Demonstration of the Amani Tactical Questioning Dialogue System

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Amani is a character implemented in a third-generation tactical questioning dialogue system, intended to train students in extracting information through interview. Amani responds to user speech with synthesized voice and gestures. She employs a robust statistical classifier to map user utterances to a limited set of dialogue acts, which she uses to reason about the conversation. Amani's dialogue manager includes the ability to answer a question either truthfully or falsely (lying), withhold information until certain demands are met, respond to compliments and insults, offers and threats, and build rapport with the user. The dialogue act representation is intentionally kept minimalistic, allowing much faster creation and adjustment of scenarios than in a full-fledged virtual human. The system and dialogue act representation are described in a full paper in this volume.