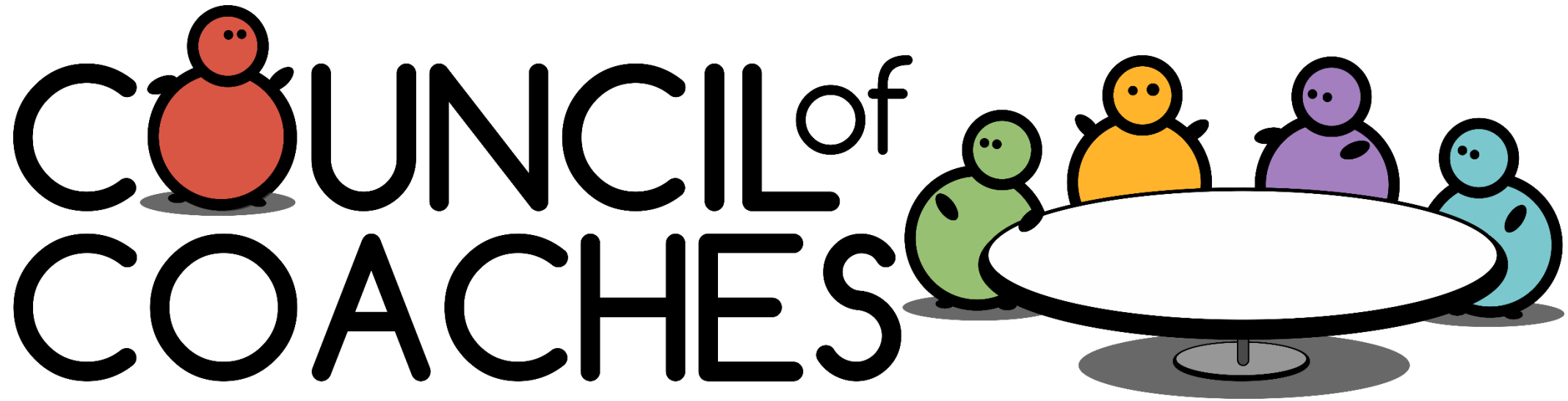


Lessons learned from...



Writing personalized, dynamic dialogue
for virtual coaching using WOOL.

Harm op den Akker, PhD

Technical Coordinator

Roessingh Research and Development & Innovation Sprint



The Council of Coaches project has received funding from the European Union's Horizon 2020 research and innovation programme under Grant Agreement #769553.

Credits...

UNIVERSITY OF TWENTE.



FONDEN TEKNOLOGI RÅDET
DANISH BOARD OF
TECHNOLOGY FOUNDATION



University
of Dundee



SORBONNE
UNIVERSITÉS

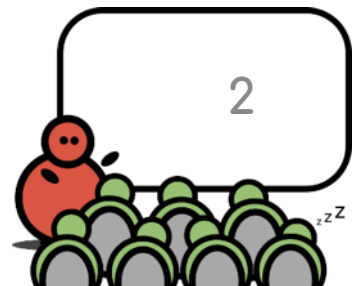


UNIVERSITAT
POLITÈCNICA
DE VALÈNCIA


**INNOVATION
SPRINT**

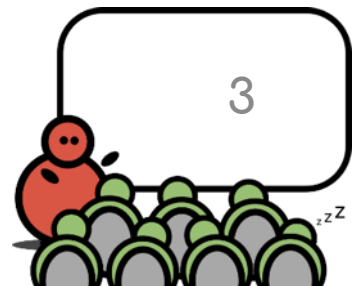


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This presentation...

- What is the Council of Coaches project?
- What is Council of Coaches *app*?
- Building interactive dialogue with WOOL 
- The Future of WOOL...



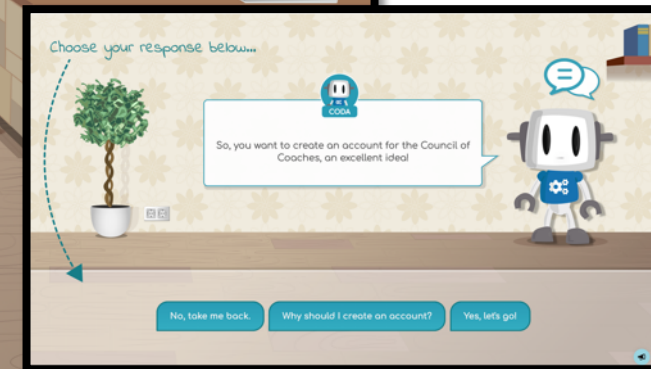
What is the Council of Coaches Project?

Three years of work in 2 slides...

A new approach to health coaching...

Council of Coaches provides the **technology and proof of concept** that using **multiple virtual coaches** is an engaging and effective way to **support older adults** including those with chronic conditions to reach a **healthy lifestyle**.

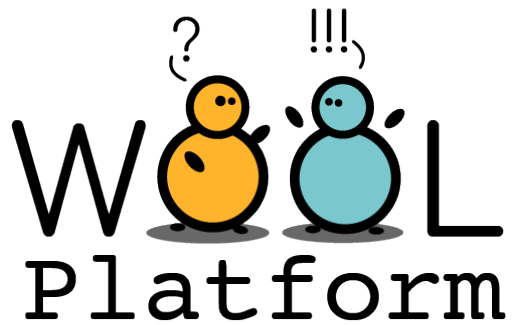
The project delivers an accessible prototype with a cast of 7 coaches, focusing on activity, nutrition, diabetes type 2, chronic pain, and more...



Council of Coaches: An Open Agent Platform for everyone

Additionally, Council of Coaches pushes the boundaries in Embodied Conversational Agent technology by creating an Open Source **Open Agent Platform** that allows you to create autonomously collaborating teams of virtual agents.

The platform enables fluent automated multi-party interaction between multiple agents and users with automated dialogue generation, group dynamics and gaze behaviour and individually designed coaches.

