CMP6200
Individual Undergraduate Project
2024 - 2025

A2 - Literature Review and Methods

University Artifically Intelligent Assistant

Course: Computer & Data Science
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Report Introduction

1.1 Aims and Objectives

This project aims to aid new and existing students alike while they are attending university with helpful information about the university itself, such as university societies, locations/campuses, and policies through the medium of a digital chatbot companion to converse with. Its objectives are to:

- Develop a chatbot capable of accurately answering user queries related to university buildings, policies, and societies with a minimum 95% accuracy rate.

- Conduct a thorough literature review on the surrounding topics, namely AI, LLMs and NLP.

- Create effective documentation for all stages of development, highlighting challenges faced during the process.

- Manage time effectively to ensure all project milestones are met on a consistent and regular timeframe.

- Evaluate the effectiveness of an AI assistant on university student acclimatization.

1.2   Literature Search Methodology

My literature search will be performed using multiple reputable databases for academic papers, including:

- IEEE Xplore

- Scopus / Elsevier

- Google Scholar

- BCU Online Library

By using multiple different databases to source my information from, I can ensure that any potentially relevant literature will be found. Figure 1.1 depicts how in a search for 1685 articles about employee retention strategies and turnover, only 582 (25.7%) appeared in multiple databases (Wanyama, McQuaid, and Kittler, 2022), meaning that the remaining 74.3% of articles were exclusive to the single database in which they were found, emphasising the importance of searching multiple databases.
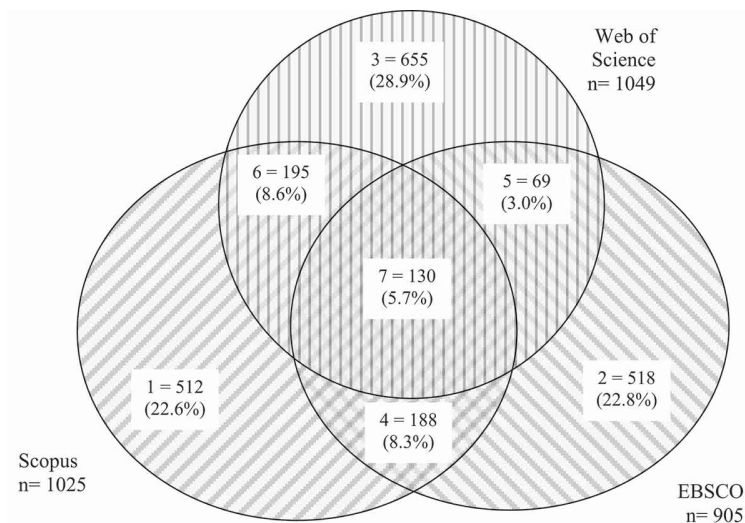
Figure 1.1: Distribution of searched articles across databases. (Wanyama, McQuaid, and Kittler, 2022)

All searches performed for recent literature will be on papers published during or after 2017, with a preference to more recent literature, due to the constantly evolving fields my project is based on. The search terms I will use to retrieve the data I will be studying are:

- Artifical Intelligence / AI

- Chatbots / Digital Assistants

- Natural Language Processing / NLP

- Large Language Models / LLMs

- User Experience / UX

By using these specific terms that are directly relevant to the core themes of my project, I will be ensuring that I only retrieve literature that will be of crucial use in its development.

Literature Review

2.1 Themes

To develop the artefact and conduct thorough background research on relevant literature to further my knowledge of the subject areas, key general themes of the project were identified. From these themes, further keywords to be used in the literature search were derived to ensure that retrieved literature is directly relevant to my research and development of the final artefact. Due to the constantly evolving fields the project focuses on, it will be necessary to limit the results to only those written in recent years (2018 earliest) as there are frequent new developments in the subject areas.

> **Uncertainty**
>
> Chatbots / Digital assistants are highlighted red due to my uncertainty of whether they should be a key theme of the literature review. This is because they use NLP and LLMs, which already have their own themes I intend to review.

