





Workshop: Designing the Human-Chatbot Interaction

Stefan Morana – 20.11.2019 tekom Deutschland e.V., Regionalgruppe Baden, Walldorf







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Introduction



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- since 2016: Postdoctoral Researcher, Karlsruhe Institute of Technology
- 2015: Dr. rer. pol., University of Mannheim
- 2012-2015: Researcher and Doctoral student, University of Mannheim
- 2012-2015: Technical Consultant, Freudenberg Sealing Technologies
- 2010-2012: Researcher, University of Applied Sciences Darmstadt
- 2004-2010: Bachelor / Master of Science in Computer Science, University of Applied Sciences Darmstadt





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Workshop Outline

Chatbot Fundamentals Social Cues in the Human-Chatbot Interaction Dialog Improvement Platform

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Chatbot Fundamentals

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Chatbots ...

... are getting hyped as the 'next big thing' [1, 2]

- 40% of consumers do not care whether a chatbot or a real human helps them, as long as they are getting the help they need [3]
- 55% of consumers are interested in interacting with a business using messaging apps to solve a problem [3]
- Chatbots can save up to \$23 billions in customer service [4]
- By 2020, over 80% of businesses are expected to have some sort of chatbot automation implemented [4]
- By 2020, 25% of customer service operations will use chatbots to automate and provide 24/7 support [5]





[1] Hopkins and Silverman (2016). "The Top Emerging Technologies To Watch: 2017 To 2021," Forrester Research

[2] Oracle (2016) Can Virtual Experiences Replace Reality?, Report

[3] HubSpot (2017), Artificial Intelligence Is Here, Report

[4] Business Insider (2016), https://www.businessinsider.de/80-of-businesses-want-chatbots-by-2020-2016-12

[5] Gartner. (2018). Gartner says 25 percent of customer service operations will use virtual customer assistants by 2020. https://www.gartner.com/newsroom/id/3858564

What is a Chatbot?



"... achieve some result by conversing with a machine in a dialogic fashion, using natural language!"[1]

[1] Dale, R. 2016. "The return of the chatbots," Natural Language Engineering (22:5), pp. 811–817.

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Conversational Agent [1,2]



- Speech recognition: converts the speech input into a string of words
- Spoken language understanding: interpret the user's input and to extract a representation of its meaning
- Dialog management: tracks the state and flow of the conversation and controls how the system responds to the user's input
- Response generation: Formulate a response in natural language
- Text-to-speech synthesis: converts the response string into speech output

McTear, M., 2002. Spoken Dialogue Technology: Enabling the Conversational User Interface. ACM Computing Surveys, 34(1), pp.90–169.
 McTear, M., Callejas, Z. and Griol, D. (2016), The Conversational Interface: Talking to Smart Devices, Springer.

Chatbot

= Text-based Conversational Agent



- User Message: "I need a hotel room"
- Intent Recognition: Identify intent <<require room>>
- Dialog Manager: Based on intent, select proper dialog, and send response
- Chatbot Message: "To book a room, please proceed the following ..."

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What is a Chatbot?



- "... achieve some result by conversing with a machine in a dialogic fashion, using natural language!"[1]
- Technology is mature (MS Bot Framework, IBM Watson, DialogFlow, Rasa, etc.)
- Adoption and use of chatbots is growing slower than expected [2] and interacting with most chatbots does not feel natural and human-like [3]

[1] Dale, R. 2016. "The return of the chatbots," Natural Language Engineering (22:5), pp. 811–817.
 [2] Brandtzaeg, P. B., & Følstad, A. (2017). Why people use chatbots. In Proceedings of the 4th International Conference on Internet Science (pp. 377–392).
 [3] Go, E., & Sundar, S. S. (2019). Humanizing chatbots: The effects of visual, identity and conversational cues on humanness perceptions. Computers in Human Behavior, 97, 304–316.

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What is a Chatbot?



- some result by conversing with a machine in a dialogic fashion, using natural language!"
 - Technology is mature (MS Bot Framework, IBM Watson, DialogFlow, Rasa, etc.)
 - Adoption and use of chatbots is growing slower than expected [2] and interacting with most chatbots does not feel natural and human-like [3]
 - Design of the conversation between human and chatbot is key





the chatbot is communicating

[1] Dale, R. 2016. "The return of the chatbots," Natural Language Engineering (22:5), pp. 811–817.
 [2] Brandtzaeg, P. B., & Følstad, A. (2017). Why people use chatbots. In Proceedings of the 4th International Conference on Internet Science (pp. 377–392).
 [3] Go, E., & Sundar, S. S. (2019). Humanizing chatbots: The effects of visual, identity and conversational cues on humanness perceptions. Computers in Human Behavior, 97, 304–316.

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Who is using Chatbots?



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Why do Chatbots fail?



2003-2015





Anna





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But ... How to Design a Chatbot?!

Your Chatbot's	Personality	Is The Key
----------------	-------------	------------

Amazon Alexa to reward kids who say: 'Please'

> Lufthansa delays chatbot's responses to make it more 'human'

Making Your Chatbots More Human, But Not So Human!

