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Chair of IEEE Technical Committee of Learning Technology (TCLT)

Title: Chatbot in Education

Abstract:

In this seminar I will explain how Virtual Person, Virtual Player and Chatbot can be developed and discuss the potential applications that can adopt and make use of them. My research group has completed the fundamental works (i.e., the basement and 1st floor) of digging the CORD-19 dataset and generating correspondent summary for users’ questions regarding Coronavirus (https://askcovidq.vipresearch.ca). By adopting the proposed method and workflow, virtual persons can be further developed to provide users relevant information they need. On the other hand, virtual players and chatbots can be implemented for getting users motivated as well as creating immersive experiences for users to make them have more fun in playing (https://megaworld.game-server.ca) and learn better in training (https://conversation.megaworld.game-server.ca).