Modelling the Interaction Levels in HCI using an Intelligent Hybrid System with Interactive Agents: A Case Study of an Interactive Museum Exhibition Module in Mexico

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1. FIS Configurations

1.1. Empirical FIS Configuration

1.1.1. Empirical FIS inputs setup

Type Input Linguistic Variable [params] **Member Function** Very Bad : [s=0.085, m=3.47e-18] Bad : [s=0.085, m=0.2] Gauss Regular : [s=0.085, m=0.4] Presence Member Function Good : [s=0.085, m=0.6] Very Good : [s=0.085, m=0.8] Excellent : [s=0.085, m=1] Very Bad : [s=0.085, m=3.47e-18] Bad : [s=0.085, m=0.2] Regular : [s=0.085, m=0.4] Gauss Interactivity Good : [s=0.085, m=0.6] Member Function Very Good : [s=0.085, m=0.8] Excellent : [s=0.085, m=1] Very Bad : [s=0.085, m=3.47e-18] Bad : [s=0.085, m=0.2] Gauss Regular : [s=0.085, m=0.4] Control Member Function Good : [s=0.085, m=0.6] Very Good : [s=0.085, m=0.8] Excellent : [s=0.085, m=1] Very Bad : [s=0.085, m=3.47e-18] Bad : [s=0.085, m=0.2] Regular : [s=0.085, m=0.4] Gauss FeedBack Member Function Good : [s=0.085, m=0.6] Very Good : [s=0.085, m=0.8] Excellent : [s=0.085, m=1] Very Bad : [s=0.085, m=3.47e-18] Gauss Creativity Bad : [s=0.085, m=0.2] Member Function

Table S1. Inputs configuration of the empirical FIS. s= standard deviation, m= average

		Regular : [s=0.085, m=0.4]
		Good : [s=0.085, m=0.6]
		Very Good : [s=0.085, m=0.8]
		Excellent : [s=0.085, m=1]
		Very Bad : [s=0.085, m=3.47e-18]
		Bad : [s=0.085, m=0.2]
Productivity	Gauss	Regular : [s=0.085, m=0.4]
Troductivity	Member Function	Good : [s=0.085, m=0.6]
		Very Good : [s=0.085, m=0.8]
		Excellent : [s=0.085, m=1]
		Very Bad : [s=0.085, m=3.47e-18]
		Bad : [s=0.085, m=0.2]
Communication	Gauss	Regular : [s=0.085, m=0.4]
Communication	Member Function	Good : [s=0.085, m=0.6]
		Very Good : [s=0.085, m=0.8]
		Excellent : [s=0.085, m=1]
		Very Bad : [s=0.085, m=3.47e-18]
Adaptation	Causa	Bad : [s=0.085, m=0.2]
	Gauss Member Function	Regular : [s=0.085, m=0.4]
		Good : [s=0.085, m=0.6]
		Very Good : [s=0.085, m=0.8]
		Excellent : [s=0.085, m=1]

1.1.2. Empirical FIS outputs setup

 Table S2. Outputs configuration of the empirical FIS. s= standard deviation, m= average

Output	Type Member Function	Linguistic Variable [params]
FLL (Lovel 0)	Gauss	Low : [s=0.05, m=0]
ELI (Level 0)	Member Function	High : [s=0.3, m=1]
VII (Lowel 1)	Gauss	Low : [s=0.05, m=0]
VLI (Level 1)	Member Function	High : [s=0.3, m=1]
LI (Level 2)	Gauss	Low : [s=0.025, m=0]
	Member Function	High : [s=0.3, m=1]
MI (Level 3)	Gauss	Low : [s=0.025, m=0]
	Member Function	High : [s=0.5, m=1]
HI (Level 4)	Gauss	Low : [s=0.025, m=0]
	Member Function	High : [s=0.5, m=1]
EHI (Level 5)	Gauss	Low : [s=0.05, m=0]
	Member Function	High : [s=0.3, m=1]

1.1.3. Empirical FIS Rules Setup

Table S3. Inference Fuzzy Rules of the Empirical FIS.

