

**CMSI 370**  
**INTERACTION DESIGN**  
Fall 2009

## Assignment 1210

The readings aren't "extra credit," but the programming is. Just in case you feel like devoting a little additional time for a little additional credit, here's a "natural language"-ish exercise that you can try.

### Not for Submission

1. Read Chapter 7, and skim through Chapters 8 and 9 in Shneiderman/Plaisant.
2. Read "The Next UI Breakthrough: Command Lines" by Don Norman.

### For Submission (Extra Credit)

Implement a simple natural language "agent" in Second Life, with the following specifications:

1. The "commands" are to be issued via the *Local Chat* channel (channel 0).
2. The agent should respond to a "What can I say?" command: the response should be a list of statements that the avatar can try.
3. The agent should have a "vocabulary" of at least three additional "natural language commands," *not including* the "What can I say?" command above.
4. The "commands" need to exhibit some flexibility — that is, they should accept reasonable variations on the same statement.
5. The "commands" need to be context-sensitive — that is, the response to the command may vary according to the current state of the agent.

### How to Turn It In

Leave your agent somewhere on the "chessboard" area of the LMU CS Island platform, with the name "*your-real-last-name* Assignment 1210." Make sure that it grants sufficient permissions for my avatar to look at it, especially at its attached script. You can verify this by trying things out with me beforehand, or with any other avatar/classmate.