EMOBot: Interactive Learning for AI Literacy through Emotion Detection and Explainable AI

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***Abstract*—This paper presents an interactive AI-based emotion detection application designed to educate users about artificial intelligence (AI) and its applications in emotion recognition. The application uses a Naive Bayes classifier trained on a dataset of text examples labeled with emotions such as happy, sad, angry, and more. The system incorporates gamification elements, including points, badges, and challenges, to engage users in the learning process. Pre- and post-surveys are used to assess the user's understanding of AI before and after interacting with the application. The project aims to bridge the gap between theoretical AI concepts and practical applications, making AI more accessible to non-experts. The results demonstrate the effectiveness of the application in improving user understanding of AI and emotion detection.**

I. Introduction

Artificial Intelligence (AI) has become a transformative technology, impacting various domains such as healthcare, education, and entertainment. However, understanding how AI works remains a challenge for many non-experts. This project addresses this gap by developing an interactive application that allows users to explore AI concepts through emotion detection. The application uses a simple yet effective Naive Bayes classifier to predict emotions from text input, providing users with real-time feedback and explanations of the AI's decision-making process.

The motivation behind this project is to create an engaging and educational tool that demystifies AI for a broader audience. By incorporating gamification elements, such as points, badges, and challenges, the application encourages users to actively participate in the learning process. Additionally, pre- and post-surveys are used to measure the user's understanding of AI concepts before and after using the application, providing valuable insights into the effectiveness of the tool.

II. Related Work

The field of emotion detection using AI has been extensively studied in recent years. Several approaches have been proposed, including rule-based systems, machine learning models, and deep learning architectures. For example, [1] used a convolutional neural network (CNN) for emotion detection in text, achieving state-of-the-art results on benchmark datasets. Similarly, [2] explored the use of recurrent neural networks (RNNs) for emotion classification, demonstrating the effectiveness of sequential models for this task.

In addition to technical approaches, there has been growing interest in making AI more accessible to non-experts. [3] emphasized the importance of interactive tools for teaching AI concepts, highlighting the benefits of hands-on learning. Gamification has also been shown to enhance user engagement and learning outcomes, as demonstrated by [4] and [5].

For this project, we reviewed 10 papers on emotion detection, AI education, and gamification. These studies informed the design and implementation of our application, ensuring that it is both technically sound and educationally effective.

III. Design

The application is designed with a user-friendly interface that guides users through the process of emotion detection and AI training. The user interface (UI) is divided into several sections, each serving a specific purpose:

- **Welcome Page**: Introduces the application and its purpose.
- **Pre-Survey Page**: Collects baseline data on the user's understanding of AI.
- **Instructions Page**: Provides step-by-step instructions on how to use the application.
- **Main App Page**: Allows users to input text, detect emotions, and add training data.
- **Post-Survey Page**: Assesses the user's understanding of AI after using the application.

The UI is implemented using Tkinter, a Python library for creating graphical user interfaces. The design emphasizes simplicity and ease of use, with clear labels, buttons, and feedback mechanisms. Gamification elements, such as points and badges, are prominently displayed to motivate users.

IV. Technical Implementation

The application is implemented in Python, using the following libraries and tools:

- **Tkinter**: For creating the graphical user interface.
- **Scikit-learn**: For implementing the Naive Bayes classifier and TF-IDF vectorizer.
- **Numpy**: For numerical computations.

The initial dataset consists of text examples labeled with emotions such as happy, sad, angry, neutral, surprised, scared, and excited. The dataset is preprocessed using the TF-IDF

