

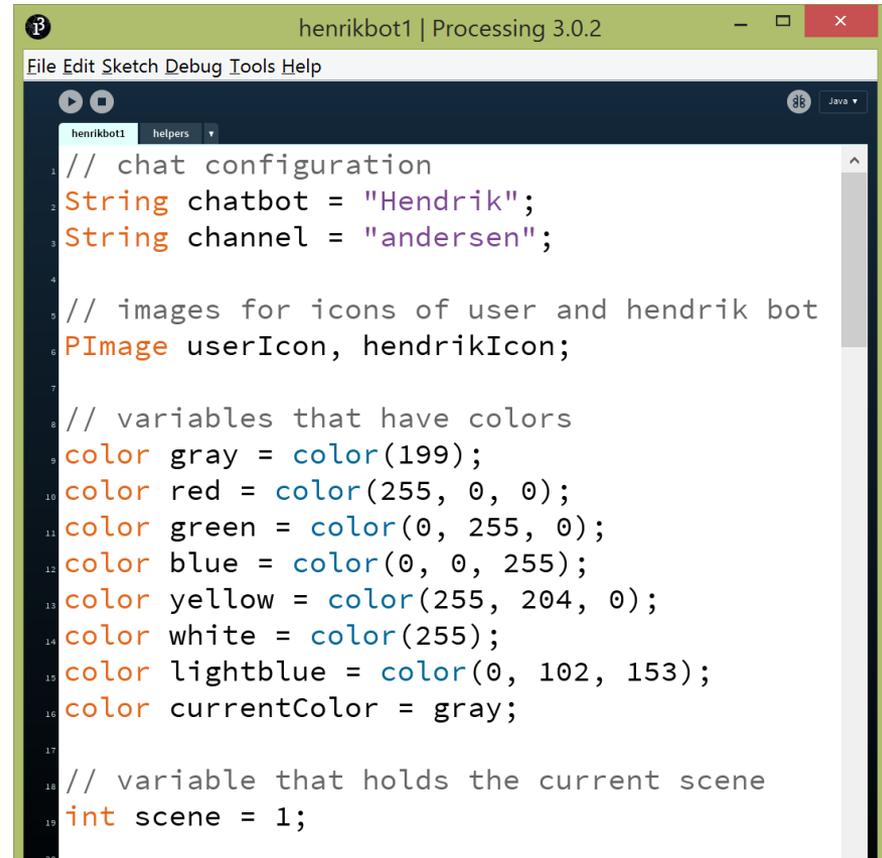
INTERACTIVE MULTIMEDIA DESIGN

With an AI touch :)

Chat with Hendrik Andersen

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



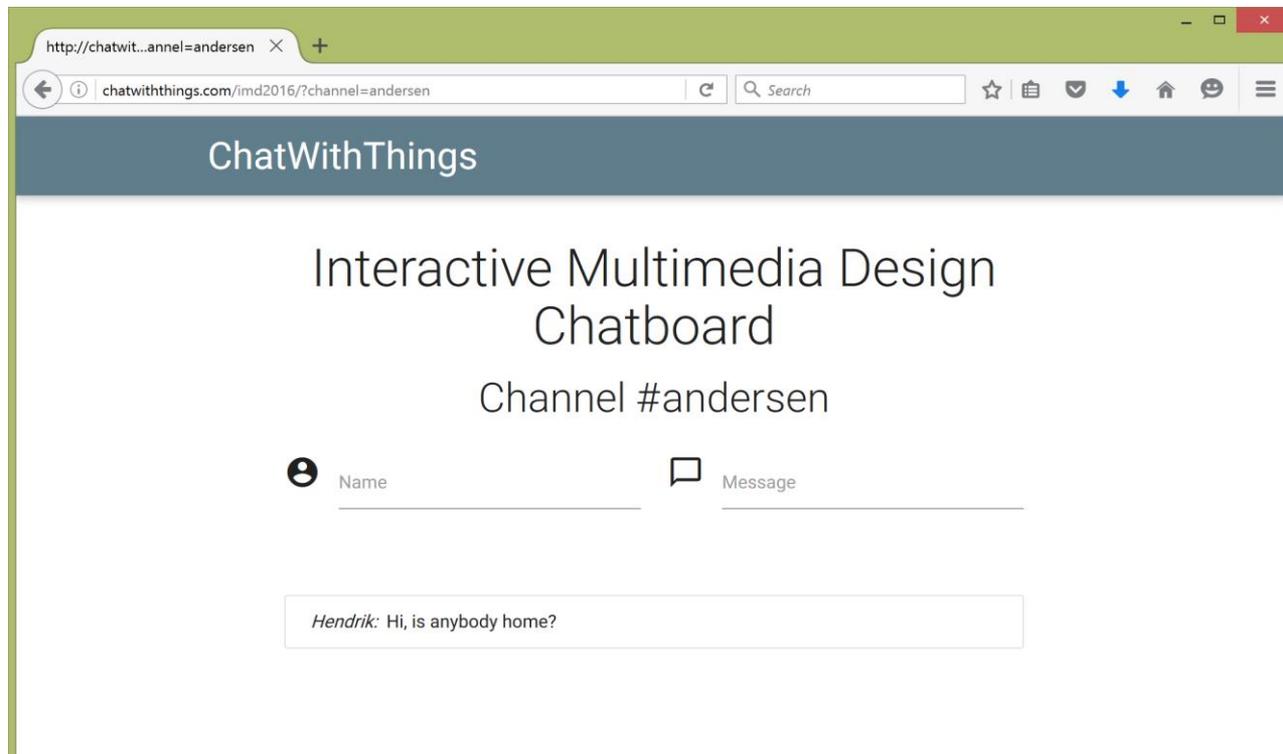
```
henrikbot1 | Processing 3.0.2
File Edit Sketch Debug Tools Help
henrikbot1 helpers
1 // chat configuration
2 String chatbot = "Hendrik";
3 String channel = "andersen";
4
5 // images for icons of user and hendrik bot
6 PImage userIcon, hendrikIcon;
7
8 // variables that have colors
9 color gray = 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

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□ Get to the following link and chat!

□ chatwiththings.com/imd2016/?channel=andersen



Let's chat with art

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- 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

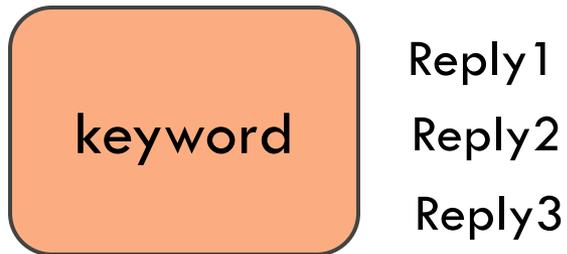
Why don't you get a sandwich?

There is pizza in the fridge

Let's chat with art

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- 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



- Add your own keywords and replies!

