PRESENTATION ON A "CHATBOT"

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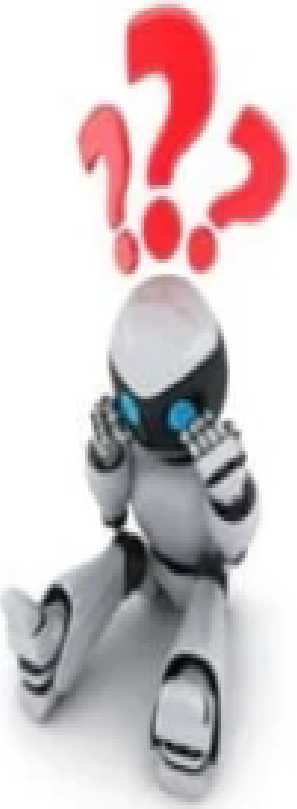
WHAT IS A CHATBOT ?

- A ***chat robot***, a computer program that simulates human conversation, or chat, through artificial intelligence.
- It is a service, powered by rules and artificial intelligence, that you interact with via a chat interface.
- The service could be any number of things, ranging from functional to fun, and it could live in any major chat product (Facebook Messenger, Slack, Telegram, Text Messages, etc).



HISTORY OF CHATBOT

- The first Chatbot ever was developed by MIT professor Joseph Weizenbaum in the 1960s. It was called ELIZA. You'll read more about ELIZA and other popular Chatbots that were developed in the second half of the 20th century later on.
- In the year 2009, a company called WeChat in China created a more advanced Chatbot. Since its launch, WeChat has conquered the hearts of many users who demonstrate an unwavering loyalty to it. It is a highly thriving social media platform.

- Through its platform, it has made it easy to create very simple Chatbots. It has grown to be an example of the most favored ways for marketers and employers to reduce the work they do as they interact with customers online.
- Though it has implications and is less performant than today's messaging apps such as Facebook Messenger, Slack, and Telegram, it doesn't mean that you cannot construct a very smart bot on WeChat. Chumen Wenwen Company, founded in 2012 by a former Google employee, has built a very sophisticated bot running on WeChat.
- Early in 2016, we saw the intro of the first wave of artificial data technology in the design of Chatbots. Social media platforms like Facebook enabled developers to build a Chatbot for their trademark or service so that customers could carry out some of their daily actions from inside their messaging platform.

PROBLEM WITH CURRENT SCENARIO

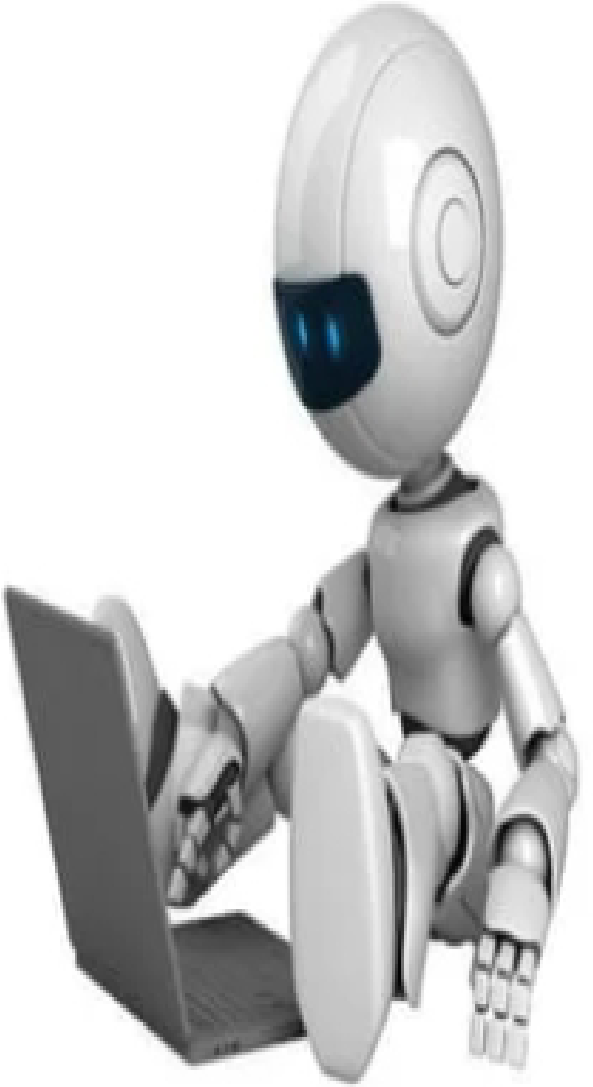
- Traditionally, the chat bot system is not known to people who are not more into the technology.
- Even if there exist a chat bot system, it is not much accurate in proving the answer or solutions..
- This process consumes lot of time as well as money as the customer needed to visit college if its miles away from home.
- Also, this process may lead to communication gap between student and college.

EDUCATIONAL REQUIREMENTS

The Project is developed using Php as a language. We used Notepad++ for Design and coding of project. Created and maintained all databases into My SQL 5.6, in that we create tables, write query for store data or record of project. Managed database using WAMP server.

