The prototype is just a very small implementation to a much bigger solution. All the characters and their information are based on season one of Game of Thrones. This prototype has 25 characters that it can identify. The questions asked either are based on physical or Lore/story elements.

The assumed knowledge that users should have is quite basic and made obvious during the show. The Expert System (ES) will give prompts to what type of answer the system is expecting, this is to ensure that no invalid answers are given. If an invalid answer is inputted, the program terminates. The system is written in Clips.

The ES is a forward-chaining system, that uses productions rules (if -then).

This system will be simple to maintain and extend, as there are a limited number of characters. As the system will ask questions and return questions based on the current point of time the user is at, when the new books come out and the 8th season, it will be quite easy to maintain and extend the system as the new information will not affect the previous rules in the system.

The system is quite limited at his stage but once fully implemented, the system will be very useful. The system uses visual attributes to help identify the characters as that is how most people identify actual people. As it updates depending on the current point of time of the user, the inference net changes, thus makes sure that the identification is very accurate. This will allow for the user to take part of discussions and be involved in online groups and friends, which is very good for your social health as humans are social creatures. This simplicity of the system allows for different types of user groups to use it effectively. This system is much more efficient than trying to look up characters online which takes a lot of time and effort for a casual fan, which makes this system very, very useful.

The Case scenarios are in a different document but are in the same folder as this document.

Bibliography:

Al Thobiti, M. (n.d.). *Animal Identification Expert System*. (I used Practical 2 to help me understand the syntax of Clips)