No	Inference Fuzzy Rules
	If (Presence is Very Bad) and (Interactivity is Very Bad) and (Control is Very Bad) and (FeedBack is
1	Very Bad) and (Creativity is Very Bad) and (Productivity is Very Bad) and (Communication is Very
1	BAD) and (Adaptation is Very Bad) then (Level 0 is High)(Level 1 is Low)(Level 2 is Low)(Level 3 is
	Low)(Level 4 is Low)(Level 5 is Low).
2	If (Presence is Bad) and (Interactivity is Bad) and (Control is Bad) and (FeedBack is Bad) and
2	(Creativity is Bad) and (Productivity is Bad) and (Communication is Bad) and (Adaptation is Bad)

then (Level 0 is Low)(Level 1 is High)(Level 2 is Low)(Level 3 is Low)(Level 4 is Low)(Level 5 is Low).

If (Presence is Regular) and (Interactivity is Regular) and (Control is Regular) and (FeedBack is Regular) and (Creativity is Regular) and (Productivity is Regular) and (Communication is Regular)

and (Adaptation is Regular) then (Level 0 is Low)(Level 1 is Low)(Level 2 is High)(Level 3 is
 Low)(Level 4 is Low)(Level 5 is Low).

If (Presence is Good) and (Interactivity is Good) and (Control is Good) and (FeedBack is Good) and

4 (Creativity is Good) and (Productivity is Good) and (Communication is Good) and (Adaptation is Good) then (Level 0 is Low)(Level 1 is Low)(Level 2 is Low)(Level 3 is High)(Level 4 is Low)(Level 5 is Low).

If (Presence is Very Good) and (Interactivity is Very Good) and (Control is Very Good) and (FeedBack is Very Good) and (Creativity is Very Good) and (Productivity is Very Good) and

5 (Communication is Very Good) and (Adaptation is Very Good) then (Level 0 is Low)(Level 1 is Low)(Level 2 is Low)(Level 3 is Low)(Level 4 is High)(Level 5 is Low).

If (Presence is Excellent) and (Interactivity is Excellent) and (Control is Excellent) and (FeedBack is Excellent) and (Creativity is Excellent) and (Productivity is Excellent) and (Communication is

Excellent) and (Adaptation is Excellent) then (Level 0 is Low)(Level 1 is Low)(Level 2 is Low)(Level 3 is Low)(Level 5 is High).

1.2. Data Mined Type-1 FIS Configuration

1.2.1. Data Mined Type-1 FIS inputs setup

Table S4. Inputs configuration of the Data Mined Type-1 FIS. s= standard deviation, m= average

Input	Type Member Function	Linguistic Variable [params]
		Very Bad : [s=0.1942, m=0.2569]
		Bad : [s=0.1327, m=0.5009]
Prosonco	Gauss	Regular : [s=0.086, m=0.7002]
Tresence	Member Function	Good : [s=0.0832, m=0.7204]
		Very Good : [s=0.1108, m=0.8619]
		Excellent : [s=0.1042, m=0.9747]
		Very Bad : [s=0.1945, m=0.2510]
		Bad : [s=0.1417, m=0.4659]
Technica di it	Gauss	Regular : [s=0.0856, m=0.6975]
Interactivity	Member Function	Good : [s=0.0854, m=0.7067]
		Very Good : [s=0.1149, m=0.8526]
		Excellent : [s=0.1010, m=0.9814]
		Very Bad : [s=0.1883, m=0.2807]
		Bad : [s=0.1347, m=0.4951]
Control	Gauss	Regular : [s=0.0864, m=0.7105]
Control	Member Function	Good : [s=0.084, m=0.7249]
		Very Good : [s=0.1122, m=0.8699]
		Excellent : [s=0.1033, m=0.9753]
		Very Bad : [s=0.1899, m=0.2039]
FoodBack	Gauss	Bad : [s=0.1586, m=0.3795]
recuback	Member Function	Regular : [s=0.14, m=0.4805]
		Good : [s=0.1213, m=0.6069]

