

# Bob the Helper

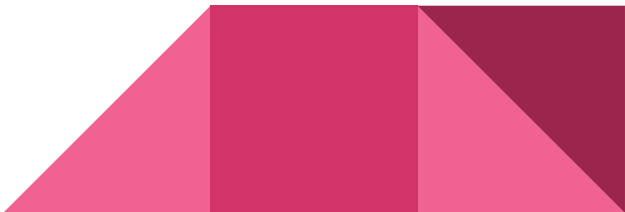
LT2216 Dialogue Systems

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# Agenda

- K: Meet Bob
  - E: The idea: before vs. after
  - K: Challenges  $\Rightarrow$  Solutions
  - E: DEMO
  - E: Bob the Helper v.2
  - K: Relation to course content
  - K: Feedback
- 

# Meet Bob

**Use: provides the user with possible activities based upon their mood.**

- Main audience: children 7-12 years old
- But is it a game?



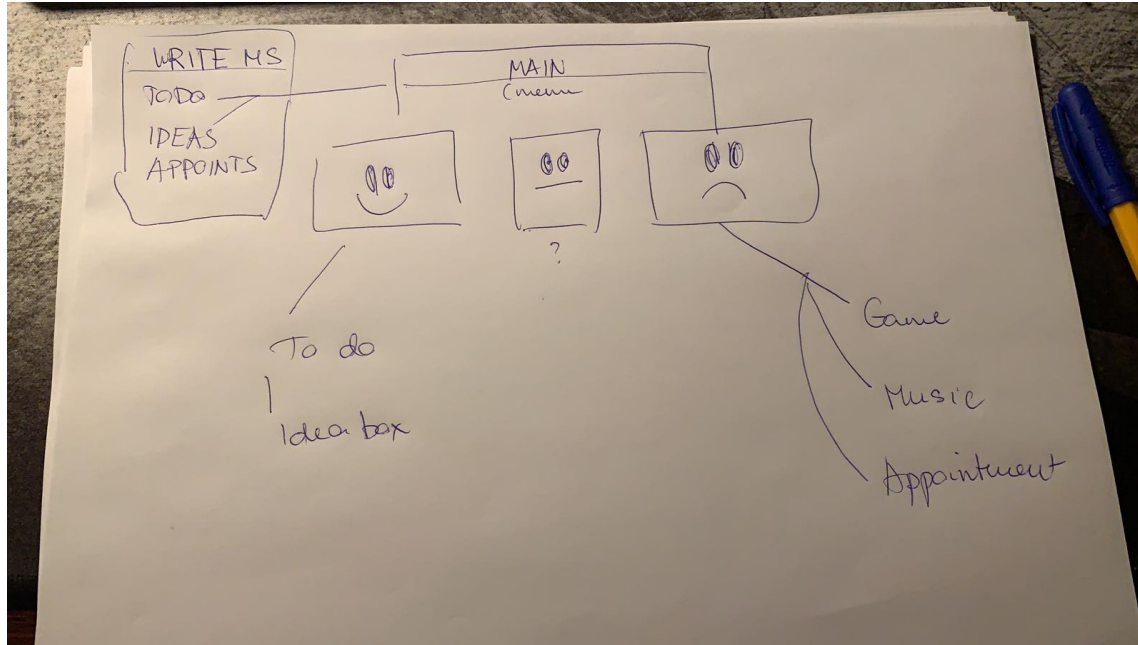
# But is it a game?

