

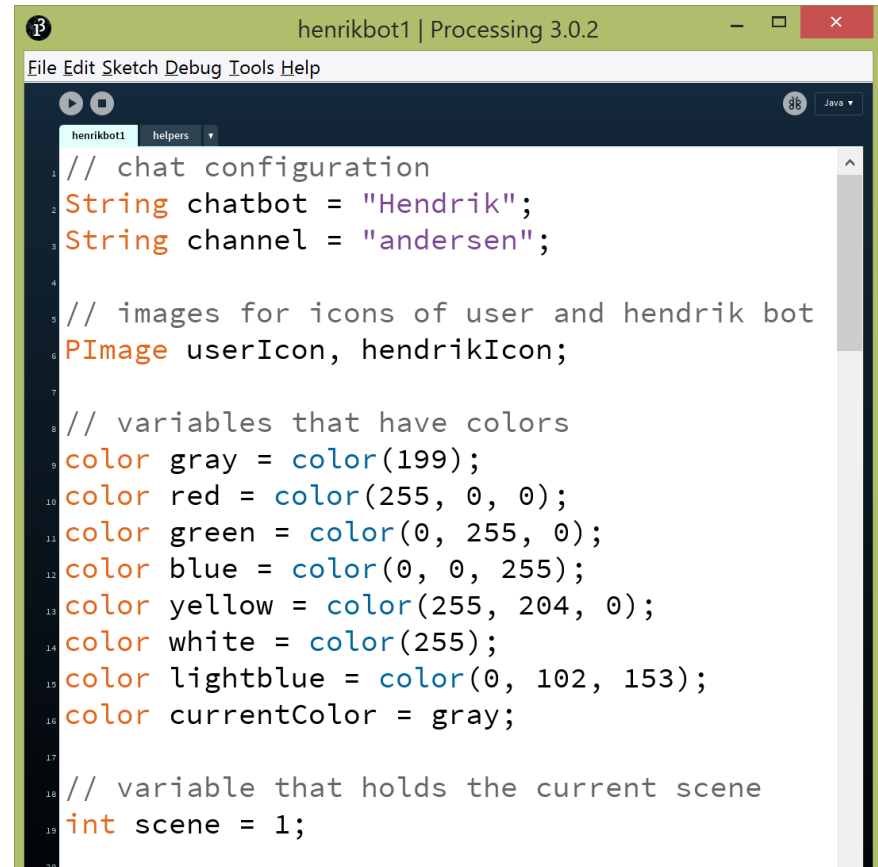
INTERACTIVE MULTIMEDIA DESIGN

With an AI touch :)

Chat with Hendrik Andersen

2

- ❑ Open file hendrik1.zip
- ❑ Unzip the file and open hendrik1.pde from folder hendrik1
- ❑ Here's your first chatbot :)



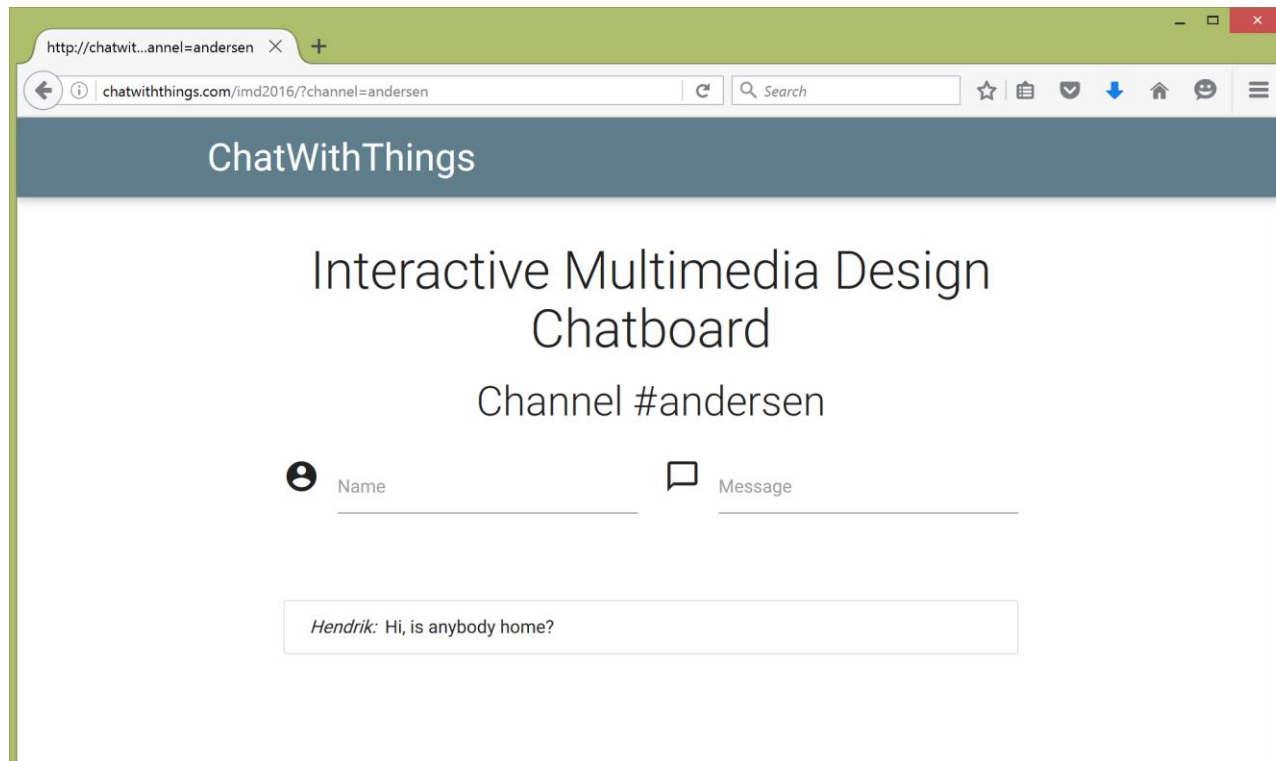
```
henrikbot1 | Processing 3.0.2
File Edit Sketch Debug Tools Help
henrikbot1 helpers
1 // chat configuration
2 String chatbot = "Hendrik";
3 String channel = "andersen";
4
5 // images for icons of user and hendrik bot
6 PImage userIcon, hendrikIcon;
7
8 // variables that have colors
9 color gray = color(199);
10 color red = color(255, 0, 0);
11 color green = color(0, 255, 0);
12 color blue = color(0, 0, 255);
13 color yellow = color(255, 204, 0);
14 color white = color(255);
15 color lightblue = color(0, 102, 153);
16 color currentColor = gray;
17
18 // variable that holds the current scene
19 int scene = 1;
20
```