		Very Good : [s=0.1527, m=0.879] Excellent
		: [s=0.1132, m=0.9879]
		Very Bad : [s=0.1668, m=0.1337]
		Bad : [s=0.1291, m=0.306]
Creativity	Gauss	Regular : [s=0.1127, m=0.4037]
Creativity	Member Function	Good : [s=0.1002, m=0.4832]
		Very Good : [s=0.1229, m=0.6677]
		Excellent : [s=0.19, m=0.8881]
		Very Bad : [s=0.1758, m=0.0795]
		Bad : [s=0.1431, m=0.2477]
Productivity	Gauss	Regular : [s=0.1127, m=0.3926]
Troductivity	Member Function	Good : [s=0.1069, m=0.4389]
		Very Good : [s=0.1214, m=0.6402]
		Excellent : [s=0.2031, m=0.863
		Very Bad : [s=0.1939, m=0.2543]
		Bad : [s=0.1608, m= 0.4169]
Communication	Gauss	Regular : [s=0.1273, m=0.5786]
Communication	Member Function	Good : [s=0.1141, m=0.6588]
		Very Good : [s=0.1322, m=0.9113]
		Excellent : [s=0.1008, m=0.9862]
		Very Bad : [s=0.1985, m=0.2385]
Adaptation	Gauss Member Function	Bad : [s=0.1616, m=0.4129]
		Regular : [s=0.1045, m=0.6581]
		Good : [s=0.0994, m=0.6789]
		Very Good : [s=0.1242, m=0.851]
		Excellent : [s=0.1063, m=0.981]

1.2.2. Data Mined Type-1 FIS outputs setup

 Table S5. Outputs configuration of the Data Mined Type-1 FIS. s= standard deviation, m= average

Output	Type Member Function	Linguistic Variable [params]
ELI (Level 0)	Gauss Member Function	Very Bad : [s=0.0093, m=0.0004] Bad : [s=0.0098, m=0.0007] Regular : [S=0.0136, m=0.0076] Good : [s=0.0155, m=0.0122]
		Very Good : [s=0.0189, m=0.0156] Excellent : [s=0.0387, m=0.0643]
VLI (Level 1)	Gauss Member Function	Very Bad : [s=0.0138, m= 4.627e-05] Bad : [s=0.0143, m=7.975e-05] Regular : [s=0.0153, m=0.0008] Good : [s=0.0157, m=0.0013] Very Good : [s=0.0165, m=0.0014] Excellent : [s=0.3187, m=0.9099]
LI (Level 2)	Gauss Member Function	Very Bad : [s=0.0365, m=0.0005] Bad : [s=0.038, m=0.0008] Regular : [s=0.0425, m=0.0078] Good : [s=0.0439, m=0.0123] Very Good : [s=0.0445, m=0.0124] Excellent : [s=0.3240, m=0.9695]
MI (Level 3)	Gauss Member Function	Very Bad : [s=0.075, m=0.0008] Bad : [s=0.0773, m=0.0012] Regular : [s=0.0789, m=0.0055]

		Good : [s=0.0757, m=0.0055]
		Very Good : [s=0.2927, m=0.9497]
		Excellent : [s=0.2967, m=0.9651]
		Very Bad : [s=0.1439, m=0.0032]
		Bad : [s=0.1285, m=0.0069]
HI (Lovel 4)	Gauss	Regular : [s=0.1352, m=0.0074]
III (Level 4)	Member Function	Good : [s=0.1444, m=0.0172]
		Very Good : [s=0.144, m=0.0227]
		Excellent : [s=0.2372, m=0.9966]
		Very Bad : [s=0.0882, m=0.0004]
		Bad : [s=0.099, m=0.0005]
EHI (Level 5)	Gauss	Regular : [s=0.0914, m=0.00052]
	Member Function	Good : [s=0.0961, m=0.0014]
		Very Good : [s=0.0952, m=0.0017]
		Excellent : [s=0.2769, m=0.9951]

1.2.3. Data Mined Type-1 FIS rules setup

Table S6. Rules configuration of the Data Mined Type-1 FIS.

