HLT – Chatbot Project Peer Review

Use this form for your 3 reviews

Your netid: ldn190002

Project author(s) netid(s): rcd180001

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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.