Let's chat with art

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- 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

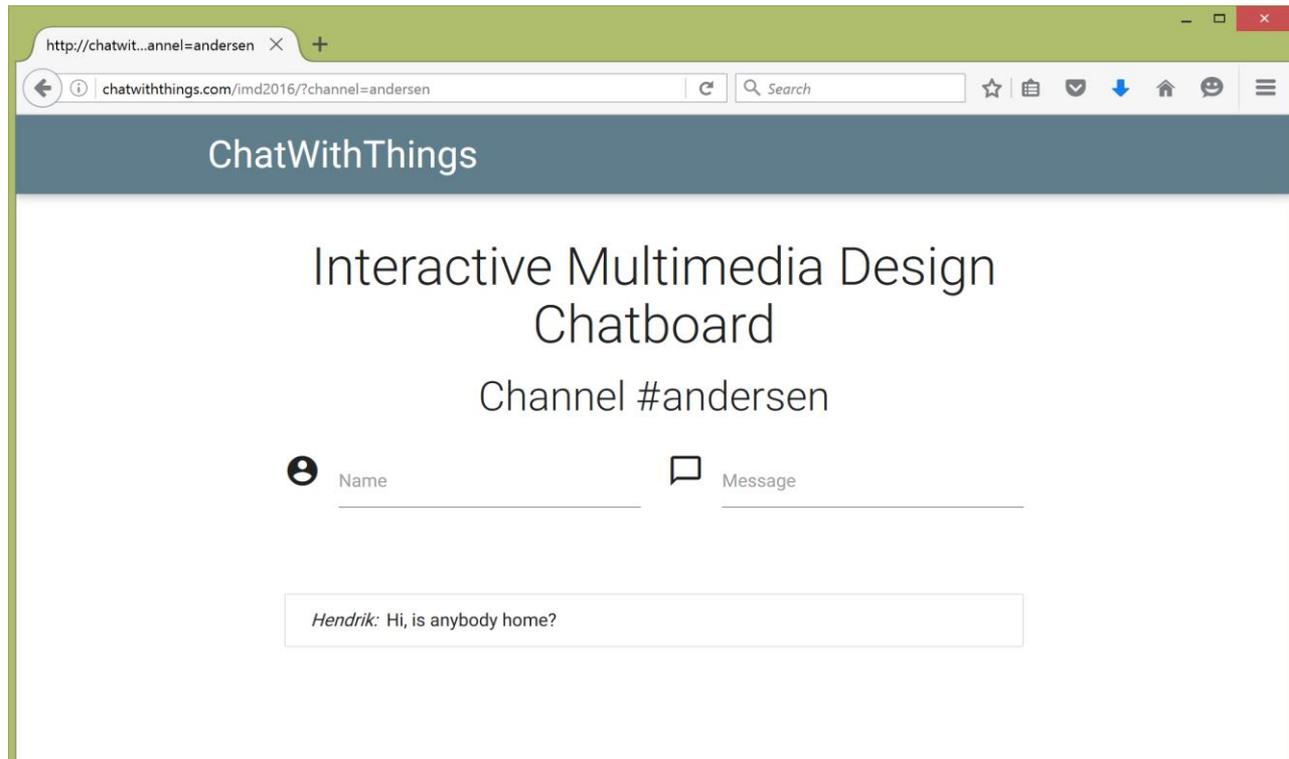
```
void initializeResponses() {  
    responses = new StringList();  
    responses.append("Get a sandwich?");  
    responses.append("Get a pizza");  
    responseTable.put("hungry", responses);  
}
```

...

Chat with your chatbot!

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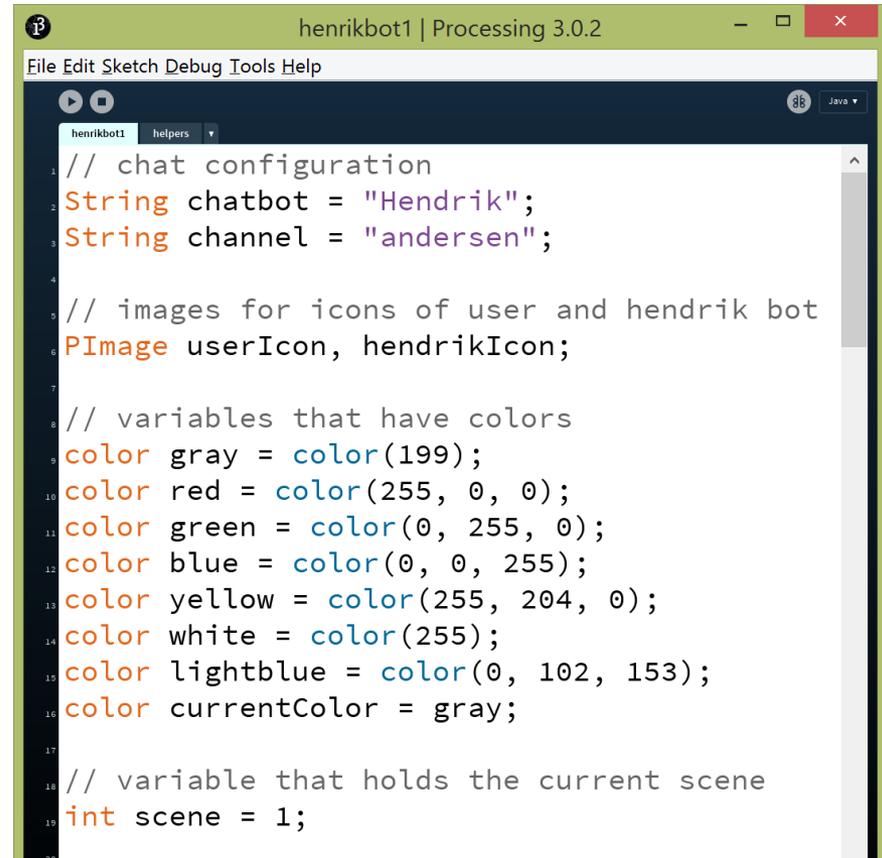
- Go to your own channel for chatting
 - Use the number of your team, e.g., andersen12
 - chatwiththings.com/imd2016/?channel=andersen12



