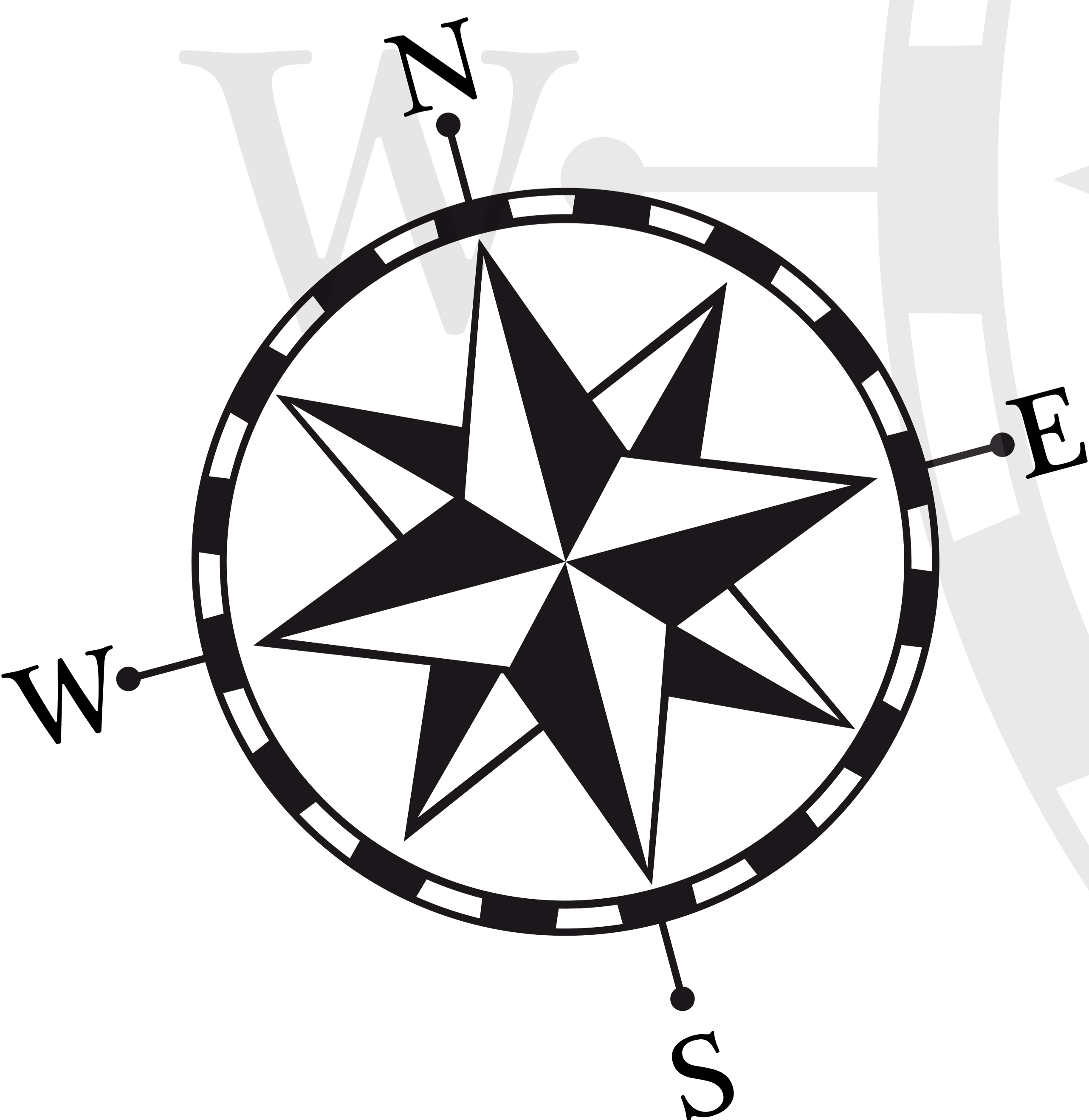
Wait, don't leave the room yet. It seems to me that you are lost. Please let me think...

Please turn around.

Then go down and around the corner. Now turn left, and go straight down until you find the bottom of this poster.



## Decompose using Line-of-Sight Subproblems



# GUIDE

Guiding Users Interactively through Difficult Environments

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