

Movie Recommendation Chatbot

Group ID: 14

Assignment 4

Submitted By:

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Overview

In today's digital era, the realm of entertainment has transformed, offering a vast array of captivating content. Among the diverse and popular forms of entertainment, movies have emerged as a compelling and immersive medium, captivating audience of all ages with their unique storytelling, intriguing characters, and cinematic worlds. With an ever-expanding library of movie titles across various genres, it can be overwhelming for enthusiasts to discover the perfect film that resonates with their individual tastes and preferences. To address this challenge and create a personalized movie-watching experience, we introduce the concept of a "Movie Recommender Chatbot."

The Movie Recommender Chatbot is an innovative and interactive solution designed to assist movie enthusiasts in effortlessly discovering their ideal film selections. Powered by advanced artificial intelligence techniques, natural language processing, and recommendation algorithms, the chatbot serves as a knowledgeable companion, understanding user preferences and offering tailored movie suggestions. Its user-friendly interface provides a seamless and engaging experience, enabling users to explore the cinematic world with ease.

Step 1: prepare and choose the topic for the chatbot:

We aim to build an advanced and user-centric chatbot, our chatbot recommends a movie in cinema.

Step 2: create the ontology using protégé:

- Create cinema-popcorn-reservation-tickets classes:
- Create a movie category class and sub-classes:



- Create the instances of action:

Ins	tances 🕕		
	black_adam		
	♠ fast		

- Create the instances of animation:



- Create the instances of drama:



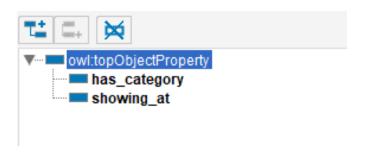
- Create the instances of funny:



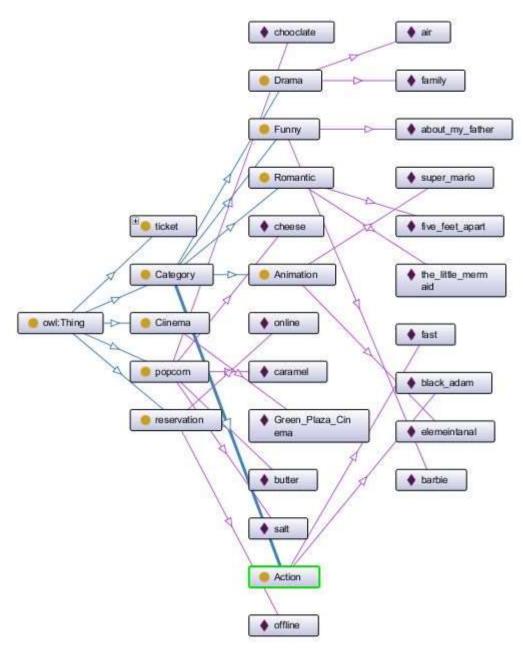
- Create the instances of Romantic:



- Relations between the classes:



- Ontology Diagram:



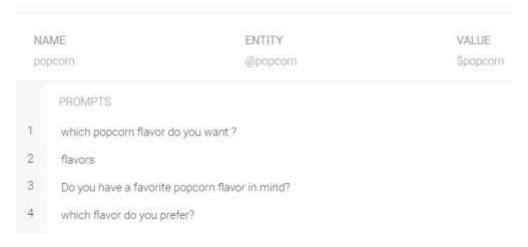
Step 3: Prepare the intent:

- 1. Popcorn
- 2. Reservation
- 3. Tickets
- 4. movie_categories
- 5. party_time

Step 4: Design the test cases questions:

<u>Popcorn</u>

Prompts for "popcorn"



<u>reservation</u>

Prompts for "reservation"

NAME	ENTITY	VALUE
reservation	@neservation	\$reservation
PROMPTS		
online or offline ?		
do you want to res	erve a ticket here or from the cinema?	
which method of p	aying you prefer?	
online reservation	?	
offline reservation	2	

<u>Tickets</u>

Prompts for "ticket"

NA	ME	ENTITY	VALUE \$ticket
tick	ket	@ticket	
	PROMPTS		
1	Do you want vip or normal ticket ?		
2	which ticket do you want?		
G4711			

Movie categories

Prompts for "movies_categories"

