

EQoach

Peipei Wang

Done in Microsoft





EQoach: Your Personalized EQ Coach

Duolingo of EQ Powered by LLM

EQ+Evaluation

Systematic Report - Scenario-based test to assess EQ abilities and improvement areas



EQ analysis with vivid character tags



Intensive evaluation



Personalized Teaching

AI Arena - Gamified social scenarios with real-time and personalized feedback



Live Interaction with NPCs



Real-time feedback, analysis, and reward



AQ+Memory

Copilot Reply: Provide quick, personalized responses in instant messages with analysis and coaching



Analyze chat memory and provide suggestions

Forward messages for quick reply suggestions



Available on multiple messaging apps!



Task

This application aims to improve users' Emotional Intelligence(EQ) in workplace and daily life by a gamified learning experience supported by Large Language Models(LLM).

Sections

- 1 Onboarding for first-time evaluation
- 2 AI Arena for personalized teaching
- 3 Memory for personal chats

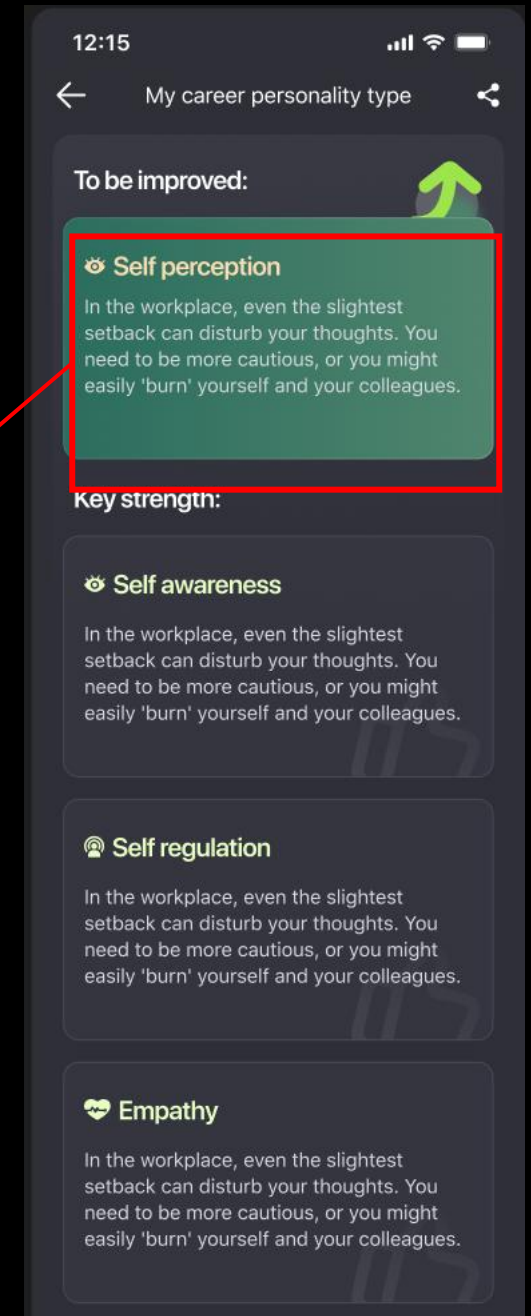
My Position

- 1 frontend & backend support
- 2 model prompting and training

Onboarding for first-time evaluation

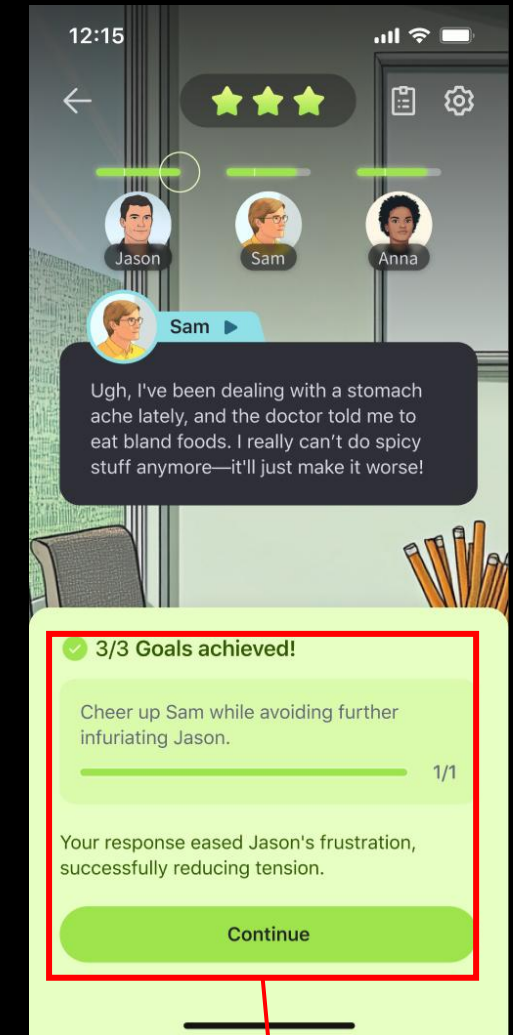
- **Situation:** product wants to evaluate users' EQ by answering scenario questions based on a certain topic
- **Task:** generate 5-round dialogue and maintain the consistency of scenes and also considering the scenario can reflect EQ
- **Action1:** ensure quality by using table GS concept and the final evaluation fit users(Perception, Social Skill, Self-regulation, Empathy, Motivation)
- **Action2:** tree node problem
- **Results:** have improvement on quality and reliability according to third party testing feedbacks