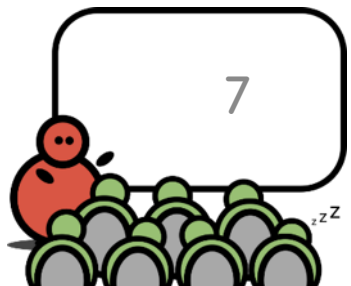


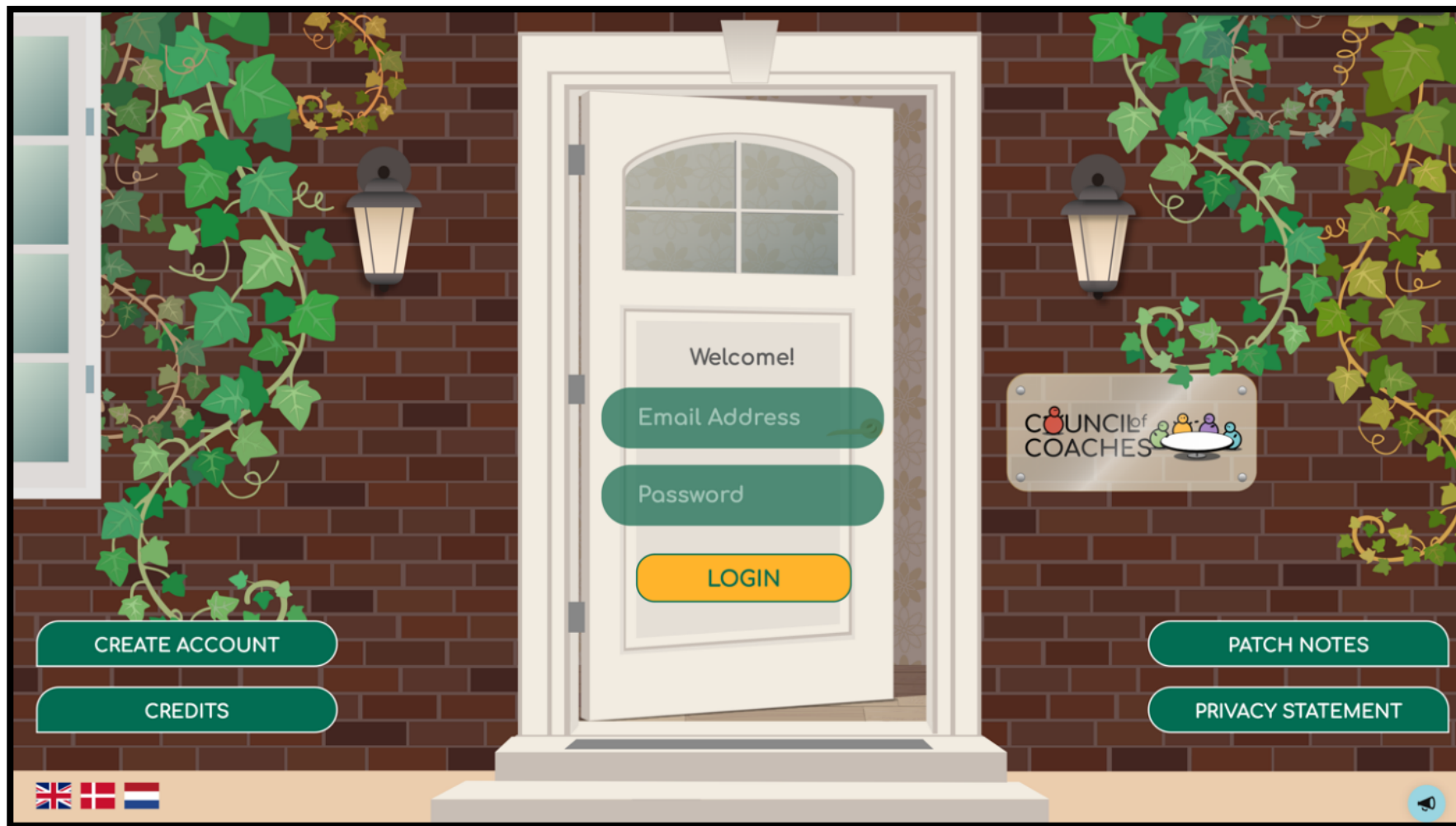
The Council of Coaches project has received funding from the European Union's Horizon 2020 research and innovation programme under Grant Agreement #769553.