TYPES OF CHATBOTS

- 1. Flow-oriented Chatbot
- 2. Artificially Intelligent Chatbot:
- 3. Hybrid Chatbot:
- 4. Human supported bots

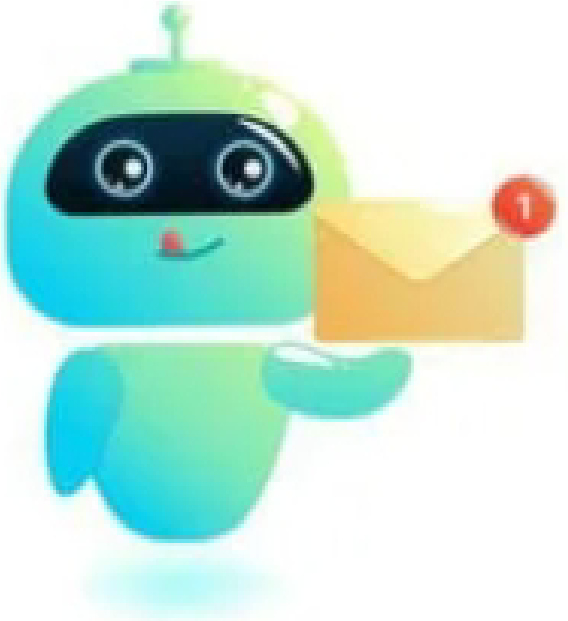


WE NEED A BOT THAT CAN:

- Provide seamless self service support within it help desk
- Make a city for intelligent
- Change the way we do HR

APPLICATION OF A CHATBOT

1. Accessible any time.
2. Handling capacity.
3. Flexible attribute.
4. Customer satisfaction
5. Cost effective.
5. Faster on boarding.
6. Work automation.
7. Personal assistant.



LIMITATION-

- As the database, used for output generation, is fixed and limited, Chatbots can fail while dealing with an unsaved query.
- A Chatbot's efficiency highly depends on language processing and is limited because of irregularities, such as accents and mistakes that can create an important barrier for international and multi-cultural organizations
- Chatbots are unable to deal with multiple questions at the same time and so conversation opportunities are limited.
- Chatbots require a large amount of conversational data to train.
- As it happens usually with technology-led changes in existing services, some consumers, more often than not from the old generation, are uncomfortable with Chatbots due to their limited understanding, making it obvious that their requests are being dealt with by machines.

ADVANTAGES:

1) User does not have to go personally to college office for the enquiry.
2) This application enables the students to be updated with college cultural activities.
3) This application saves time for the student as well as teaching and non-teaching staffs.

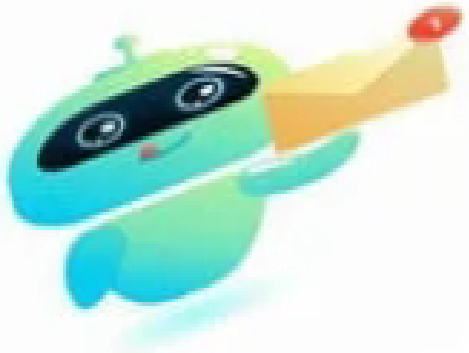
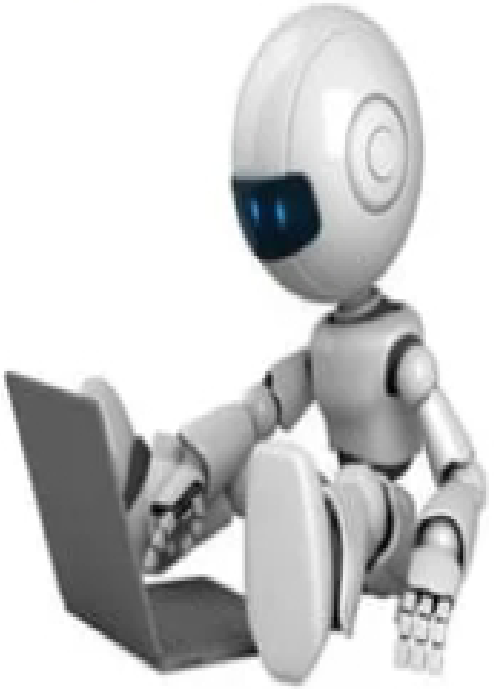
DISADVANTAGES:

1) Lack emotion.
2) Difficult to create.
3) Require maintain.
4) It require active internet connection as error may occur.

CONCLUSION:

- The main objectives of the project were to develop an algorithm that will be used to identify answers related to user submitted questions. To develop a database were all the related data will be stored and to develop a web interface. The web interface developed had two parts, one for simple users and one for the administrator.

- A background research took place, which included an overview of the conversation procedure and any relevant chat bots available. A database was developed, which stores information about questions, answers, keywords, logs and feedback messages. A usable system was designed, developed and deployed to the web server on two occasions. An evaluation took place from data collected by potential students of the University. Also after received feedback from the first deployment, extra requirements were introduced and implemented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