

Appendix 1

Process

Several of our group members were feeling under the weather this week, but we still wanted to do the chatbot-task, so we ended up with a playful, but not so smart chatbot, named Botzilla. We did not have time to make a big and complicated chatbot, but found out that in order to play with some of the functions in ChatterOn, we could make a stone, scissor, paper chatbot.

We spent some time watching YouTube videos and getting to know how ChatterOn works. Some of the functions were quite intuitive, and others were hard to understand. We spent a lot of time just searching for a way to preview the chatbot.

Result

<https://web.leena.ai/?clientId=slt26rR2DzGBzDZ2uoUh->

At this link, Botzilla can be tested. When playing rock, scissor, paper with Botzilla, the user will probably find out soon that Botzilla isn't the smartest chatbot, and will always choose «rock». We found out that by making the chatbot «loop» we could make it possible for the user to start the game over after each round ended.

Reflections

We could have made a chatbot that had a focus more on our group assignment, which is centered around people with dyslexia and chatbots, but at the time we did not have the time to make a good enough chatbot. We are happy with the outcome of our simple chatbot, and we now know how to use ChatterOn for other projects.

One thing we wanted to use more time on was the possibility for the user to write in free-text and how the chatbot would answer. This functionality is really interesting for further work with our project. All in all, we learned a lot in a short period of time, and know that there is lots of functionality we haven't even touched upon.