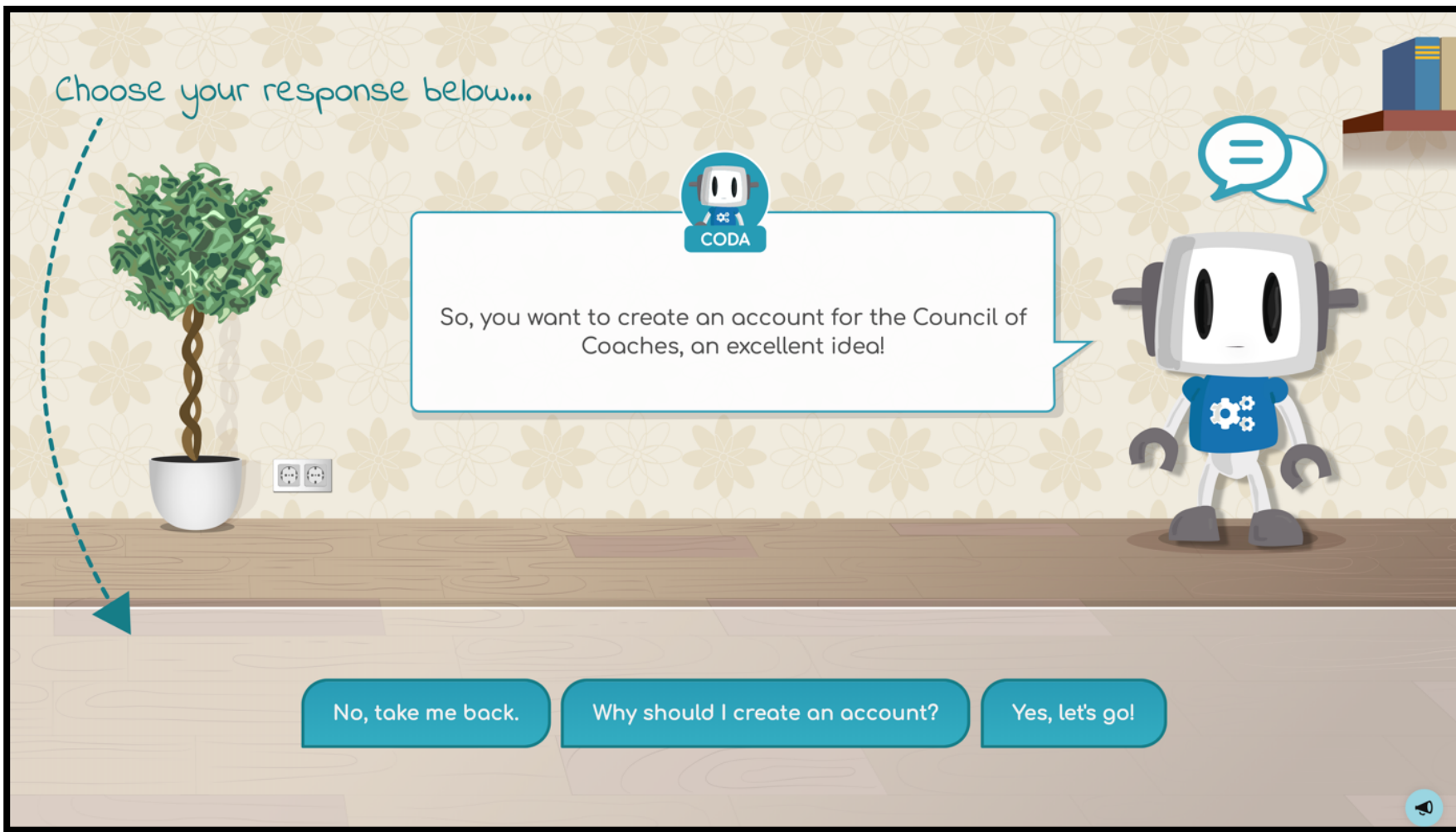
What is Council of Coaches *app*?

A quick run-down of the demonstrator application – the focus for today.





A polished application that runs in a web browser on tablets or desktops...



Create your own account, while we introduce you to the conversational user interface...

SELECT ALL

CONTINUE ▶

FRANÇOIS DUBOIS

NUTRITION

✓

HELEN JONES

COGNITION

✓

EMMA LI

SOCIAL

✓

CARLOS SILVA

SUPPORT

✓

OLIVIA SIMONS

ACTIVITY

✓

RASMUS JOHANSEN

CHRONIC PAIN

KATARZYNA KOWALSKA

DIABETES

!

François Dubois

(Based on your intake with Coda, this is a recommended coach)

Occupation: Diet Coach

Likes: Food, cheese, French music

Dislikes: Talking about himself

As a diet coach, François can help you eat and drink healthier. He can help you set dietary goals, and help you stick to them. François lets you keep track of your weekly diet, and has a large collection of recipes that he will gladly help you choose from, should you need cooking inspiration.

Select your personal *Council of Coaches* from a set of 7 virtual agents (Nutrition, Cognition, Social, Support, Activity, Chronic Pain, Diabetes)...