Chat with your chatbot!

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- ❑ 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”

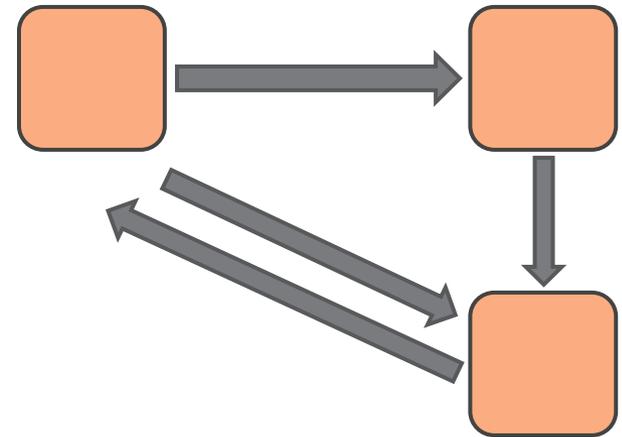


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Programming using “moods”

9

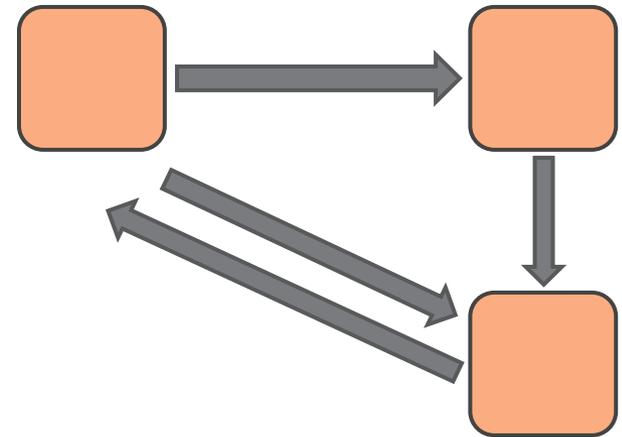
- In every frame:
 - ▣ The installation is at exactly one of finitely many moods
 - ▣ Depending on the mood different code is executed
 - ▣ Conditions over the environment may trigger a transition to another mood for next frame



Programming using “moods”

10

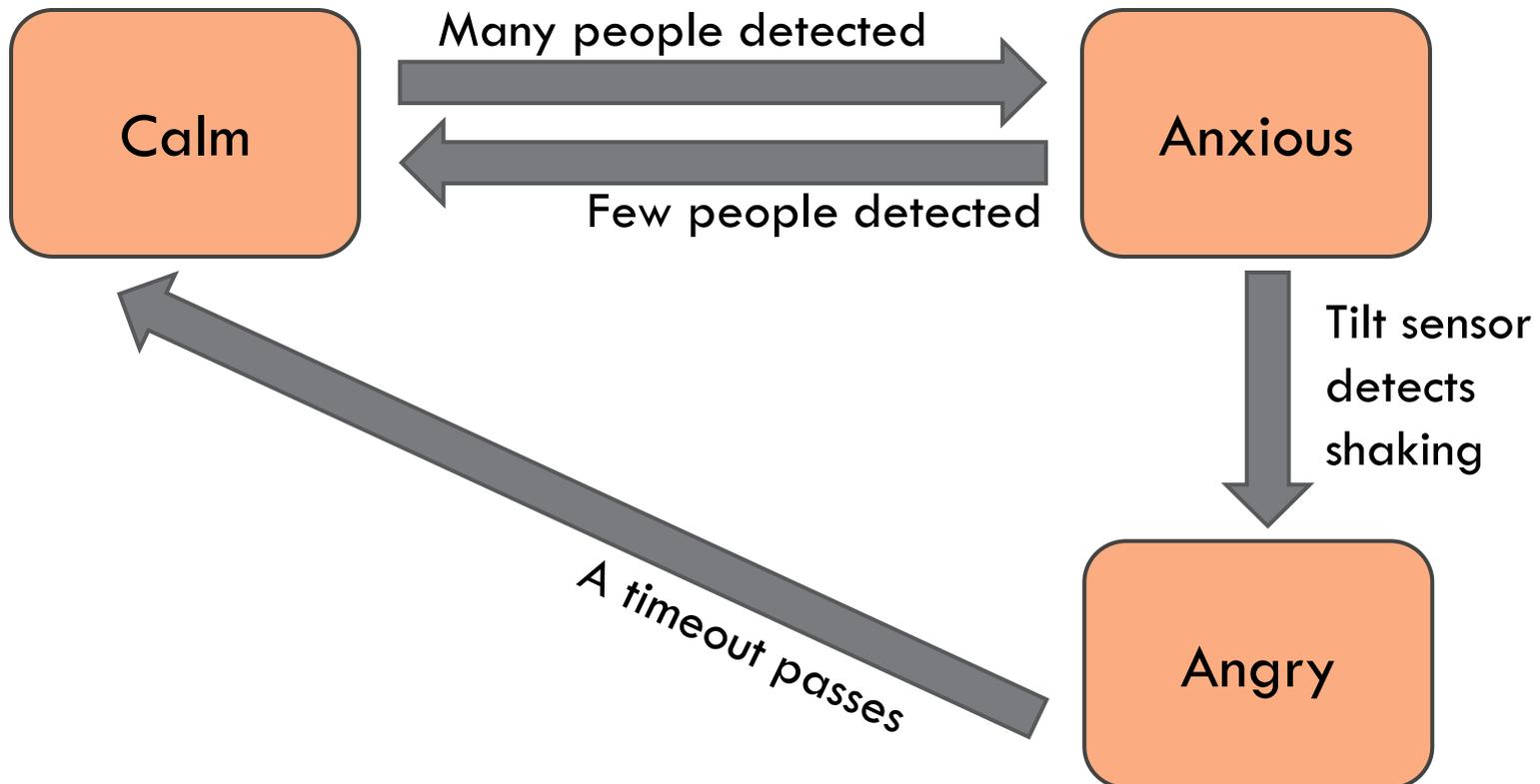
- In every frame:
