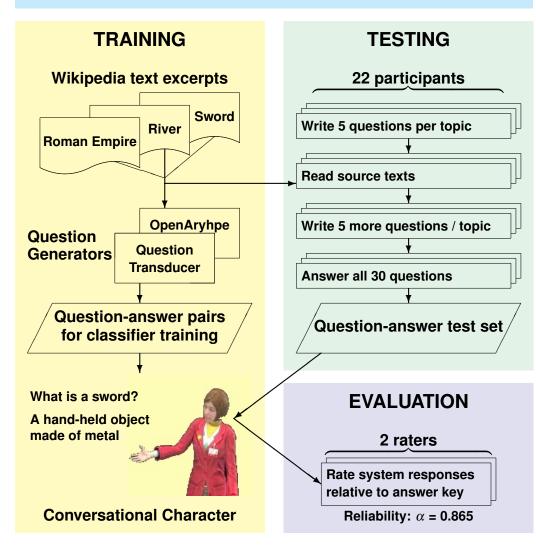


Evaluating Conversational Characters Created through Question Generation

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Method: Create conversational characters from text excerpts using question generation tools

- Question-answering characters trained on linked question-answer pairs
- Manual authoring of knowledge base is expensive and time-consuming
- Populate knowledge base with question-answer pairs extracted from text
- Test on questions and answers collected from users



Results: 4-way ANOVA mean rating on scale 0–2

Question type

	Ν	%	Rating
What	363	55	0.70
Yes/No	59	9	0.27
Who	50	8	1.15
When	46	7	0.79
Where	46	7	0.54
How much	45	7	0.53
How	39	6	0.22
Why	9	1	0.11
Other	3	0	1.33
	~ =	0.004	

F(8,592) = 6.5, p < 0.001

Who+when = 32% of questions about Roman Empire, 0% about River

Question source

	Ν	%	Rating		
Before reading	330	50	0.34		
After reading	330	50	0.95		
F(1,592) = 53, p < 0.001					
Questions authored after reading					
share more vocabulary with texts					

Answer availability

	Ν	%	Rating
Available	489	74	0.82
Not available	171	26	0.15
F(1,592) = 106			

Topic

Not significant: $F(2,592) = 2.8$, $p = 0.06$					
Interactions	df	F	р		
Q.type x topic	14,592	3.6	< 0.001		
Q.type x avail	7,592	2.1	0.04		

Discussion

Approach is viable

Automatically generated characters give a partial or complete answer to 43% of all questions, and to 53% of questions with an available answer in the text.

Room for improvement

Could do better on questions with available answers

Gap between vocabularies of user questions and source texts

Future directions

Combine multiple source texts

Use question generation to augment existing hand-authored character

Use internal confidence scores to judge response quality

Test characters in live interaction

Journal article under review

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