

# Reword

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# The Problem

“Improving communication in a work environment where users lack appropriate motivation to participate in conversations.”

## More specifically:

- Users want motivation to participate in discussions in team settings.
- Users want their questions to be answered.
- Users want to encourage questions to be asked.
- Users want to know how much they and others participate in discussions.

# Our Solution

A bot that keeps track of user participation in discussions and rewards them for positive behavior.

## Implemented features:

- Determines a score to be awarded to the user based on participation.
- Adds the score to the user's total score.
- Notifies the user when they reach the required total score for a reward.
- Provide statistics of the user's participation.

# How we addressed the problem

By encouraging users to start communicating with each other and allowing for better teamwork and communication outside of the rewarded discussions.

## Accomplished by:

- The bot promoting users to familiarize themselves with each other in conditions where communication is otherwise minimal.
- The bot provides an informal medium of communication between the users, reducing the barrier to communication provided by formal settings.

# Demo

## Commands part

- \$ask
- \$list
- \$answer
- \$answers

## Reaction part

- on\_reaction\_add
- on\_reaction\_remove

```
if message.content.startswith('$ask'):
    question = message.content[len('$ask '):]
    msg = await message.channel.send(f"**{message.author} asked:** {question}")
    questions[msg.id] = {
        'upvotes': 0,
        'downvotes': 0,
        'content': question,
        'author': message.author.display_name,
        'answers': []
    }
    await msg.add_reaction('👍')
    await msg.add_reaction('👎')
```

```
async def on_reaction_remove(reaction, user):
    if user == client.user:
        return

    # Handle upvote/downvote removal for questions
    if reaction.message.id in questions:
        question = questions[reaction.message.id]
        if str(reaction.emoji) == '👍':
            question['upvotes'] -= 1
        elif str(reaction.emoji) == '👎':
            question['downvotes'] -= 1
```

# Related Works

## *A Comprehensive Review on Bot - Discord Bot*

- Having a bot added to a server adds new functionality and experiences for the users.
- Helps to ease new members into a server/team.

## *Understanding the Effects of Gamification on Work Engagement*

- Gamification can drive people to participate to satisfy needs for achievement and autonomy.
- MEE6 increases participation in servers by gamifying the interaction between users.

# Class Concepts

## Useful:

- Requirement elicitation:  
brainstorming, prototyping
  - Capabilities
- User story
- Process metrics
  - Evaluation
- UI design
  - Usability

## Not Useful:

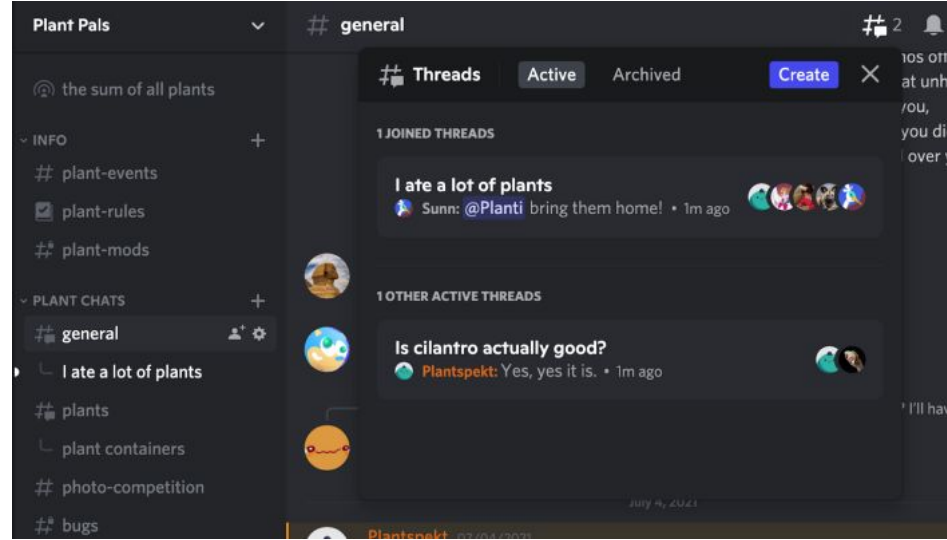
- Requirement elicitation:  
interviewing, ethnography
- Git branching
- Sprint planning
- Storyboard
- Dark Patterns
- Code analysis
  - Refactoring

# Future Work

Future iterations of the bot will focus on improving its functionality for moderators and users alike.

Moderators will have:

- The ability to edit/modify questions
- Integration with Discord Threads, allowing for an organized view of information.





# Future Work

Future iterations of the bot will focus on improving its functionality for moderators and users alike.

Users will have:

- The ability to sort answers or questions based on the time they were posted or their overall score.
- The ability for users to report comments or questions that are not appropriate.

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 ZeroDay 1 asked 59 mins ago

# Citations / Q&A

- Gunawan Wibisono, et al. “Understanding the Effects of Gamification on Work Engagement: The Role of Basic Need Satisfaction and Enjoyment among Millennials.” *Cogent Business & Management*, vol. 10, no. 3, Cogent OA, Dec. 2023, <https://doi.org/10.1080/23311975.2023.2287586>. Accessed 17 Dec. 2023.
- Verma, Anirudh, et al. “A Comprehensive Review on Bot - Discord Bot.” *International Journal of Scientific Research in Computer Science, Engineering and Information Technology*, Apr. 2021, pp. 532–36, <https://doi.org/10.32628/cseit2172100>.