No	Inference Fuzzy Rules
1	If (Presence is Very Good) and (Interactivity is Very Good) and (Control is Very Good) and
	(FeedBack is Very Good) and (Creativity is Very Good) and (Productivity is Very Good) and
	(Communication is Very Good) and (Adaptation is Very Good) then (ELI(Level 0) is Bad)(VLI(Level
	1) is Bad)(LI(Level 2) is Bad)(M I(Level 3) is Bad)(HI(Level 4) is Excellent)(EHI(Level 5) is Bad).
	If (Presence is Excellent) and (Interactivity is Excellent) and (Control is Excellent) and (FeedBack is
	Excellent) and (Creativity is Excellent) and (Productivity is Excellent) and (Communication is
2	Excellent) and (Adaptation is Excellent) then (ELI(Level 0) is Very Bad)(VLI(Level 1) is Very
	Bad)(LI(Level 2) is Very Bad)(MI(Level 3) is Very Bad)(HI(Level 4) is Very Bad)(EHI(Level 5) is
	Excellent).
	If (Presence is Good) and (Interactivity is Regular) and (Control is Good) and (FeedBack is Regular)
2	and (Creativity is Regular) and (Productivity is Regular) and (Communication is Regular) and
3	(Adaptation is Good) then (ELI(Level 0) is Good)(VLI(Level 1) is Good)(LI(Level 2) is Very
	Good)(MI(Level 3) is Very Good)(HI(Level 4) is Very Good)(EHI(Level 5) is Very Good).
	If (Presence is Bad) and (Interactivity is Bad) and (Control is Bad) and (FeedBack is Bad) and
4	(Creativity is Bad) and (Productivity is Bad) and (Communication is Bad) and (Adaptation is Bad)
4	then (ELI(Level 0) is Very Good)(VLI(Level 1) is Very Good)(LI(Level 2) is Excellent)(MI(Level 3) is
	Regular)(HI(Level 4) is Regular)(EHI(Level 5) is Regular).
	If (Presence is Very Bad) and (Interactivity is Very Bad) and (Control is Very Bad) and (FeedBack is
F	Very Bad) and (Creativity is Very Bad) and (Productivity is Very Bad) and (Communication is Very
5	Bad) and (Adaptation is Very Bad) then (ELI(Level 0) is Excellent)(VLI(Level 1) is Excellent)(LI(Level
	2) is Good)(M I(Level 3) is Good)(HI(Level 4) is Bad)(EHI(Level 5) is Very Bad).
	If (Presence is Regular) and (Interactivity is Good) and (Control is Regular) and (FeedBack is Good)
6	and (Creativity is Good) and (Productivity is Good) and (Communication is Good) and (Adaptation
0	is Regular) then (ELI(Level 0) is Regular)(VLI(Level 1) is Regular)(LI(Level 2) is Regular)(M I(Level
	3) is Excellent)(HI(Level 4) is Good)(EHI(Level 5) is Good)

1.3. Neuro-Fuzzy FIS Configuration

1.3.1. Neuro-Fuzzy FIS inputs setup

 Table S7. Inputs configuration of the Neuro-Fuzzy FIS. s= standard deviation, m= average

