Project 4: Twitterbot

Write-up

Our bot is a simple text-based bot that takes one Tweet or several, and scrambles the words to create a unique Tweet of its own that almost seems like it could be from a real person. The bot is called "Gaming Grandpa" since it takes recent Tweets from the 'gaming' hashtag, and the mixed up words seem to emulate the way that the elderly often interact with the internet, using strange wording or out of place punctuation.

Both methods of modifying the data coming from Twitter are random in nature, so even if a similar set of tweets are used to generate our content several times in a row, it is very unlikely that the bot will ever tweet the same status twice, so duplicate Tweet errors are not a problem.

It interacts with this sphere in one of two ways, which is randomly decided when the bot runs. It will either:

Take all of the words of a random Tweet from 100 of the most recent posts containing #gaming, remove all of the links and punctuation, and then reorder the words and insert its own punctuation.

Or:

Write the most recent 100 Tweets into a text file called corpus.txt, then use a Markov probability model to assemble its own pseudo-english Tweet from those 100, then Tweet the text it generates. This method also removes links to prevent spammy behavior.

Reactions from the community have been interesting. Since the bot will often post Tweets with an '@' mention, a user is notified of the Tweet. People have found it very confusing or funny, since the mixed up wording is just all over the place. We have even received a direct message from a user, inquiring if an offer of an in-game item from the game "Fortnite" was still available. This offer was obviously from a Tweet the bot pulled its text from, but enough survived that someone actually thought we were holding some sort of giveaway.

Many of the Tweets in the gaming hashtag seemed rather fishy themselves, often just a big list of loosely related hashtags and maybe a link.