Theme	Description	Keywords
AI	A field of computing dedicated to allowing computers to simulate human learning by training them on large amounts of data so that they can recognise patterns to classify or predict unknown data. AI can only be as good as the data it is trained upon, and can develop biases if it is fed too much data of a certain type.	Generative AI, Human-Centred AI, Explaianble AI, AI Ethics, AI Bias
Chatbot Digital Assistant	Software that simulates a natural conversation between the computer and end user. Many chatbots, including the one I intend to develop, utilise recent developments such as Generative AI and natural language processing (NLP) to interpret and respond to user queries. (IBM, 2024c)	NLP, Microsoft Bot Framework, Watson Assistant, ChatGPT
Natural Language Processing	NLP refers to the use of machine learning to encode and process text to understand it in a similar way to humans, which can be used to allow direct two-way conversation between users and computers.	Tokenization, Sentiment analysis, Entity linking
LLMs	Large Language Models are a type of AI dedicated to the recognition and generation of text. As suggested by their name, they are trained on enormous amounts of text data, which allows them to have active conversations with users. There are many different LLMs, and as their size and complexity increases, so too does the necessary processing power.	Retrieval augmented generation (RAG), Fine-tuning, Prompt engineering
User Experience (UX)	The end user's overall experience of using a system, such as its ease of use and whether it is enjoyable to use (Cambridge Dictionary, 2024). In the context of my project, it will refer to the user's ability to smoothly converse with the chatbot and how human-like it is.	Conversational design, usability, market research, human-computer interaction

2.2 Review of Literature

> **To-do for each theme**
>
> Past developments, developments over time to now, many sources (Example 3 uses 9). You need to reconsider your project's themes. RAG and fine-tuning LLMs are such key elements here that it could be worth having them as themes rather than keywords. Remember you can talk about your sub-points, like for LLMs you can branch into NLP. Consult week 6 A and B notes. **Zotero is an obscenely useful tool. It's somewhat poor at citing websites, but excellent for papers.** Consider Litmap to see referenced papers.

2.2.1 Artificial Intelligence (AI)

Researchers have always wanted to harness the processing power of computers to act in a similar manner indistinguishable from that of humans, most notably from as long ago as 1950, where the question was posed 'Can machines think?' (Turing, 1950). Ever since, constant innovations were made in computer intelligence and machine learning, from playing games of checkers at a better level than human players (Samuel, 1959) to classifying the contents of millions of images using convolutional neural networks (Krizhevsky, Sutskever, and Hinton, 2012). Recently, AI is used across many disciplines and for different purposes to complete tasks faster than, and in some cases better than, human workers. Wirtz et al. (2018) write that 'service robots' [1] can complete a variety of tangible or intangible actions seen in Figure 2.1, all of which utilise developments in AI over the years.

Today, AI is still a constantly evolving field that is seeing bleeding-edge developments on a highly frequent basis, and more recently, is becoming instrumental in many people's work and private lives with the introduction of large language models (LLMs) (Maedche et al., 2019). However, when developing a project that utilises AI, it is important that they are ethical and human-centred in the development process, which is known as Human-Centred AI (HCAI), and the actions they perform are explainable (XAI). In doing so, the focus shifts from the machine executing the algorithms, and instead to the user and their experience using the AI (Shneiderman, 2020). In his article, Shneiderman strongly advocates for the promotion of HCAI for the benefit of both companies and their users, which is a commonly accepted idea due to the ethical risks of using AI. Because AI calculates outcomes from its training data rather than understanding social norms and perspectives, the use of it in sociotechnical systems poses serious risks due to the 'traps' it can fall into, because it cannot account for every possibility such as the personal tendencies and biases of its users (Selbst et al., 2019), and therefore developers require a shift in focus - from the final product at the end of development to the development process itself and end users, which also echoes Shneiderman's views.

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[1] Defined as "system-based autonomous and adaptable interfaces that interact, communicate and deliver service to an organization's customers" (Wirtz et al., 2018)
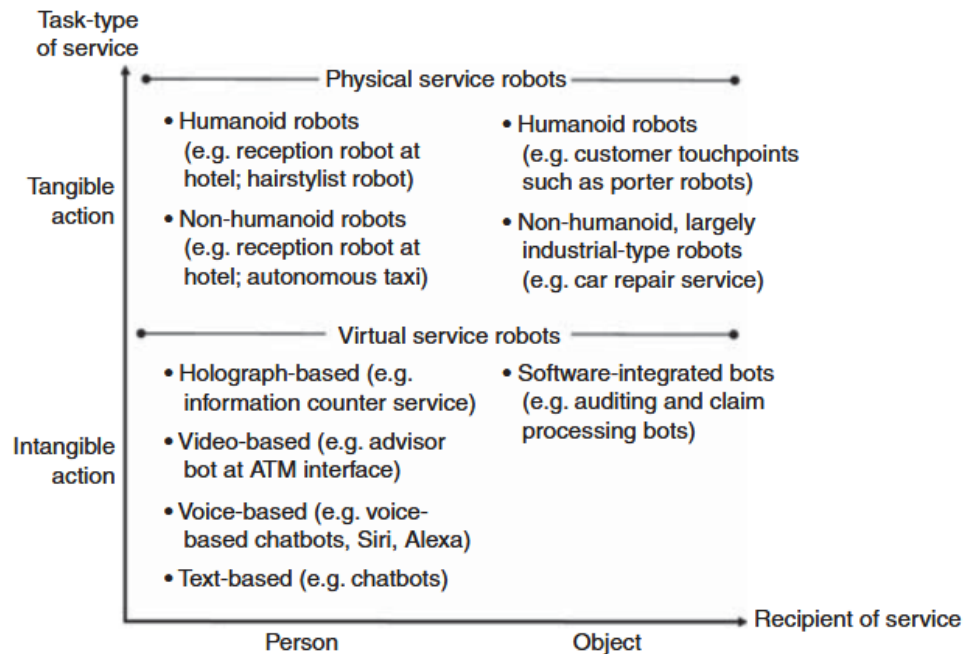
Figure 2.1: Service robots categorization by task-type and recipient of service (Wirtz et al., 2018).

