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CS 421

Project Part 4

Q3.

**Transcript 1:**

Output: Welcome to the best chatbot ever invented!

Output: What is your name?

Input: Ed The Bread

Output: Thanks Ed The Bread!

Output: Tell me your thoughts on the recent Overwatch 2 re-release and I'll let you know how you are feeling.

Input: Overwatch 2 blows. I get counter picked with Zarya every game and in makes me so mad. Not to mention they removed all the cool customization options in favor of getting players to spend money rather than earn them. Never trust Blizzard.

Output: Hmm, it sounds like you are unhappy with Overwatch 2.

Output: Let's also check on what kind of language styles you typically use. Tell me a few sentences about your favorite video game and what makes it so great.

Input: I love BloodBorne. It is so cool. You get cool melee weapons that transform, and all of them are completely unique from one another. You also get cool firearms from

shotguns to pistols to boomsticks which all sound insanely cool. The boss and level design are completely unmatched. And most of all, the music for every area and encounter I can still hear to this day.

Output: Based off what you've just told me, you use the following styles in your speech:

- Use of concrete nouns, interest in objects/things
- Informal, personal
- Personal, social

Output: Would you like to:

1. Quit
2. Redo sentiment analysis
3. Redo stylistic analysis

Input: 1

Output: Thanks for using this chatbot. See you next time!

## **Transcript 2:**

Output: Welcome to the best chatbot ever invented!

Output: What is your name?

Input: Timmy Jimmy

Output: Thanks Timmy Jimmy!

Output: Tell me your thoughts on the recent Overwatch 2 re-release and I'll let you know how you are feeling.

Input: My mommy and daddy won't let me play it since its violent. I like Winston because he is a cool monkey. Reaper is also awesome and scary to me since I'm a kid.

Output: Wow, you must really love Overwatch 2.

Output: Let's also check on what kind of language styles you typically use. Tell me a few sentences about your favorite video game and what makes it so great.

Input: My favoritest game is Minecraft. There creepers and diamonds and crafting. I made my own house and bed to sleep in at night when it gets dark and the mobs come out. what's the recommended amount of dedotated wam?

Output: Based off what you've just told me, you use the following styles in your speech:

- Informal, personal
- Focused on the past
- Education, concern with precision

Output: Would you like to:

1. Quit
2. Redo sentiment analysis
3. Redo stylistic analysis

Input: 1

Output: Thanks for using this chatbot. See you next time!

1. In my experience, all of the deliverables were similar in terms of difficulty. No one project deliverable was harder to understand and implement than another in my recollection. All the project deliverables held up during the interactions with the chat bot, and nothing really jumped out at me as being offended in some way.
2. If I had more time to improve my chatbot, I would add a way to detect and analyze sarcasm and gamer acronyms. Many gamers, especially in competitive e-sport titles, use heavy sarcasm when describing negative parts of the gameplay loop. Acronyms are also really popular in their vernacular. Acronyms such as “gg” (good game) could be used in a negative way to describe just straight up losing or representing discontent with some aspect of the game, “oh gg Reaper is op (overpowered) again”. The way I would implement this is by either using regex to filter out the phrases for sarcasm and acronyms depending on the context they are used in. Another way is to also train the models using better data that is more relevant to the gaming industry. This could probably be done by using texts from reddit forums, twitch stream chats, or even in game chats to train the models.

Q4.

Participant 1:

**Transcript:**

Output: Welcome to the best chatbot ever invented!

Output: What is your name?

Input: Just In

Output: Thanks Just In!

Output: Tell me your thoughts on the recent Overwatch 2 re-release and I'll let you know how you are feeling.

Input: I think Overwatch 2 was a corporate money grab. That being said, the gameplay is much better as a 5v5 than it originally did.

Output: Hmm, it sounds like you are unhappy with Overwatch 2.

Output: Let's also check on what kind of language styles you typically use. Tell me a few sentences about your favorite video game and what makes it so great.

Input: My favorite video is CS:GO because it's fair for everybody. Especially after the AWP and M4A1 nerfs. Everybody is on an equal playing field in CS:GO unlike Escape from Tarkov. The EFT devs are monkeys.

Output: Based off what you've just told me, you use the following styles in your speech:

- Education, concern with precision

- Use of concrete nouns, interest in objects/things
- Informal, personal

Output: Would you like to:

1. Quit
2. Redo sentiment analysis
3. Redo stylistic analysis

Input: 1

Output: Thanks for using this chatbot. See you next time!