Let's chat with art

3

□ Get to the following link and chat!

□ chatwiththings.com/imd2016/?channel=andersen



Let's chat with art

4

- The chatbot can reply whenever a special keyword is mentioned in the message by the visitor
- For each keyword there is a list of replies and the chatbot picks one at random

hi | hello

Hi my name is Hendrik

Hello

Hi, do you come here often?

hungry

Why don't you get a sandwich?

There is pizza in the fridge

Let's chat with art

5

- The chatbot can reply whenever a special keyword is mentioned in the message by the visitor
- For each keyword there is a list of replies and the chatbot picks one at random



Reply1

Reply2

Reply3

- Add your own keywords and replies!

Let's chat with art

6

- The chatbot can reply whenever a special keyword is mentioned in the message by the visitor
- For each keyword there is a list of replies and the chatbot picks one at random

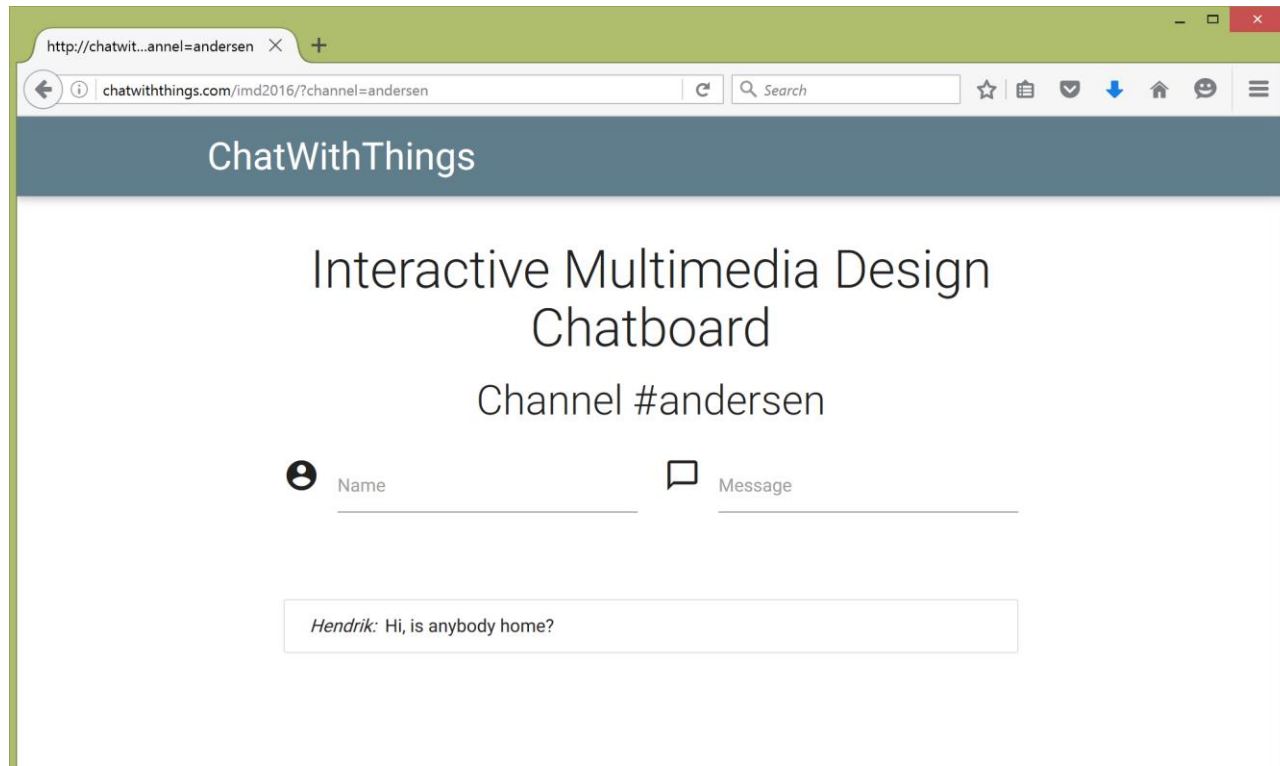
```
void initializeResponses() {  
    responses = new StringList();  
    responses.append("Get a sandwich?");  
    responses.append("Get a pizza");  
    responseTable.put("hungry", responses);  
}
```