How Funny Should a Chatbot Be?

Can Amazon's Alexa Be Your Friend?

Designing a chatbot: male, female or gender neutral?

Many chatbots fail because designing natural language UI is different from designing graphical UI [1, 2]

Følstad, A. and Brandtzæg, P.B. (2017), "Chatbots and the new world of HCI", Interactions, Vol. 24 No. 4, pp. 38–42.
 Moore, R. K. 2013. "Spoken Language Processing: Where Do We Go from Here ?," in Your Virtual Butler, LNAI 7407, R. Trappl (ed.), Springer, pp. 119–133.

Social Cues in the Human-Chatbot Interaction

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Computers Are Social Actors (CASA)

- CASA: Users mindlessly apply social rules and expectations in their interaction with computers that use natural language or display other human characteristics [1, 2]
- Social cues as design features of a chatbot that automatically trigger emotional, cognitive, or behavioral reactions by the user that are appropriate when directed at other humans but inappropriate when directed at chatbots [1, 3]



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[1] Nass, C., Steuer, J. and Tauber, E.R. (1994), "Computers are social actors", Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, Boston, MA, USA, pp. 72–78.

[2] Nass, C. and Moon, Y. (2000), "Machines and Mindlessness: Social Responses to Computers", Journal of Social Issues, Vol. 56 No. 1, pp. 81–103.

[3] Krämer, N. C. 2008. "Social Effects of Virtual Assistants. A Review of Empirical Results with Regard to Communication," in Intelligent Virtual Agents: 8th International Conference, IVA 2008, Tokyo, Japan, September 1-3, 2008. Proceedings, H. Prendinger, J. Lester and M. Ishizuka (eds.), Berlin, Heidelberg: Springer Berlin Heidelberg, pp. 507–508.

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Taxonomy of Social Cues



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Taxonomy of Social Cues - Web Tool

submit cue about impressum login

Chatbot Design KIT

Search all cues



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Invisible Cues





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Lab Experiment – Response Time



Focus on the **response time** of a chatbot

"The length of time it takes for the agent to respond to a message of the user".

First turn Reponse time Tactile touch Temperature

Lab Experiment – Research Model



Lab Experiment – Artifact (Pilot Test)

Control Group	Treatment Group: Dynamic Response Delays	Your Mobile Phone Bill
Hey there! I'm a chatbot trained to help you find the best mobile phone plan for you. How may I help you?	Hello! I'm a chatbot trained to help you find the best mobile phone plan for you. What can I do for you?	Overview Monthly charges: • Yellow Basic 1000 19.99 € Other charges: 2x Data packages 300 MB 6.00 € • International calls 6.30 € Total charges: 32.29 € Usage Details Telephony • National calls 652 minutes • International calls (non EU) 21 minutes Text • Text messages sent 23 Data 1000 MB • Data packages 450 MB
Type a message	Type a message	Microsoft Bot

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Lab Experiment – Results (Excerpt)

Response time effect on social presence

- Novice users exhibit the highest level of social presence for medium response time, closely followed by dynamic and long response times
- Experienced users do not exhibit a significant difference in social presence across the four treatment conditions
- Formation of usage intentions differs between novice and experienced users
 - Novice users via perceived enjoyment and usefulness
 - Experienced users via trusting beliefs



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Visual Cues



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Online Experiment – Typing Indicator



"A visual feedback by the chatbot indicating that a response is being prepared".

Online Experiment – Treatment

Chat	Chat	Chat		Microsoft Bo
				Builder SDK
			9	Microsoft LUIS
Hey!	Hey!	Hey!		
Chatbot	Chatbot	Chatbot		
Ich bin ein Chatbot und kann dir bei der Suche nach einem neuen Handytarif helfen. Momentan vergleiche ich die Tarife fast aller Anbieter. Wie kann ich dir helfen?	Ich bin ein Chatbot und kann dich bei der Suche nach einem passenden Handytarif unterstützen. Momentan vergleiche ich die Tarife fast aller Anbieter. Wie kann ich dir heute weiterhelfen?	Ich bin ein Chatbot und kann dir bei der Suche nach einem neuen Handytarif helfen. Momentan vergleiche ich die Tarife fast aller Anbieter. Wie kann ich dir behilflich sein?		
Chatbot um 11:28:46	Chatbot um 11:28:47	Chatbot um 11:28:48		
Verfasse eine Nachricht	Verfasse eine Nachricht	Verfasse eine Nachricht	1	

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Online Experiment – Preliminary Findings

Condition		Social Presence	e
Condition	Mean	SD	SE
CTRL (n=63)	3.448	1.442	0.182
3DOTS (n=63)	3.902	1.451	0.183
TYPING (n=63)	3.663	1.408	0.177
SD = standard devid	tion SE = stand	lard error	

