1. Greeting
   1. Agent initiates [presence detected]

“Hi, I’m Alice. How are you?”

* 1. User initiates
     1. User: “Hi!”  
        Agent returns: “Hi, I’m Alice. How are you?”
     2. User: “Hi, how are you?”  
        “I’m doing great. Have you ever been to Wonderland?”
  2. Agent initiates subject
     + 1. User: “No”

Agent: “No? I will tell you all about it.”

* + - 1. User: “Yes”

Agent: “Great! Let’s talk about it!”

1. New information retrieval enabled

arousal > 0.6: opinion (long)

arousal < 0.6: neutral (short)

* 1. Agent puts forward set of topics to choose from:

Agent initiates: “Would you like to talk about the white rabbit, the hatter or the gryphon?”

* 1. Agent responds to user-selected topic [x=whiteRabbit,hatter,gryphon]  
     User initiates: “Can you tell me about [x]?”
     1. Agent tells about [x].

“The white rabbit was at the tea party” (neutral)

“The white rabbit was mean at the tea party” (opinion)

* + 1. If not mentioned [x], previous [x] is assumed as subject (answer follow-up).

“The white rabbit was mean, because he had no chairs.” (opinion)

* + 1. If all knowledge shared, agent states so.  
       “That’s all I know about [x].”

1. Old information retrieval enabled (if changes are made to the manager.xml file)

See the document “[Alice\_Interaction\_v01](https://drive.google.com/open?id=0B_Wwmu__kRHUSEp2eHBhQ0hPM1E)”, section 2.

1. Goodbye
   1. Turns > 10 OR Time > 120 OR No presence user

Agent initiates

* + 1. “Sorry. I have to go.”
       1. “See you”
       2. “Bye bye”
       3. “Goodbye”
          1. If user says “no”

Agent gives feedback (5a) and resumes info-retrieval (2/3)

* 1. User Intitiates: “See you”  
     Agent returns
     1. “Goodbye”

1. Feedback
   1. Agent initiates apology (for example misinterpreting goodbye)

“Sorry.”

* 1. Unclear user intention

“Sorry?”