**Release 3**

**New features for A/B testing**

**1. Make it a Social App:**

Test: Two or more accounts can add each other as friends, and on the system's homepage, there is a link that supports multiple accounts jointly adopting a virtual pet. Users can choose the species and color of the pet when initially selecting it. Each time these users log into uiuc.chat, their chosen virtual pet will appear on the webpage as a floating icon, indicating that it needs food or toys. This is designed to motivate users to earn points by using uiuc.chat, which can be redeemed for outfits, toys, or food for the pet.

Goal: If only a single account can adopt a pet, users might not stay committed. However, if a group of friends adopts a pet together, they tend to show greater responsibility. This can directly and significantly increase the usage rate of uiuc.chat. Additionally, making uiuc.chat more social will help it spread quickly among student communities

**2. Updates to the response mode:**

Test: Set up an answer mode selection option on the right side of the input box, allowing users to choose between two modes.

The first mode is the ***guided answering mode***, where the system guides users to think progressively and deeply about the question they have posed, ultimately leading them to the answer. This approach helps strengthen users' understanding of relevant knowledge points, but it also requires more time for users to spend on a single question.

The second mode is the ***direct answering mode***, where the system provides users with the answer immediately. This allows users to quickly obtain the information they need but also causes them to miss the opportunity for a thoughtful process, resulting in less thorough mastery of the knowledge points.

Goal: Users can choose the system's answering mode based on their needs, which can meet different user requirements and increase the usage rate.

**3. Adding knowledge-based entertainment mini-games:**

When users feel tired when they are using uiuc.chat to study, they may want to relax for a while, if uiuc.chat can offer them an entertainment method, say an online knowledge-based entertainment mini-game, they may want to stay in uiuc.chat for a longer time, this can indirectly increase the usage of uiuc.chat.

Users can learn while playing mini games in **uiuc.chat**, making knowledge acquisition fun and relaxing.

Test: Add a link to an online fun knowledge-based mini-game in the information bar on the right side of the user page. The game is simple and easy for anyone to pick up. When users feel tired from studying on uiuc.chat, they can play this mini game to relax before returning to their project learning interface to continue studying.

Goal: Reducing the duration and frequency of users exiting uiuc.chat can better improve its usage rate and return rate.

**4. Adding a "Knowledge Bank" feature:**

Test: In the uiuc.chat system, add a 'Mistake Collection' feature for each user. After every system response, include a plus sign. If a user finds the system's response particularly excellent, likes it very much, and wishes to review it frequently, they can click the plus sign to add the response to their Mistake Collection. This will make it convenient for users to revisit and review the response.

Goal: A large number of conversations can make it difficult for users to review their previous questions. This 'Mistake Collection' feature will meet users' needs for revisiting their past questions, allowing uiuc.chat to be used not only for finding answers but also as a tool for students during their review sessions. This will create a closer connection between uiuc.chat and students' academic lives, significantly increasing its usage rate.