NAME	ENTITY	VALUE

PROMPTS

- 1 which category you prefer?
- 2 What genre do you prefer?
- 3 Do you have a favorite movie genre?
- 4 What type of films do you lean towards?
- 5 which type of these you prefer: action, drama, animation, funny, romantic
- 6 Enter a prompt variant

CLOSE

Party_time

Prompts for "party_time"

NAME	ENTITY	VALUE
party_time	@party_time	\$party_time

PROMPTS

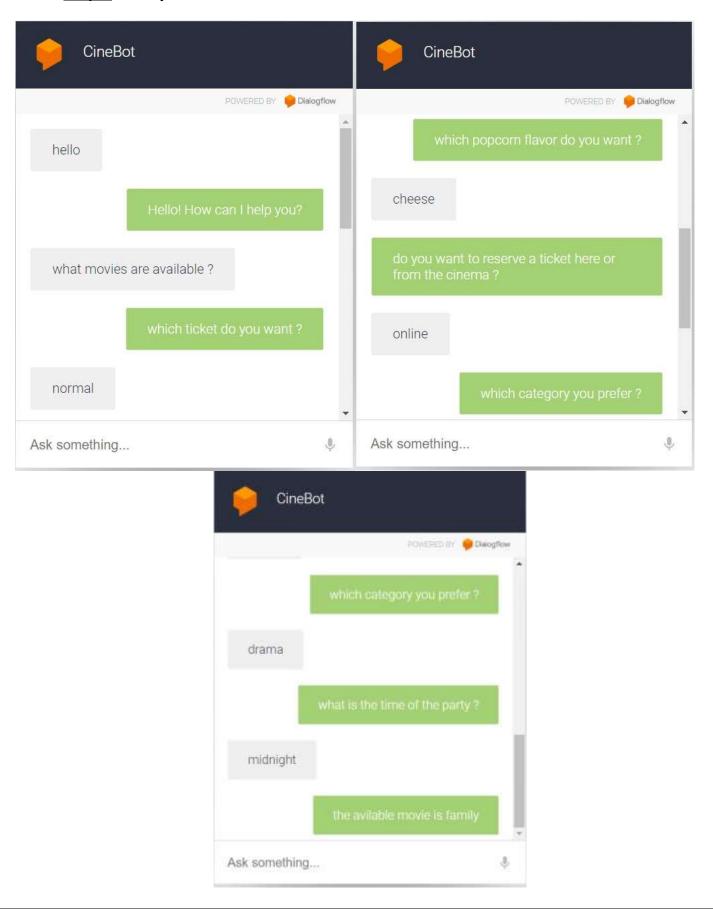
- 1 which party do you prefer?
- 2 which party midday or midnight?
- 3 what is the time of the party?
- 4 tell me the party time.
- can you tell me the party time .
- 6 Enter a prompt variant

Step 5: Training Questions-Answers using Dialog Flow:

99	Are there any new releases or specific films I can watch at the cinema?
99	I'm interested in knowing the current movie lineup at the cinema. What are my options?
99	Can you provide a list of the movies available for viewing at the cinema?
99	What films are showing at the cinema right now?
99	which movies are avilable in the cinema?
99	cinema
99	i prefer <mark>funny</mark> movies
99	action
99	i prefer <mark>action</mark>
99	romantic films
99	i like <mark>romantic</mark> movies
99	drama movies
99	i like <mark>drama</mark> movies
99	animation movies
99	funny movies

99	midday
99	midnight
99	midnight party
99	midday party
99	offline reservation
99	onlline reservation
99	offline
99	online
99	cheese
99	chocolate
99	butter
99	caramel popcorn
99	salt popcorn
99	ticket

Step 6: Verify and Evaluate:



Evaluate to isolate weaknesses:

We did not use a full sentence and long sentences for questions answer use case.

Conclusion:

Throughout this assignment, we gained insights into several crucial aspects. We explored the process of constructing a movie ontology to establish a well-structured knowledge representation. Additionally, we delved into the design of a movie recommender chatbot, leveraging dialog flow to facilitate smooth and natural interactions. Moreover, we dived into the creation of movie-related intents and entities, which are essential for effectively training and evaluating the chatbot's performance.

Chatbot Link:

CineBot