
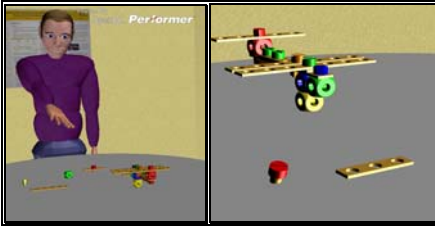
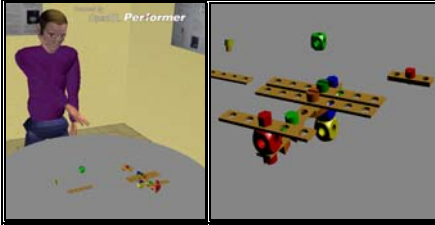


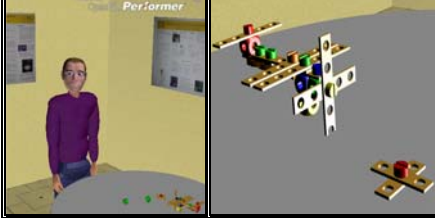


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	<p>User: Take a new three-hole bar¹. Max: Okay.</p>	<p>The user asks Max to take a three-hole bar. Max confirms and creates a bar which appears on the table.</p>
	<p>User: Put the front bolt in the middle hole of the bar. Max: Sure.</p>	<p>Max is instructed to perform an assembly. He confirms that he has understood what to do and puts the red bolt in the middle of a bar.</p>
	<p>User: Put the propeller in the middle hole of the prop-blade. Max: Yes. User: Turn one propeller-blade perpendicular to the other. Max: Okay.</p>	<p>The context of constructing a toy aeroplane allows Max for anticipating the unfinished propeller as such and the three-hole bar as a propeller-blade. Therefore he is able to perform the right action.</p>
	<p>User: And now do the same thing again but use a five-hole bar Max: Sure</p>	<p>Max conceptualized the propeller building episode and he is able to change this concept in parts. He dynamically adapts the plan for this concept to the environment.</p>
	<p>Max: The five-hole bar propeller is finished now.</p>	<p>He decides to use the yellow screw and the five-hole bar which are lying on the table and takes another five-hole bar to be able to build the propeller. The concept of a five-hole propeller is now permanently added to Max's sLTM².</p>
	<p>User: Okay, then put the propeller at the front of the aeroplane. Max: I'll do it.</p>	<p>The anticipation of the unfinished aeroplane and the already known five-hole propeller allow for the interpretation of the user's instruction.</p>

¹ This and the following Instructions are translated into English for this publication. The system is realized for the German language.

² semantic Long Term Memory