Input	Type Member Function	Linguistic Variable [params]
		Very Bad : [s=0.0356], m=0.2435]
		Bad : [s=0.0396, m=0.4896]
Presence	Gauss	Regular : [s=0.0363, m=0.6918]
Trebence	Member Function	Good : [s=0.0431, m=0.7077]
		Very Good : [s=0.0315, m=0.8568]
		Excellent : [s=0.0167, m=0.9717]
		Very Bad : [s=0.0409, m=0.2356]
		Bad : [s=0.0393, m=0.4547]
Interactivity	Gauss	Regular : [s=0.0412, m=0.6858]
	Member Function	Good : [s=0.0355, m=0.6981]
		Very Good : [s=0.0325, m=0.8475]
		Excellent : [s=0.0147, m=0.9790]
		Very Bad : [s=0.0376, m=0.2665]
		Bad : [s=0.0417, m=0.4833]
Control	Gauss	Regular : [s=0.0383, m=0.7013]
	Member Function	Good : [s=0.0435, m=0.7125]
		Very Good : [s=0.0324, m=0.8648]
		Excellent : [s=0.0181, m=0.9723]
		Very Bad : [s=0.0372, m=0.1899]
	_	Bad : [s=0.0452, m=0.3666]
FeedBack	Gauss	Regular : [s=0.0567, m=0.4663]
	Member Function	Good : [s=0.0525, m=0.5929]
		Very Good : [s=0.0434, m=0.8721]
		Excellent : [s=0.0152, m=0.9854]
		Very Bad : [s=0.0261, m=0.1238]
		Bad : [s=0.0309, m=0.2971]
Creativity	Gauss	Regular : $[s=0.0437, m=0.3928]$
-	Member Function	Good : $[s=0.0403, m=0.4723]$
		Very Good : [s=0.0336, m=0.6624]
		Excellent : [s=0.0324 m=0.8827]
		Very Bad : $[S=0.0244, m=0.0703]$
	Course	Dad : $[S=0.0346, m=0.2376]$
Productivity	Gauss March an Even ation	Regular : $[s=0.0481, m=0.38]$
	Member Function	Good : [s=0.0413, III=0.426]
		Very Good : [S=0.0324, III=0.0351]
		Voru Rod : [s=0.0303, III=0.0309]
		Red : $[c=0.0475, m=0.4022]$
	Course	Bau : [s=0.0475, III= 0.4055]
Communication	Momber Function	C_{cod} : [s=0.0509, m=0.6464]
	Weinber Function	$V_{erv} Cood : [s=0.0383 m=0.9052]$
		Fy cellent : $[s=0.0303, m=0.9032]$
		Very Bad : [s=0.0505, m=0.2195]
	Gauss	Bad : [s=0.0585, m=0.3961]
Adaptation	Member Function	Regular : [s=0.0474, m=0.6474]
-		Good : [s=0.058, m=0.6616]
		Very Good : [s=0.0358, m=0.8453]

Excellent : [s=0.0172, m=0.9782]

1.3.2. Neuro-Fuzzy FIS outputs setup

 Table S8. Outputs configuration of the Neuro-Fuzzy FIS. s= standard deviation, m= average

Output	Type Member Function	Linguistic Variable [params]
		Very Bad : [s=0.0088, m=0.0003]
		Bad : [s=0.0095, m=0.0012]
FLL (Lovel 0)	Gauss	Regular : [S=0.0101, m=0.0022]
ELI (Level 0)	Member Function	Good : [s=0.0217, m=0.0271]
		Very Good : [s=0.0264, m=0.0413]
		Excellent : [s=0.0303, m=0.0469]
		Very Bad : [s=0.0137, m= 4.084e-05]
		Bad : [s=0.0141, m=0.0002]
VII (Lovel 1)	Gauss	Regular : [s=0.0143, m=0.0003]
v LI (Level I)	Member Function	Good : [s=0.0167, m=0.0027]
		Very Good : [s=0.0173, m=0.0045]
		Excellent : [s=0.3165, m=0.9322]
		Very Bad : [s=0.0341, m=0.0002]
		Bad : [s=0.0352, m=0.0007]
I I (I ovel 2)	Gauss	Regular : [s=0.0359, m=0.0014]
LI (Level 2)	Member Function	Good : [s=0.0385, m=0.0051]
		Very Good : [s=0.2982, m=0.8837]
		Excellent : [s=0.3095, m=0.9418]
		Very Bad : [s=0.0801, m=0.0016]
		Bad : [s=0.0833, m=0.0055]
MI (Lovel 2)	Gauss	Regular : [s=0.0858, m=0.0102]
Wil (Level 3)	Member Function	Good : [s=0.0876, m=0.0226]
		Very Good : [s=0.0973, m=0.0568]
		Excellent : [s=0.2850, m=0.9925]
		Very Bad : [s=0.1307, m=0.0011]
		Bad : [s=0.1297, m=0.0024]
HI (Level 4)	Gauss	Regular : [s=0.1192, m=0.0024]
III (Level 4)	Member Function	Good : [s=0.1272, m=0.0114]
		Very Good : [s=0.2394, m=0.9843]
		Excellent : [s=0.2382, m=0.9913]
		Very Bad : [s=0.0879, m=0.0005] Bad :
	Gauss	[s=0.0952, m=0.0006] Regular : [s=0.0910,
EHI (Level 5)	Member Function	m=0.0010] Good: [s=0.0986, m=0.0016]
		Very Good : [s=0.0925, m=0.0023]
		Excellent : [s=0.2662, m=0.9967]