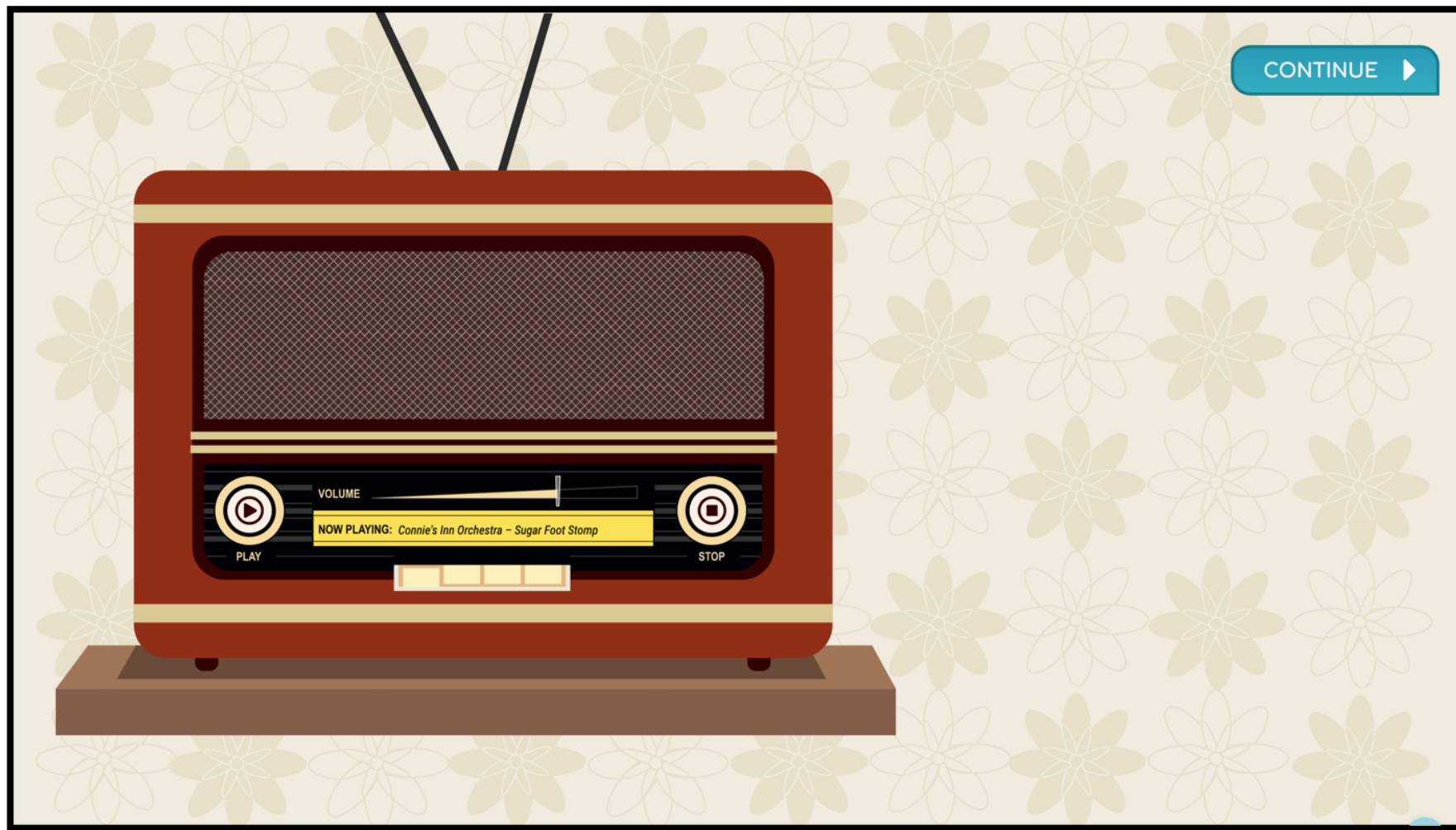
www.council-of-coaches.eu

The Council of Coaches project has received funding from the European Union's Horizon 2020 research and innovation programme under Grant Agreement #769553.

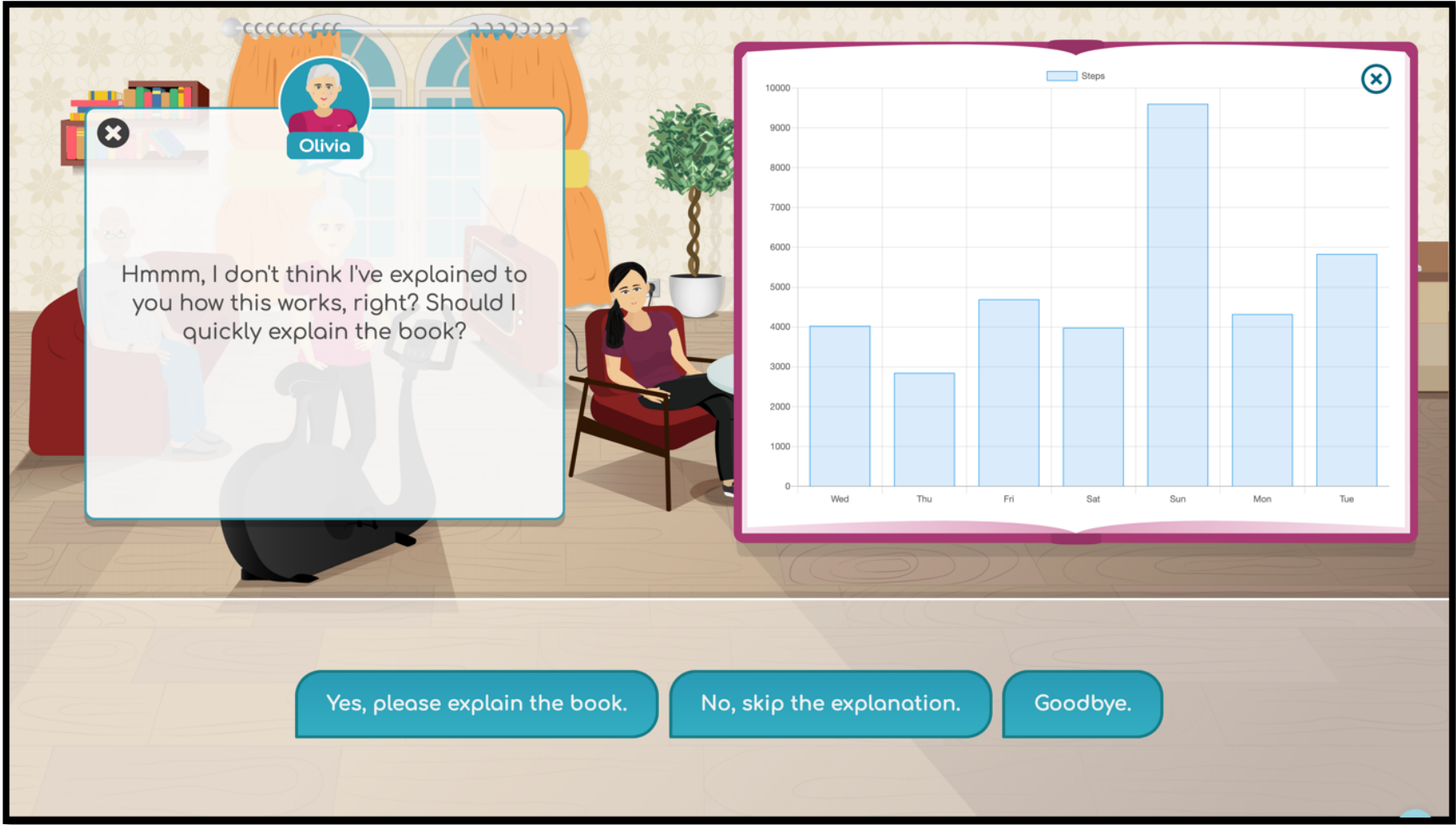
10



Enter the living room
where your coaches
are waiting to assist
you...



Maybe put on a little background music...?



Widgets enable visualising more complex information during conversation (physical activity data, recipe book)...