 - ▣ The installation is at exactly one of finitely many **moods**
 - ▣ Depending on the mood different code is executed
 - ▣ Conditions over the environment may trigger a **transition** to another mood for next frame



Programming using “moods”

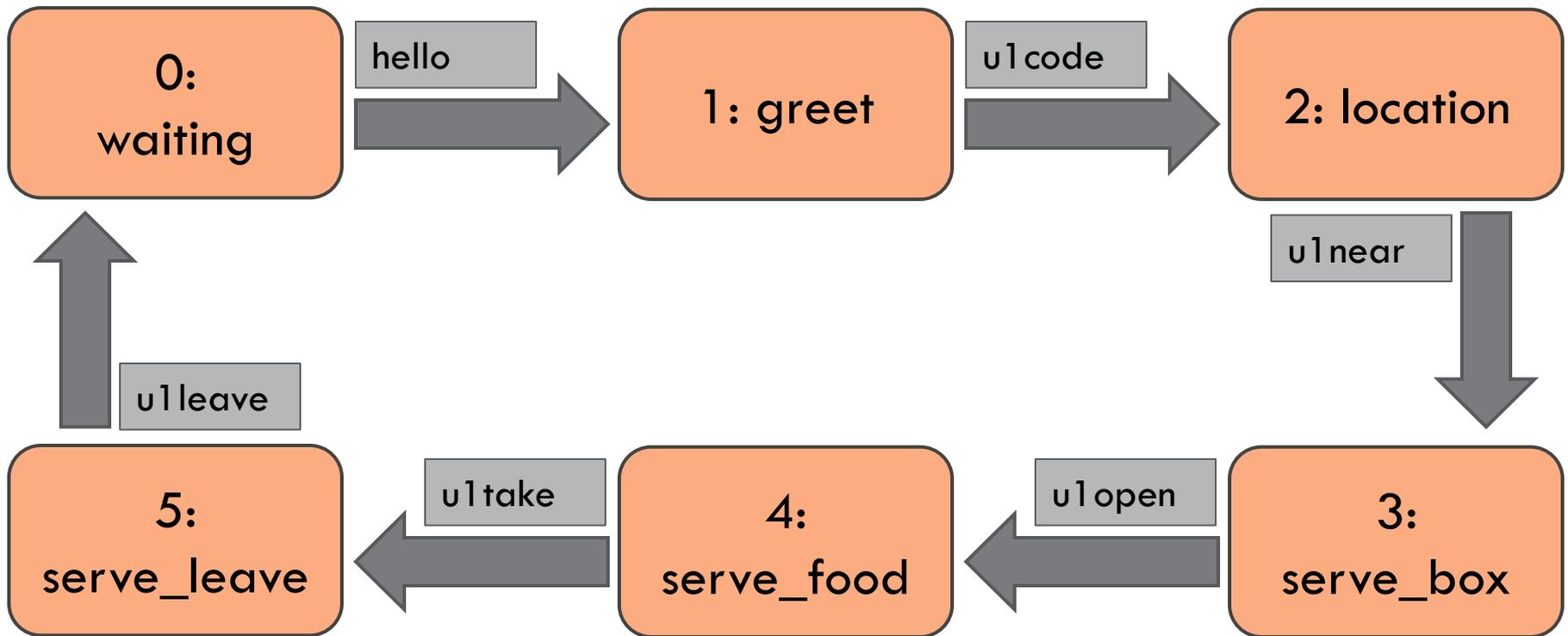
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- A finite state machine for an emotional installation



A simple story based on scenes

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Message IoT Fun!

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Actions of user	Interaction (In text)	Arduino message	Arduino mood
User arrives	Turn on LED1 to show where to put your code	u1 arrive	1: serve_user
User uses his code	Turn on LED2-LED4 to show which way to go to your box	u1 code	2: serve_way
User goes to his box	Turn on LED5 outside of the right box	u1 near	3: serve_box
User opens his box	Turn on LED6 inside the box to help you take food	u1 open	4: serve_food
User takes the food	Turn off LED5-LED6 to show that it is empty now	u1 take	5: serve_leave
User leaves		u1 leave	0: idle

Message IoT Fun!

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- Chat board:

<https://goo.gl/wm8A8n>

- Updated Arduino and Processing programs:

<https://goo.gl/Gk5tfU>