Information and knowledge managment final project

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Abstract

The report describes "eXpertIze" program, which is a knowledge application software, for helping users to realize what they have in mind, fulfilling some constraints. It could be used both as a game, which allows to guess the name of an object a player has in mind by asking him/her some questions, and as a serious software module for discovering what a user has in mind when e.g. learning a language, and not remembering a word. The algorithm used is general. We focused on the game functionality.

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