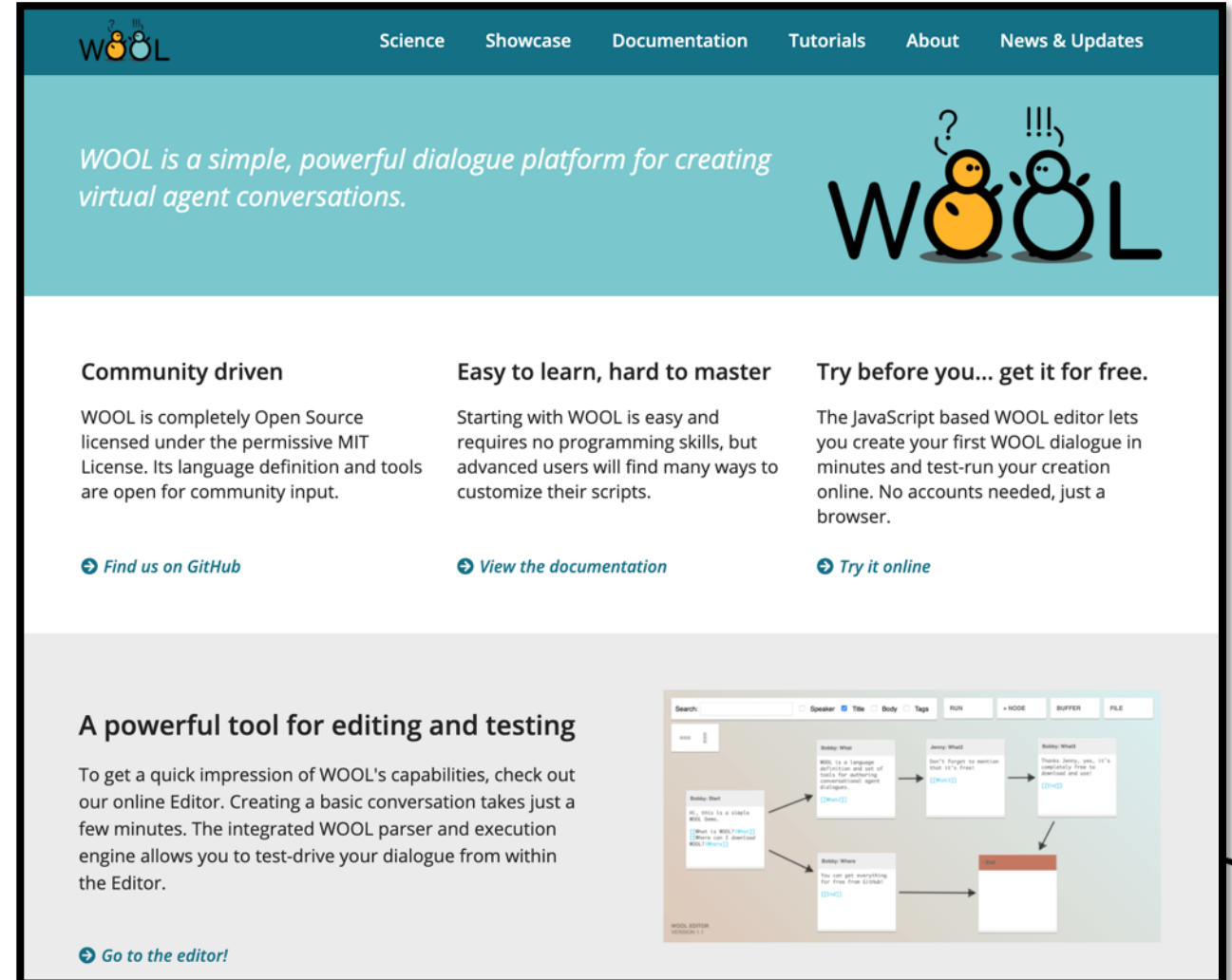


But the core content is delivered through interactive dialogues, such as the one you see playing out here...

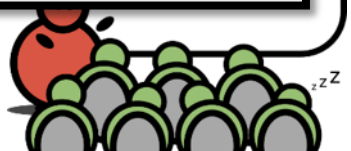
Building interactive dialogue with WoLL

What is WOOL?

- An **open-source** platform for **authoring** virtual agent dialogue and **running** those dialogues in web and mobile apps.
- **Focus:**
 - Simplicity in authoring dialogue.
 - Powerful for personalization.
 - MIT License (use however you like).

