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MCOM 84

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Link to chatbot: <https://a.co/25Tx66g>

MCOM 84 - Storytelling in the Age of Intelligent Machines

Building this chatbot I hope to educate and give insight to not only hardcore NBA fans but to the casual fan. There are hard questions throughout the quiz, none meant to stump the contestant but will definitely get your brain working.

The audience for this trivia quiz was designed to give a challenge to not only hardcore NBA fans but to the average person who watches a game or two in their free time. I am sure you can tell by now but I am a huge NBA fan, when I am bored or have free time I find myself taking these sports trivia quizzes. So I am hoping this will be a hit amongst sports fans.

Consider trivia to be a mental workout. It works out the frontal cortex of the brain, which is crucial for memory function. As a result, cognitive capabilities and problem-solving ability increase. According to experts, playing trivia games can provide a dopamine high similar to gambling, but without the harmful consequences. It may be pretty pleasant, and there aren't many drawbacks.

The goal of this quiz is to really get you thinking about NBA history. Ideally the contestant has some NBA knowledge so it will not be the toughest quiz in the world but if the contestant has little knowledge the quiz will be challenging. It's a smart tactic, because trivia has been shown to unleash the human mind's potential, improving mental productivity and increasing

creativity. According to research, the level of involvement and enthusiasm generated by trivia games is associated with mental and brain development.

An interaction model is a concept that connects a system together in such a way that everything supports the target users conceptual models. It's the substance that binds a program together. So with my chatbot I hoped to bind trivia with Amazon Alexa, you can simply open my trivia game by saying "Open Basketball Trivia," and Alexa will respond and the game will begin. Hopefully there will be a smooth transition into the trivia and Alexa will let you know how well you are doing throughout the game.

The project scope for this project consisted of many things. My activity of course is basketball trivia and I used a few websites to get some of my trivia questions but I knew most based on personal knowledge. The project was assigned March 15th and the due date is April 12th, so it gave us a little less than a month to complete. The instructions were straightforward and easy to follow, I only ran into one roadblock but my professor helped clear that up. I hope that my deliverables are tangible and the framework of the quiz is easy to comprehend and the users enjoy it.

We were given a little less than a month to complete the project. I spent the first week getting comfortable with the Amazon build a skill site, then during spring break is when I dove head first into the project. I got the hang of the software after a while and completed my project a few days early.

When assigned this project it took me a few days to get comfortable with the Amazon 'Build A Skill' site. It took me a little longer than a week to get comfortable building a skill. I ran into some troubles and had to have Professor Stojanovic assist me. He answered all my

questions and got me back on track. He also suggested for me to do a trivia style skill, which I ultimately ended up choosing.

There were little to no risks in this assignment because if you followed all the steps carefully it would be really hard to mess up. Once you complete the Amazon Skill Building part of the assignment the hard part is behind you. The Amazon Blueprints part of the assignment where you pick what you would like to do is pretty straightforward. This quiz will be distributed through all Amazon Alexa compatible devices. You can simply say “Alexa Open Basketball Trivia” and the quiz will begin.

Information to Include When Documenting AI Projects for the Newsroom (Marconi, 2.1)

1. Overview: What AI system is being used and what are its attributes? (Watson or Alexa?) **Alexa**
 - a. Ease of use, Cost, Functionality? The Amazon Alexa feature was free to use and very easy to use in my opinion.
2. Methodology: Why was this particular NLP chatbot chosen? I chose this because it had a number of features to choose from and I was interested in the trivia model so that is what I ultimately ended up choosing.
3. Process: What steps were taken to ensure editorial quality and accurate results? The Alexa tutorial gives you step by step instructions on how to go about your chatbot, so if you made a mistake it was easy to go back and find the problem and fix it.
4. Edge Cases: What potential errors were flagged with the data? I did not come across any errors in the creation of my chatbot.
 - a. Where are the weaknesses? I feel like there are weaknesses when it comes to someone getting a wrong answer. While testing the game out it seems like sometimes the game starts over when you get a question wrong or it continues. It seems like that is something that can be tweaked on the technical/coding side which I do not have access to.

