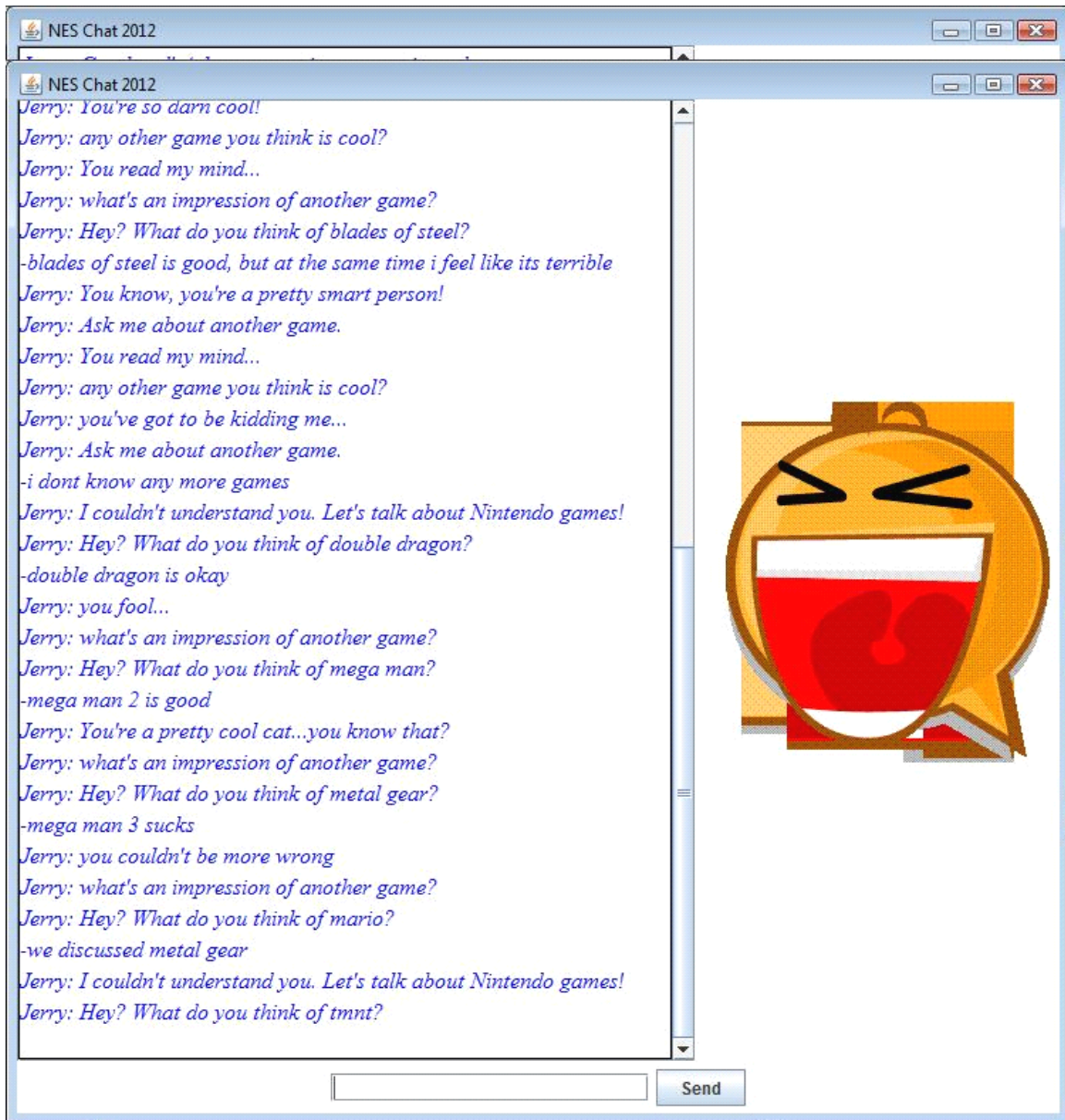


Here are some examples of when the system does not work well. The system identifies "you like zelda?" as a positive response towards Zelda instead of a question. Also using "dont" or "isn't" before a positive adjective doesn't work so well: from "i dont like Contra" - Jerry identifies the word "like" and "contra" together, so he thinks it's a positive response.

Also, the initiation of conversation seems to have some trigger issues. As you can see Jerry asked about three different games noticeably close to each other in time.

Also, using two adjectives in the same sentence causes problems, although it wasn't too common in user testing.



Also notice Jerry keeps asking about games that have been already discussed. In addition, Jerry can't identify sequels, and will treat them as the same game.