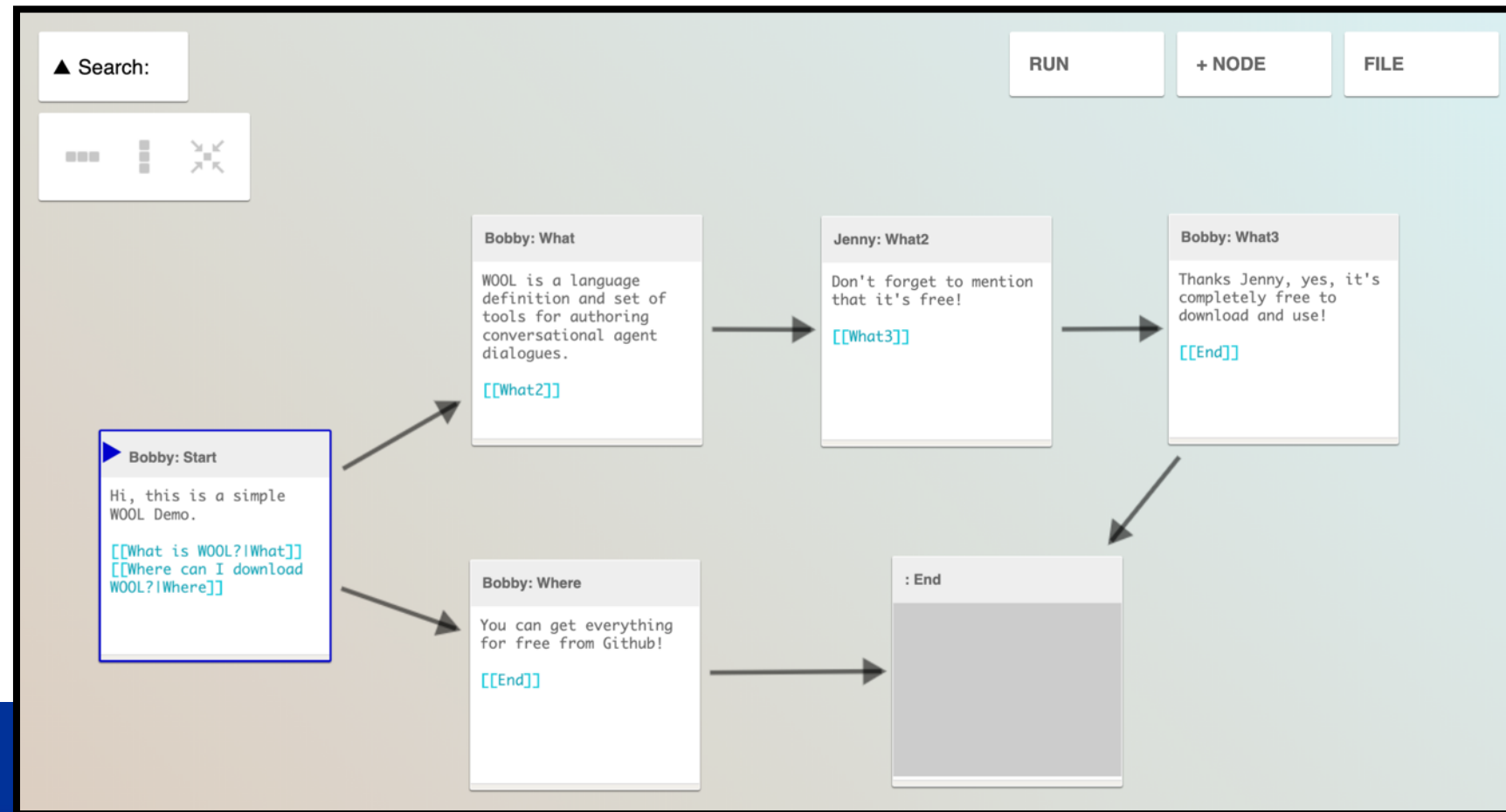


The screenshot shows the WOOL website with a dark blue header containing navigation links: Science, Showcase, Documentation, Tutorials, About, and News & Updates. The main content area has a light blue background with the WOOL logo (two stylized figures) and the tagline "WOOL is a simple, powerful dialogue platform for creating virtual agent conversations." Below this, three columns highlight key features: "Community driven" (WOOL is completely Open Source, licensed under MIT), "Easy to learn, hard to master" (Starting with WOOL is easy, no programming skills required), and "Try before you... get it for free." (The JavaScript-based WOOL editor lets you create and test dialogues online). Each column includes a link: "Find us on GitHub", "View the documentation", and "Try it online". A section titled "A powerful tool for editing and testing" describes the online editor's capabilities. To the right, a screenshot of the WOOL editor interface shows a flowchart for a dialogue script with nodes for user input, system responses, and actions like "Say" and "Wait".



Structure of a WOOL Dialogue

- A connected graphs of Nodes (dialogue steps).
- Each node defines:
 - **Speaker** (agent).
 - **Statements** (what the agent says).
 - **Replies** (what the user can reply, linking to other nodes).



Inside a Node...

Speaker

Speaker: Bobby

Title: Start

Tags:

Statement

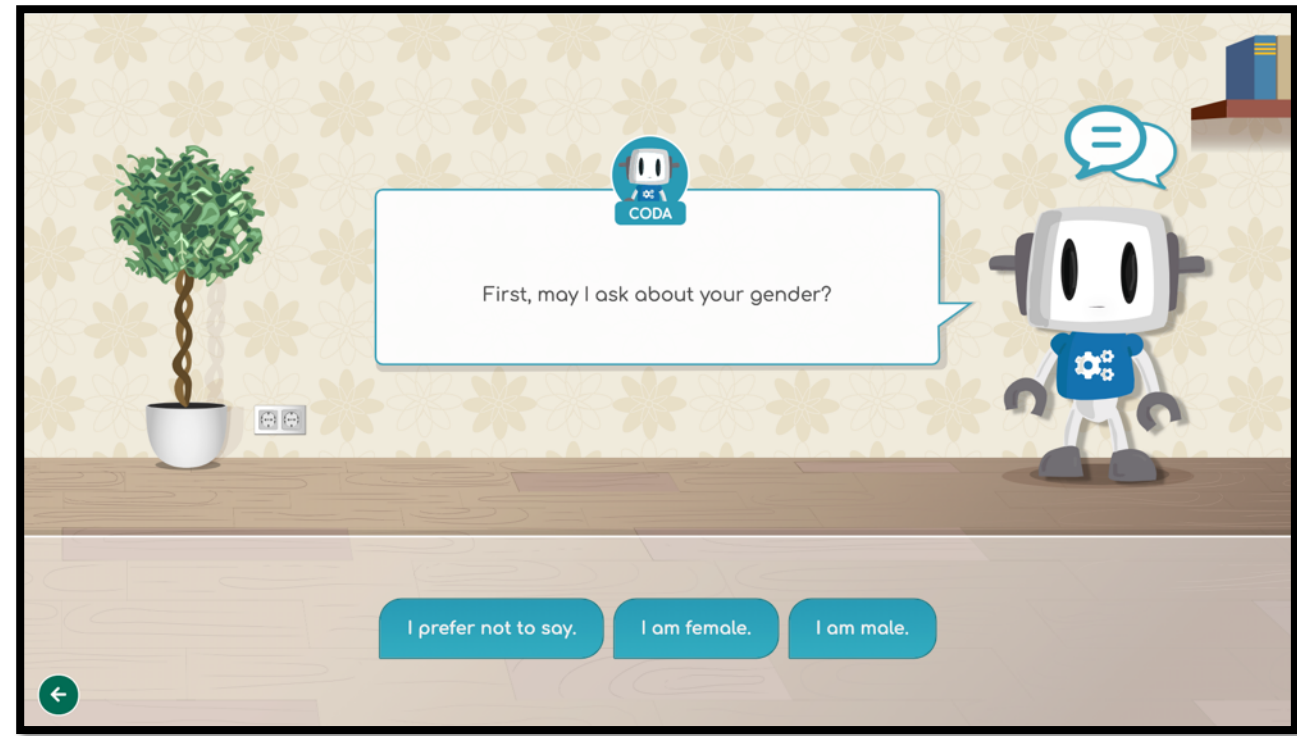
```
1 Hi, this is a simple WOOL Demo.  
2  
3 [[What is WOOL?|What]]  
4 [[Where can I download WOOL?|Where]]  
5
```

