Harnessing Llama2 and similar LLMs to the quiz app

In this report we are going to be studying a few useful and significant ways to incorporate Llama2 and other similar LLMs into the Quiz App we developed with Android studio for the task 3.1C.

1. Auto generating the quiz questions

   With the use of Llama2 or GPT-4 we can integrate an option to generate dynamic questions by offering the user to select an topic and then generating questions based on the topic selected by the user. This provides a different set of questions each time, offering unlimited content and takes away the need to hardcode each question for the app.

2. Integrating an answer explanation generator

   With use of Llama2, GPT-4 or Claude we can integrate an option to explain the correct answer after the user has submitted their answer to help the user understand the reason for the correct answer if they had gotten it wrong. We can simply add a Why button which appears after the answer is submitted to explain the correct answer turning the app into a useful learning tool rather than just being a quiz game.

3. User given topic-based quiz creation

   With the use of Llama 2 we can integrate an option for the user to input the topic they would like to be quizzed on. We can implement an input box that asks the user which topic they would like to be quizzed on giving the user the opportunity to select a topic and then we can generate dynamic questions under the topic given with the use of LLM. This allows the user to choose their own learning path and makes the app to flexible for any subject.

4. Providing user with subtle hints

   With the use of Llama2, GPT-3.5 or Claude Instant we can integrate an option to provide users with subtle hints to guide them towards the correct answer without completely revealing the answer. For this we can implement a Hint button under each question which sends a prompt to the LLM to provide a hint when clicked by the user. This allows the app to accommodate users with different knowledge levels and encourages user to think more critically when provided with a difficult question rather than randomly guessing the answer.

5. Let user choose between the answer format MCQ or True/False

   With the use of LLM like LLAMA2 or GPT4 we can integrate an option to let the user chose the quiz mode to be either MCQ or True or False. With the quiz mode selected by the user we can generate questions that match the quiz mode with the use of a Large Language model and then we can adjust how the question appears according to its format. This makes the app more interactive and and enables it to better suit the user's preferences.

The Quiz App we developed for the task 3.1C will be transformed from a static quiz into an intelligent, adaptive learning platform by including LLaMA 2 or similar LLMs into it. With this advancement made using LLM we makes an important step towards intelligent, personalised mobile learning.