Highlight weak dimension



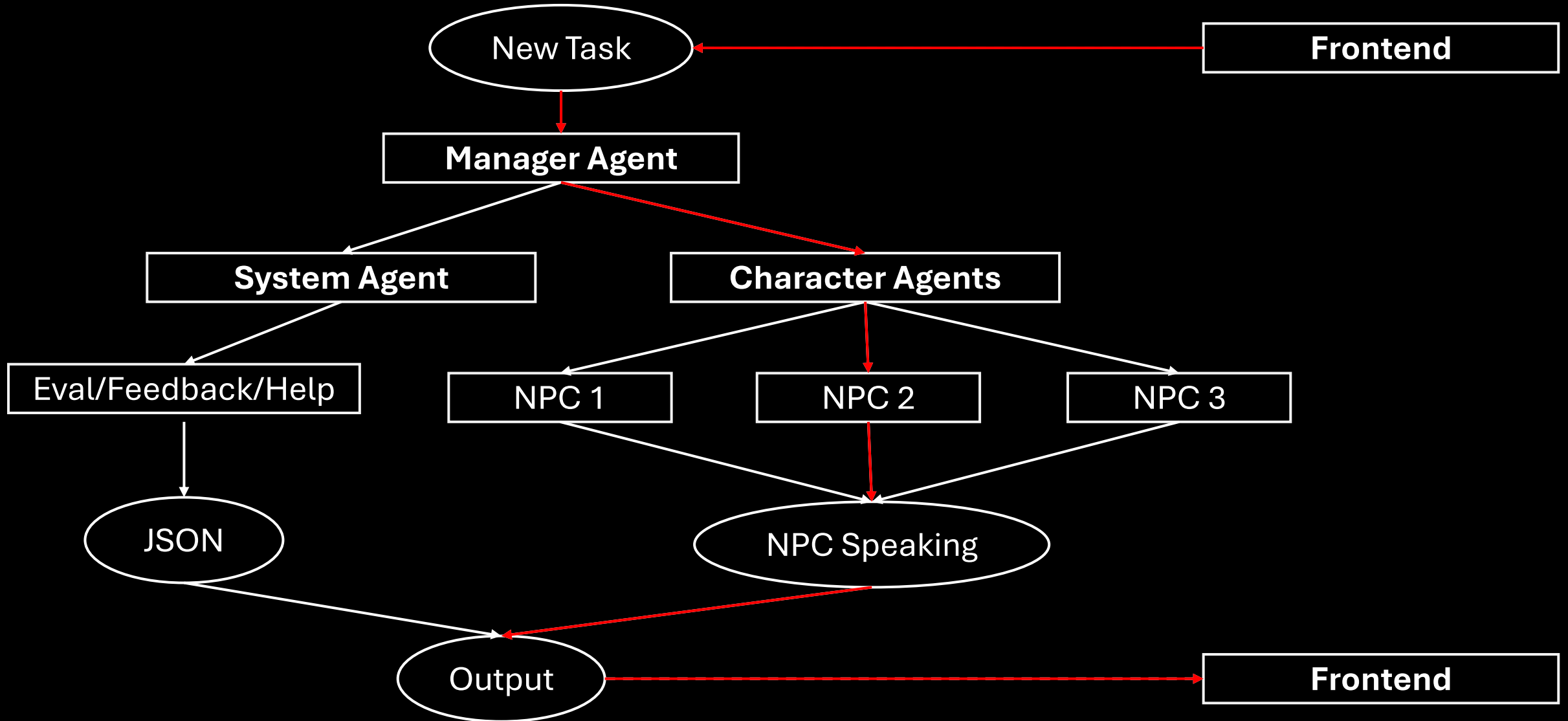
AI Arena for Personalized Teaching

- **Situation:** a series of immersive gamified experiences that help us practice and improve users' EQ by considering the 5 dimensions of EQ
- **Task:** keep non-player character's(NPC) words strictly followed by their given personalities
- **Action:** Multi-Agent
- **Results:** compared with single agent model, quality improve about 37%, direct feedback



Direct Feedback:
Evaluated by LLM

AI Arena for Personalized Teaching – Multi Agent

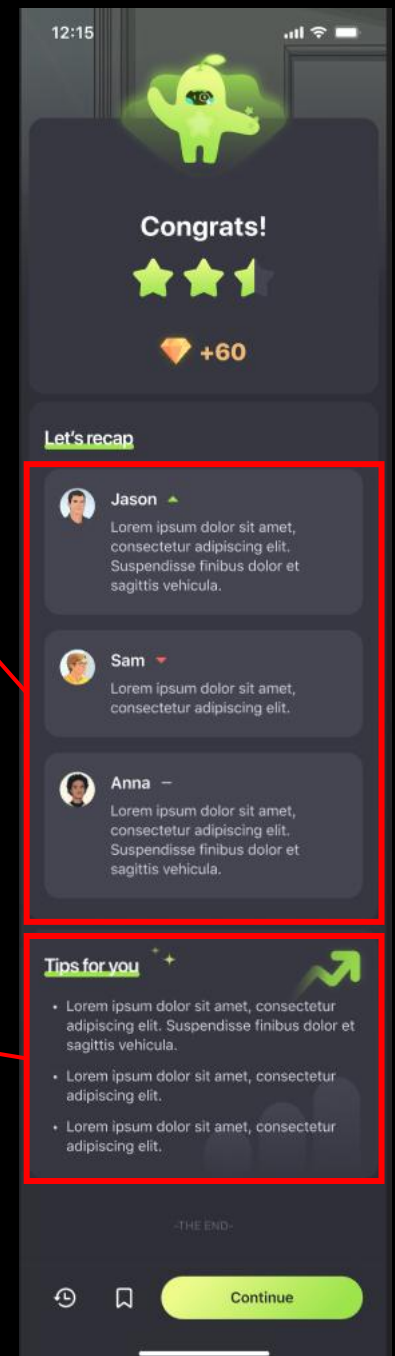


AI Arena for Personalized Teaching

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NPC's Feedback:
Evaluated by LLM

Overall Feedback:
Considering user's week
points in 5 dimensions
Practice Makes Perfect



Memory for personal chats

- **Situation:** Give analysis based on the given chat history and also give some reasonable reply with high eq scores
- **Task:** generate replies with high EQ scores
- **Action:** RAG
- **Results:** human feedbacks are positive, well localization

Results

- Top 10 Project in Hackathon in Microsoft China
- Featured in Mustafa DemoFest 2024 at Microsoft Hackathon
- Project is selected to be launched in the future

Myself

- Coding ability
- I am not only an intern but a professional developer
- Understanding of ownership for project



Memory for personal chats

- Situation: Give analysis based on the given chat history and also give some reasonable reply with high eq scores
- Task: generate replies with high eq scores
- Action: RAG -> Model Evaluation Benchmark

(dataset components: scenario/characters/main character/goal)