Manipulation check

- Chatbot indicated message preparation
 - (1 = "strongly disagree"; 7 = "strongly agree")
 - *F*(2, 186)=439.3, *p*<.001 with Tukey-HSD
 - M_{CTRL} = 2.587, SD = 1.328
 - M_{3DOTS} = 6.778, SD = 0.851
 - M_{TYPING} = 6.889, SD = 0.317



Independent Variables	Dependen	t variables
	(I) Perceived	(II) Perceived
	Social presence	Social presence
Dummy: 3DOTS	1.147 **	-
	(0.369)	
Dummy: TYPING	0.376	- 0.771 *
	(0.362)	(0.387)
Dummy: CTRL		- 1.147 **
-		(0.369)
Dummy: EXP	0.751 *	- 0.588
	(0.359)	(0.364)
Dummy: Male	- 0.234	- 0.234
	(0.211)	(0.211)
Trust in Technology	0.042	0.042
	(0.072)	(0.072)
CTRL x EXP		1.339 **
		(0.510)
3DOTS x EXP	- 1.334 **	
	(.510)	
TYPING x EXP	- 0.447	0.891 +
	(0.507)	(0.511)
Constant	3.057 ***	4.204 ***
	(0.458)	(0.426)
	N = 189	N = 189
	$R^2 = 0.068$	$R^2 = 0.068$
EXP = Users' prior exp	erience with chatbo	ts
Note: $+ < 0.1 * < .05$: **	* < 0.01: *** < 0.00	01

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Verbal Cues



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Chatbot Development & Improvement Platform

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Chatbots are more and more used ...



Expected benefits from Chatbots



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...because they are simple to create ...



Sie haben Fragen an HRS? Kontaktieren Sie uns gerne. Hier präsentieren wir Ihnen eine Übersicht der häufig gestellten Fragen.

- Unternehmen
- Buchung
- Bewertungen
- Preise
- Bezahlung
- Anreise
- Stornierung
- Sonstiges

<u>Unternehmen</u>

Wer steht hinter HRS?



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... even without coding! [1]



[1] https://techcrunch.com/2019/11/04/microsoft-launches-power-virtual-agents-its-no-code-bot-builder/

³⁶ CHATBOTRESEARCH.COM

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Challenging Design of Chatbot Dialogs





WHO is writing chatbot dialogs?

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Solution?

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<pre>t.set(persistUserData', true); </pre>
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lastsent.resetSentimentArray();
blockInput.resetStopInputArray():
//define id
// console log(message):
var id = message address conversation id-
if (margage type -= "conversationHedate" blackTenut check
in (message.cype == conversationopoate biockinput.check
console.log(session+cimelD
//get this one in order to map it to limesurvey results
var iimeid = iimeid.getiimeid(id);
bot.ioadsession(message.address, function (error, session
console.log(ld: " + 1d);



Chatbot prototyping

Solution?

123 var bot = new builder.UniversalBot(connector).set('storage', tableSto	
124 //var bot = new builder.UniversalBot(connector).set('storage', inMem	
<pre>125 //bot.set(`persistUserData`, true);</pre>	
126	
127 /*	
128 * LUIS	
129 *	
130	
131	
132 //Connects the bot to the LUIS-App and starts the LUIS-recognizer	
133	
<pre>134 var luisAppId = config.getluis_app();</pre>	
<pre>135 var luisAPIKey = config.getluis_key();</pre>	
<pre>136 Var bing_Key = contig_getBing_Key();</pre>	
137 Var IulsAPIROScivane = Westeurope.api.cognicive.microsofc.com ;	
130 const LuisModelUnl = 'https://' + luisAPTHostName + '/luis/v2 0/apps	
140 var recognizer = new builder.LuisRecognizer(LuisModelUrl):	
141	
142 /*	
143 // Middlewar*	
144 /*	
145 //MIDDLEWARE TO INTERCEPT EACH INCOMING MESSAGE For Sentiment and em	
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149	
150 bot.use({	
151 receive: function (message, next) {	
152 //emtpy sentiment array when it is too full	
<pre>153 Lastsent.resetSentimentArray();</pre>	
<pre>154 blockInput.resetStopInputArray();</pre>	
100	
150 //define id 157 // sensels los(mession);	
157 // console.log(message); 159 // in message address conversion id:	
150 var zu = message.auuress.conversation.id; 150 if (message type == "conversationIndate" blockToput checks	
160 If (message.cype == conversacionopoace blockinput.checki	
151 console log("Sessional impTD************************************	
162 //get this one in order to map it to limesurvey results	
<pre>163 var limeId = limeID.getlimeID(id);</pre>	
164 bot.loadSession(message.address, function (error, session	
165 console.log("id: " + id);	
166	
167	
168	
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Chatbot	

development



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Solution!



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Requirements



- Req 1: The portal should be compatible with existing chatbots independent of their technology and goal.
- Req 2: The portal should engage chatbot users to increase language variation of chatbot responses using both restricted and unrestricted improvement mechanisms.
- Req 3: The portal should automatically update chatbot responses based on user improvements from previous cycles without causing additional development effort.

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