Replies

Link to other Node
"Where"

Length: 93 Lines: 5 | Line: 0 Col: 0

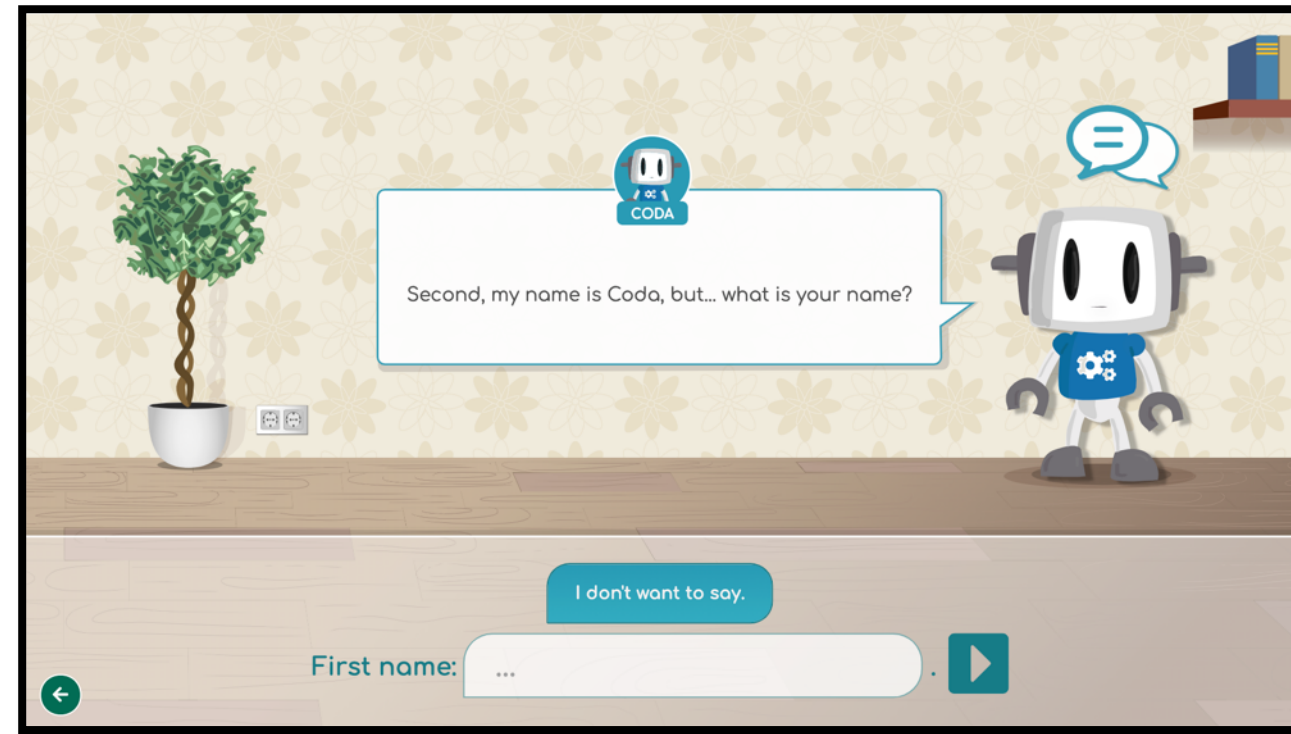
Setting variables...



First, may I ask about your gender?

```
[[I prefer not to say.|AskName|<<set $userGender = "undisclosed">>]]  
[[I am female.|AskName|<<set $userGender = "female">>]]  
[[I am male.|AskName|<<set $userGender = "male">>]]
```

Setting variables...