1.3.3. Neuro-Fuzzy FIS rules setup

Table S9. Rules configuration of the Neuro-Fuzzy	FIS.
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No	Inference Fuzzy Rules
	If (Presence is Very Good) and (Interactivity is Very Good) and (Control is Very Good) and
1	(FeedBack is Very Good) and (Creativity is Very Good) and (Productivity is Very Good) and
1	(Communication is Very Good) and (Adaptation is Very Good) then (ELI(Level 0) is Bad)(VLI(Level
	1) is Bad)(LI(Level 2) is Bad)(M I(Level 3) is Bad)(HI(Level 4) is Excellent)(EHI(Level 5) is Bad).

If (Presence is Excellent) and (Interactivity is Excellent) and (Control is Excellent) and (FeedBack is Excellent) and (Creativity is Excellent) and (Productivity is Excellent) and (Communication is

2 Excellent) and (Adaptation is Excellent) then (ELI(Level 0) is Very Bad)(VLI(Level 1) is Very Bad)(LI(Level 2) is Very Bad)(MI(Level 3) is Very Bad)(HI(Level 4) is Very Bad)(EHI(Level 5) is Excellent).

If (Presence is Good) and (Interactivity is Regular) and (Control is Good) and (FeedBack is Regular)

- and (Creativity is Regular) and (Productivity is Regular) and (Communication is Regular) and
 (Adaptation is Good) then (ELI(Level 0) is Good)(VLI(Level 1) is Good)(LI(Level 2) is Very
 Good)(MI(Level 3) is Very Good)(HI(Level 4) is Very Good)(EHI(Level 5) is Very Good).
 If (Presence is Bad) and (Interactivity is Bad) and (Control is Bad) and (FeedBack is Bad) and
 (Creativity is Bad) and (Productivity is Bad) and (Communication is Bad) and (Adaptation is Bad)
- 4 (Creativity is bad) and (Froductivity is bad) and (Continumcation is bad) and (Adaptation is bad)
 4 then (ELI(Level 0) is Very Good)(VLI(Level 1) is Very Good)(LI(Level 2) is Excellent)(MI(Level 3) is Regular)(HI(Level 4) is Regular)(EHI(Level 5) is Regular).
 If (Presence is Very Bad) and (Interactivity is Very Bad) and (Control is Very Bad) and (FeedBack is
- Very Bad) and (Creativity is Very Bad) and (Productivity is Very Bad) and (Communication is Very Bad) and (Adaptation is Very Bad) then (ELI(Level 0) is Excellent)(VLI(Level 1) is Excellent)(LI(Level 2) is Good)(M I(Level 3) is Good)(HI(Level 4) is Bad)(EHI(Level 5) is Very Bad).
 If (Presence is Regular) and (Interactivity is Good) and (Control is Regular) and (FeedBack is Good)
- and (Creativity is Good) and (Productivity is Good) and (Communication is Good) and (Adaptation is Regular) then (ELI(Level 0) is Regular)(VLI(Level 1) is Regular)(LI(Level 2) is Regular)(M I(Level 3) is Excellent)(HI(Level 4) is Good)(EHI(Level 5) is Good).