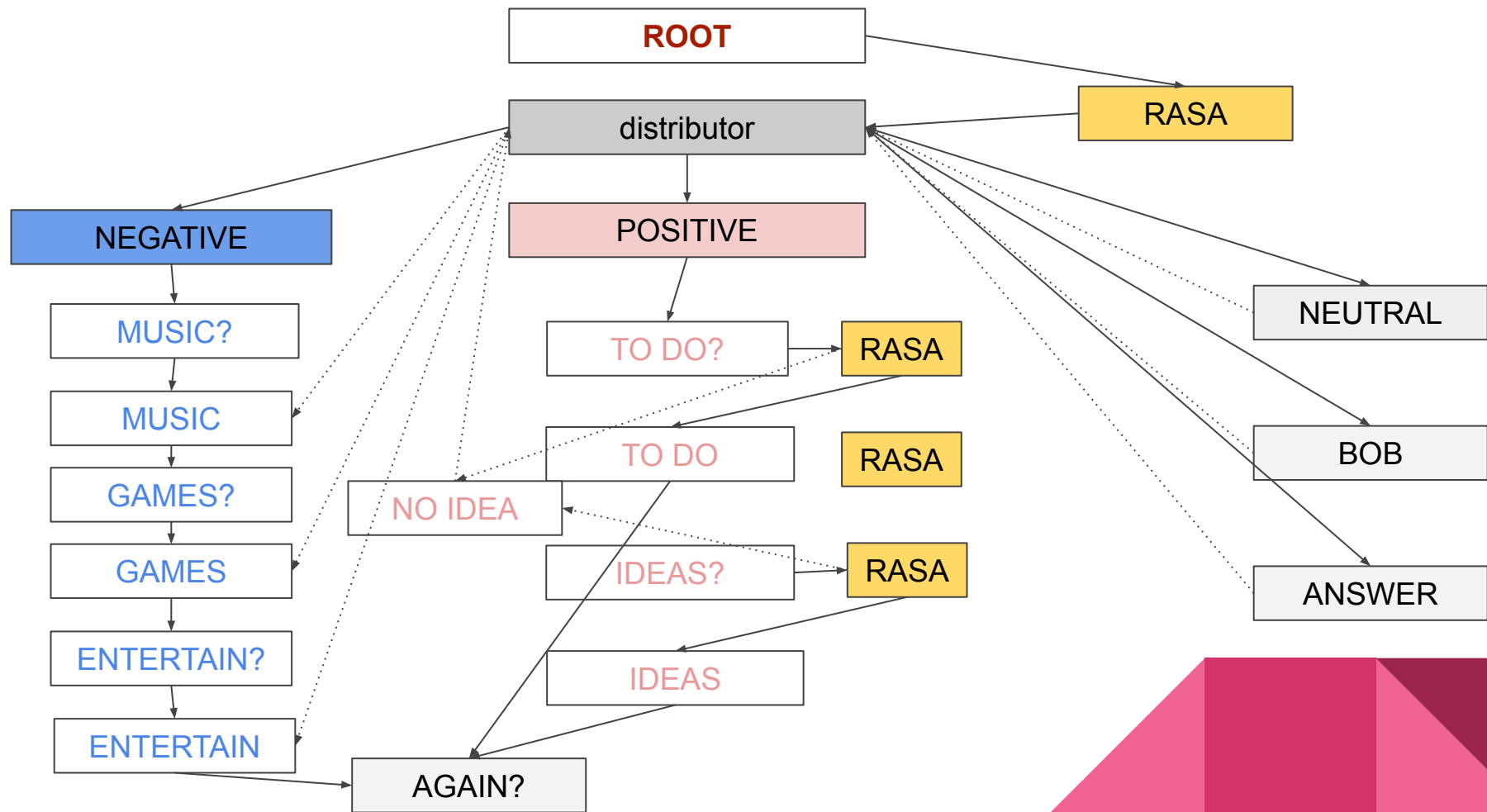
## An educational game

- Goals: teach children how to manage themselves
- Rules: has to follow rules in order to interact
- Challenges: completing tasks irl.
- Interaction: teaches human-computer interaction
- Reward: ? .. we shall see in DEMO



# Pre-implementation sketch





# Difficulties

- Limited knowledge of Typescript/reactjs/SCXML
- Version\_control, version\_control\_1, version\_control\_2 ...MustLearn(github)



# Challenges ==> solutions

- Unexpected user input  $\Rightarrow$  use of context and RASA or substates
- Similar states  $\Rightarrow$  universal functions
  - (yet difficult to decide whether to use a new state or substate)
- Silence from the user  $\Rightarrow$  no reprompts, silent until spoken to





DEMO



# Bob the Helper v.2

...aka keep in mind for discussion

- X RASA - more machines for separate intents for efficiency
- X Good morning/Hello/Good evening depending on time of day
- X Helps and goodbye wherever you are
- X Timer with reprompts if no user input
- X More fluent API use
- X To-do and idea “box” with memory
- ∞ More functional possibilities: homework, teach me {*insert subject here*}, dinner etc.

# Relation to course contents: Practice

- Typescript sessions
- RASA use



# Relation to course contents: Theory

- RASA:
  - all dialogue is intent-driven
  - for NLU
- Turn-taking
- Grounding: clarification
- Feedback
- Thinking about adjacency pairs.



# Feedback



Thank you for meeting Bob.  
Goodbye.