...

Chat with your chatbot!

7

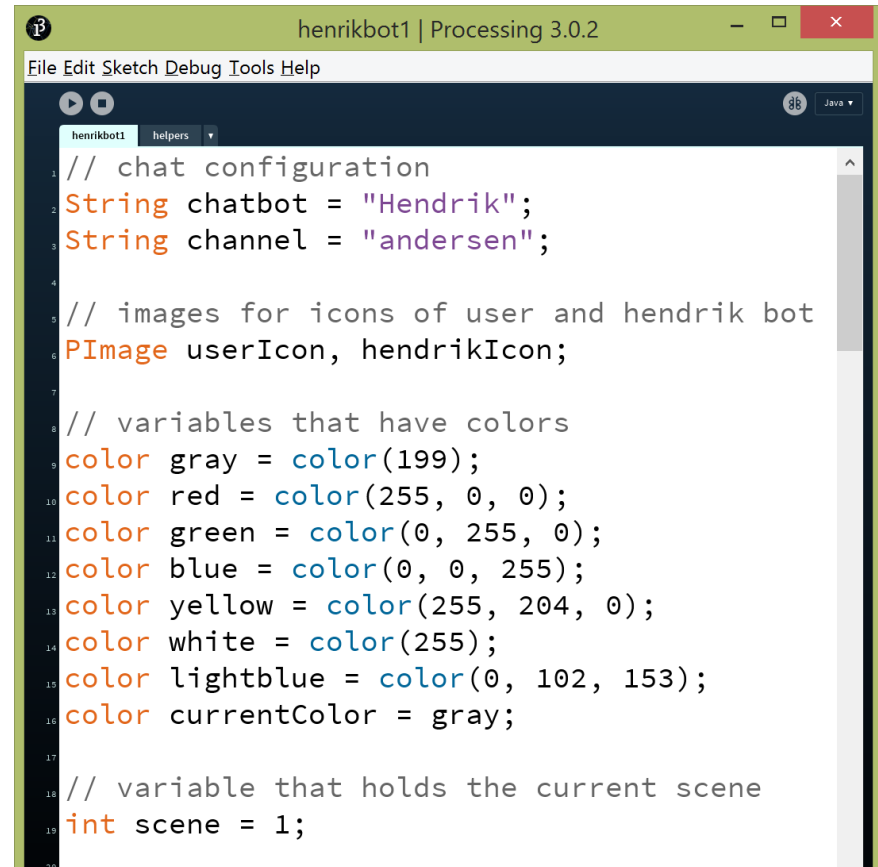
- Go to your own channel for chatting
 - Use the number of your team, e.g., andersen12
 - chatwiththings.com/imd2016/?channel=andersen12



Chat with your chatbot!

8

- ❑ Open file hendrik1.zip
- ❑ Unzip the file and open hendrik1.pde from folder hendrik1
- ❑ Edit the chatbot name
- ❑ Edit the channel, e.g., “andersen1 2”



```
henrikbot1 | Processing 3.0.2
File Edit Sketch Debug Tools Help
henrikbot1 helpers
1 // chat configuration
2 String chatbot = "Hendrik";
3 String channel = "andersen";
4
5 // images for icons of user and hendrik bot
6 PImage userIcon, hendrikIcon;
7
8 // variables that have colors
9 color gray = color(199);
10 color red = color(255, 0, 0);
11 color green = color(0, 255, 0);
12 color blue = color(0, 0, 255);
13 color yellow = color(255, 204, 0);
14 color white = color(255);
15 color lightblue = color(0, 102, 153);
16 color currentColor = gray;
17
18 // variable that holds the current scene
19 int scene = 1;
20
```