### **The participant's success at completing the target tasks.**

- Did they know how to complete both the sentiment and stylistic analyses?

Yes. The participant seemed to understand the prompts asked by the chatbot.

- Did both the sentiment and stylistic analyses work as expected?

In my humble opinion, yes it did. In the sentiment analysis prompt, the participant starts out with a negative take on the release of the game calling it a “corporate money grab”.

The next sentence gives the game some benefit, but the tone is still very much negative.

### **The length of the participant's exchange with the chatbot.**

- Did the participant choose to repeat either of the tasks?

Yes, the participant chose to redo the sentiment analysis.

- If so, was it due to a miscommunication, or were they simply interested in trying different inputs?

At first the participant sped through the chatbot giving one word responses, but I asked them to read the prompts and follow it through, so they redid the sentiment analysis. The participant then felt like they figured out all they needed to know from the chatbot interactions and simply decided they were done using the tool.

In this conversation, I knew what I could say or do at each point of the dialogue.

1 (Strongly Disagree) ◦ ◦ ◦ ◦ ◦ 5 (Strongly Agree)

5/5

The system worked the way I expected it to in this conversation.

1 (Strongly Disagree) ◦ ◦ ◦ ◦ ◦ 5 (Strongly Agree)

5/5

The dialogue produced by this system seemed natural.

1 (Strongly Disagree) ◦ ◦ ◦ ◦ ◦ 5 (Strongly Agree)

5/5

Participant 2:

**Transcript:**

Output: Welcome to the best chatbot ever invented!

Output: What is your name?

Input: Chris The Rage

Output: Thanks Chris The Rage!

Output: Tell me your thoughts on the recent Overwatch 2 re-release and I'll let you know how you are feeling.

Input: The sexual harrassement riddle company spent 3 years on a single player campaign to only release the same multiplayer game they had before. Good game would recommend.

Output: Hmm, it sounds like you are unhappy with Overwatch 2.

Output: Let's also check on what kind of language styles you typically use. Tell me a few sentences about your favorite video game and what makes it so great.

Input: My favorite video is Escape from Tarkov because you are able to put an endless amount in the game and receive minimal reward but enough to make it worthwhile.

Output: Based off what you've just told me, you use the following styles in your speech:

- Verbal fluency, cognitive complexity
- Informal, personal



- Education, concern with precision

Output: Would you like to:

1. Quit
2. Redo sentiment analysis
3. Redo stylistic analysis

1

Thanks for using this chatbot. See you next time!

### **The participant's success at completing the target tasks.**

- Did they know how to complete both the sentiment and stylistic analyses?

The user was able to complete both analyses albeit with a slight hitch regarding what the sentiment analysis was actually about.

- Did both the sentiment and stylistic analyses work as expected?

Again, the analyses worked pretty well based on the results. The participant brought up the topic of sexual harrassment and the expectation of a not even release single player leading to the unhappy review. Even with the sarcasm in the second sentence, the chatbot still got the right sentiment. The stylistic analysis also seemed on point since when interacting with the chatbot, the participant used a style as if talking to another person or interviewer of sorts leading to the "informal style" while also maintaining pretty high "verbal fluency" given the length of the input.

### **The length of the participant's exchange with the chatbot.**

- Did the participant choose to repeat either of the tasks?

No, they did not repeat any tasks.

- If so, was it due to a miscommunication, or were they simply interested in trying different inputs?

The participant became busy shortly after but got the gist of the bot and decided to quit.

In this conversation, I knew what I could say or do at each point of the dialogue.

1 (Strongly Disagree) ◦ ◦ ◦ ◦ ◦ 5 (Strongly Agree)

5/5

The system worked the way I expected it to in this conversation.

1 (Strongly Disagree) ◦ ◦ ◦ ◦ ◦ 5 (Strongly Agree)

5/5

The dialogue produced by this system seemed natural.

1 (Strongly Disagree) ◦ ◦ ◦ ◦ ◦ 5 (Strongly Agree)

5/5

### **Results:**

The average score for each question was 5/5. I did not expect the results to be this high for each question as I thought the interaction between someone who did not know anything about chatbots would be somewhat difficult, and that one of the prompts was worded slightly weird to me. However, the saying goes “you are your own harshest critic”, so I was probably overthinking

it. As for why I believe I received these scores, the people I asked to participate were close friends so they also probably want to see my chatbot succeed and give it a higher score than someone with less bias towards me. The participants had no further feedback.