

HLT – Chatbot Project Peer Review

Use this form for your 3 reviews

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Points Given	Possible Points	Evaluation
30	0 - 30	Chatbot gives reasonable responses, given reasonable input; flow of the dialog is fairly complex
10	0 - 20	Chatbot project includes multiple NLP techniques such as tf-idf, NER, information extraction, parsing, etc.
10	0 - 10	Originality - interesting idea or implementation
20	0 - 20	Bot remembers user data
5	0 - 20	Bot incorporates some external knowledge (knowledge base, web search, data base look-up, etc.)
75	100	Total

Notes:

- If the project doesn't include original code demonstrating NLP techniques learned in class, it should receive a maximum of 50 points.
- If the bot does not run or you do not receive it, give them a zero and comment below.
- Your grading scores and comments are confidential and will only be seen by the instructors

Your Comments and Impressions:

- 30: I think the bot give a reasonal respond. The dialog flow is also good too. It incorporates the user input into the flow of conservation. Then automatically, classify and store the that info for later use.
- 10: I don't see much NLP techniques were used. It only Spacy was used
- 10: It is a fun topic. Even though, the code did not used a lot of NLP related technique. But I work well in general.
- 20: I think they did a very good job user data processing part. The bot is able to keep track of what user like or dislike. Then incorporate them into the flow of conservation.
- 5: The bot does not use any external knowledge base at all. All the knowledge is contained in 2 files: Games.json and Types.json. I think he hand build it. So I give 5 for the effort.