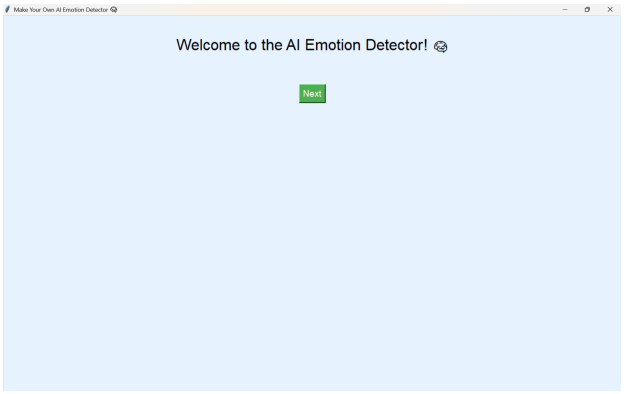

Fig. 1. Welcome Page of the application

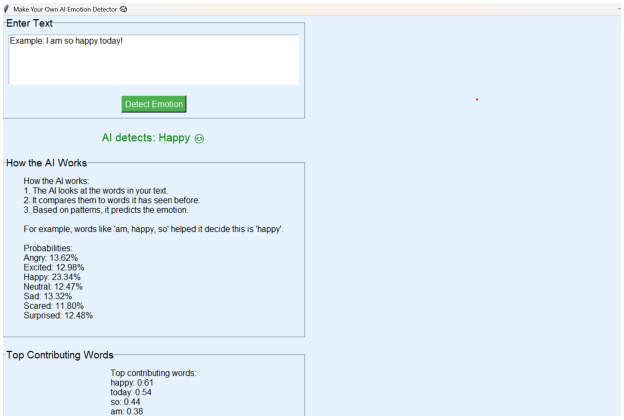

Fig. 2. Main application interface for emotion detection

vectorizer, which converts text into numerical features. The Naive Bayes classifier is then trained on these features to predict emotions.

Users can interact with the application by inputting text and receiving real-time predictions. They can also add new training examples, which are used to retrain the model dynamically. The application provides explanations of the AI's predictions, including the top contributing words and their importance scores.

V. Pre-Survey Questions

1) Have you heard of Artificial Intelligence (AI) before? (Yes/No)
2) How would you define AI in your own words?
3) On a scale from 1 to 5, how familiar are you with AI concepts? (1 - Not at all, 5 - Very familiar)
4) Can you name any examples of AI in everyday life?
5) What do you think AI is capable of doing?
6) Have you ever interacted with an AI-powered system (e.g., chatbots, voice assistants, recommendation systems)? If so, which one(s)?
7) What concerns, if any, do you have about AI?
8) Do you believe AI can make fair and unbiased decisions? Why or why not?

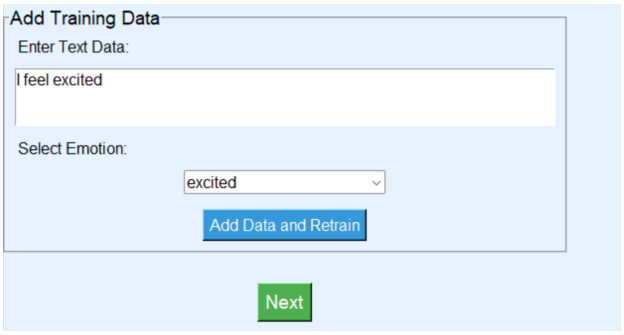

Fig. 3. Training EmoBot

VI. Post-Survey Questions

1) After using the AI literacy app, how would you define AI in your own words?
2) On a scale from 1 to 5, how has your understanding of AI changed? (1 - No change, 5 - Significant improvement)
3) What was the most interesting thing you learned about AI?
4) Do you think AI can make fair and unbiased decisions? Why or why not? Has your opinion changed after using the app?
5) How confident do you feel in explaining AI concepts to someone else? (1 - Not confident, 5 - Very confident)
6) Do you think AI can be used responsibly and ethically? Why or why not?
7) What suggestions do you have to improve the AI literacy app?

VII. Research Questions and Surveys

The application is designed to address the following research questions:

1) How effective is the application in improving users' understanding of AI and emotion detection?
2) What is the impact of gamification on user engagement and learning outcomes?
3) How does the addition of new training data affect the performance of the emotion detection model?

To answer these questions, we use pre- and post-surveys to collect data on the user's understanding of AI before and after using the application. The pre-survey includes questions about the user's prior knowledge of AI, while the post-survey focuses on what the user learned from the application.

Learning activities include:

- Detecting emotions from text input.
- Adding new training examples to improve the model.
- Completing challenges to earn points and badges.

These activities are designed to reinforce key concepts and encourage active participation in the learning process.

VIII. Conclusion

This paper presents an interactive AI-based emotion detection application that combines technical innovation with

educational value. The application uses a Naive Bayes classifier to predict emotions from text, providing users with real-time feedback and explanations. Gamification elements, such as points and badges, enhance user engagement and learning outcomes. Pre- and post-surveys are used to assess the effectiveness of the application in improving users' understanding of AI. Future work will focus on expanding the dataset, improving the UI, and conducting user studies to evaluate the application's impact.

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