2.2.2   Chatbots / Digital assistants

> **Uncertainty**
>
> This theme overlaps too heavily with NLP and LLMs to really be its own theme, as it would just be a repetition of what is said in those sections. However, it is undeniably a core aspect of this project, so I'm not sure what to do for it.

2.2.3   Natural language processing (NLP)

Talk about (Vaswani et al., 2017) here. It's a key paper and was the foundation of GPT (I think)

2.2.4   Large language models

I don't think I've got any papers relating to this yet.

2.2.5   User experience

I don't think I've got any papers relating to this yet.

2.2.6   Theory

AAAA

2.3   Summary
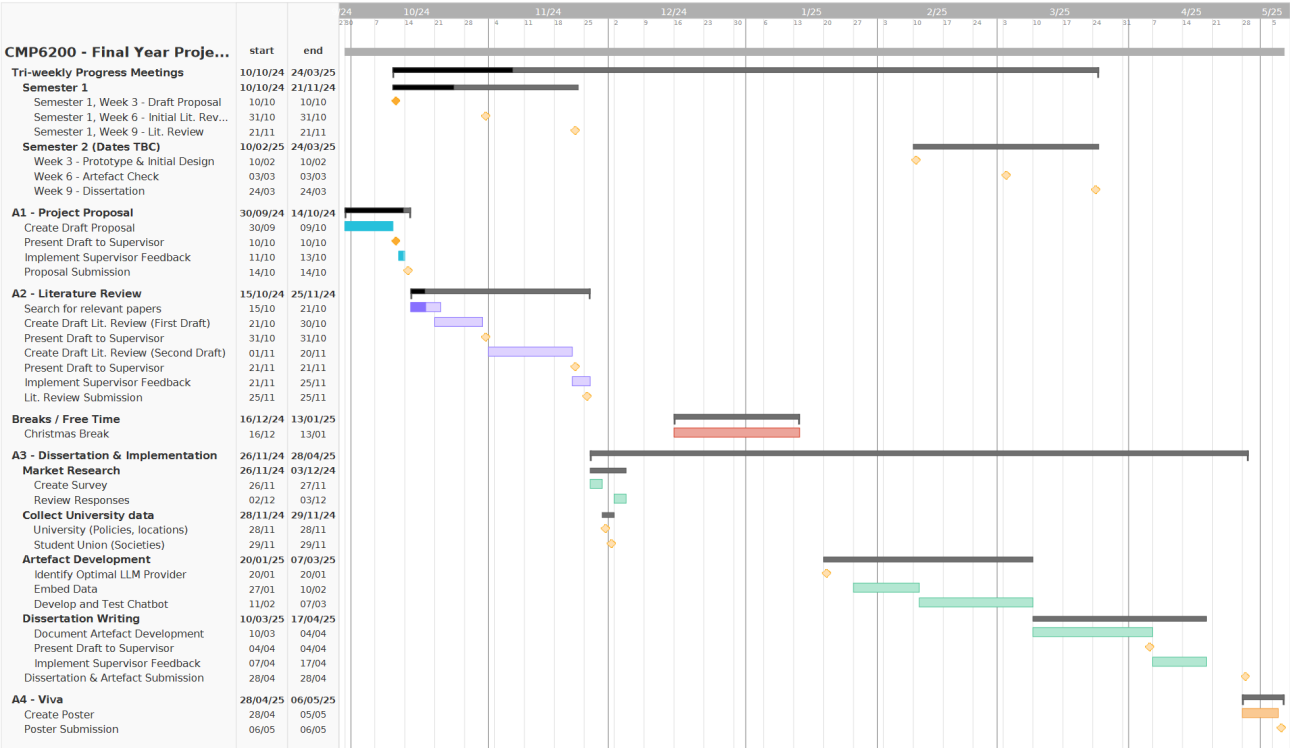
Appendix

3.1 Gantt Chart

Figure 3.1: A conceptual Gantt chart of a development timeline.

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