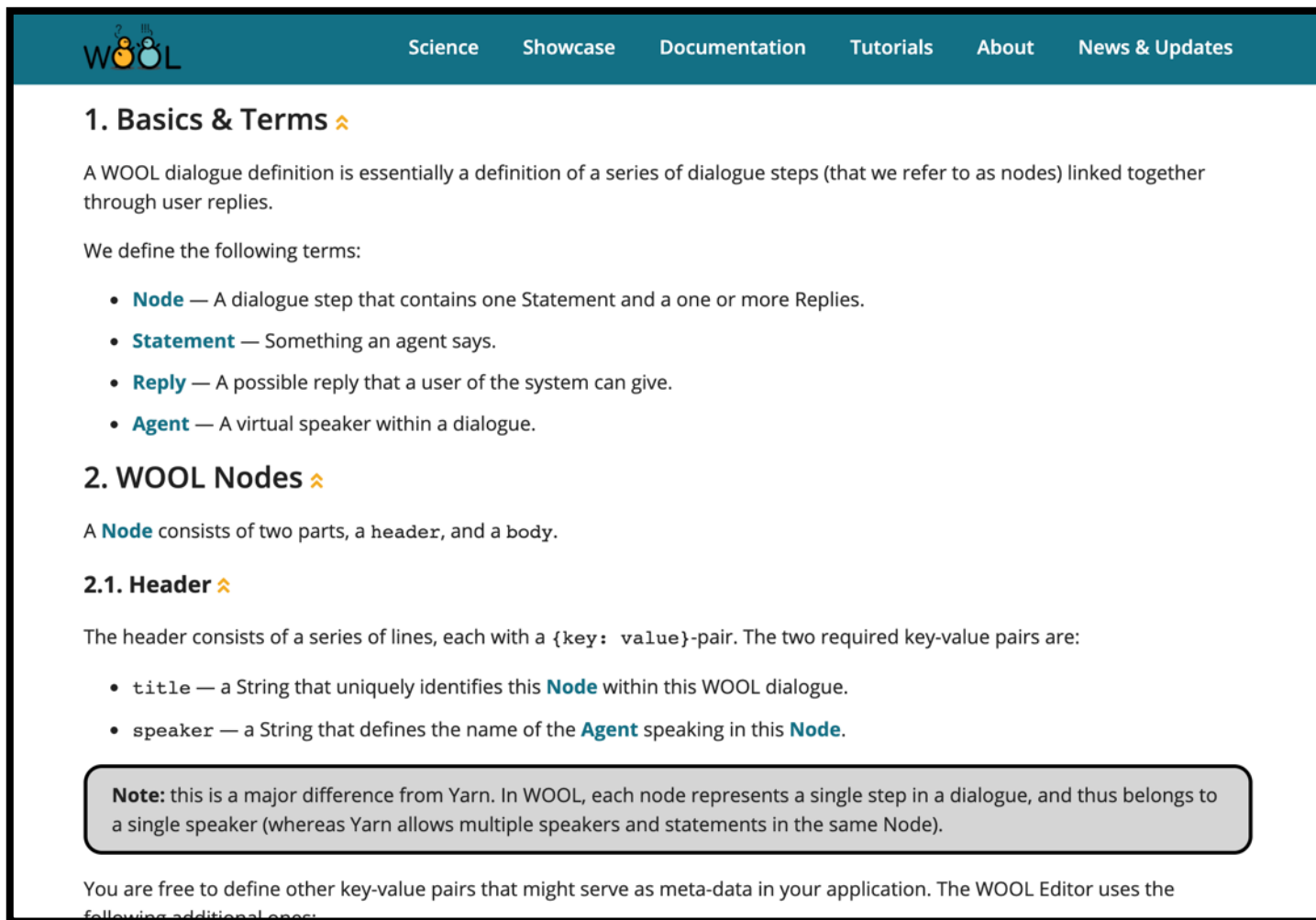
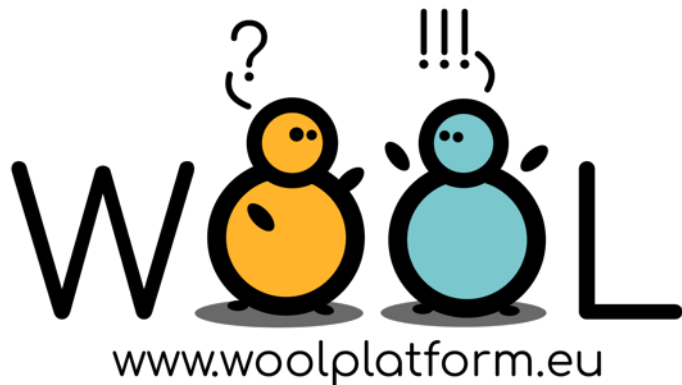
Second, my name is Coda, but... what is your name?

```
[[First name: <<input type="text" value="$userFirstName">>. |AskAge]]
```

Using variables (and control statements)...

```
<<if $userGender == "female">>  
  Hello miss $userFirstName!  
<<elseif $userGender == "male">>  
  Hello mister $userFirstName!  
<<else>>  
  Hello $userFirstName!  
<<endif>>
```

Full language documentation available on the WOOL Platform website.

A screenshot of the WOOL Platform website's documentation page. The page has a teal header with the WOOL logo and navigation links: Science, Showcase, Documentation, Tutorials, About, and News & Updates. The main content area is white and contains two sections: '1. Basics & Terms' and '2. WOOL Nodes'. Section 1 includes a paragraph about WOOL dialogue definitions and a list of four terms: Node, Statement, Reply, and Agent. Section 2 includes a paragraph about Node structure and a subsection '2.1. Header' with a list of two key-value pairs: title and speaker. A note box highlights a difference from Yarn. The page ends with a paragraph about meta-data.

1. Basics & Terms

A WOOL dialogue definition is essentially a definition of a series of dialogue steps (that we refer to as nodes) linked together through user replies.

We define the following terms:

- **Node** — A dialogue step that contains one Statement and a one or more Replies.
- **Statement** — Something an agent says.
- **Reply** — A possible reply that a user of the system can give.
- **Agent** — A virtual speaker within a dialogue.

2. WOOL Nodes

A **Node** consists of two parts, a header, and a body.

2.1. Header

The header consists of a series of lines, each with a {key: value}-pair. The two required key-value pairs are:

- **title** — a String that uniquely identifies this **Node** within this WOOL dialogue.
- **speaker** — a String that defines the name of the **Agent** speaking in this **Node**.

Note: this is a major difference from Yarn. In WOOL, each node represents a single step in a dialogue, and thus belongs to a single speaker (whereas Yarn allows multiple speakers and statements in the same Node).

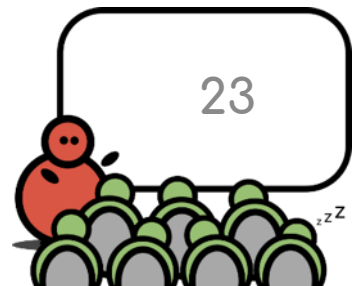
You are free to define other key-value pairs that might serve as meta-data in your application. The WOOL Editor uses the following additional ones:

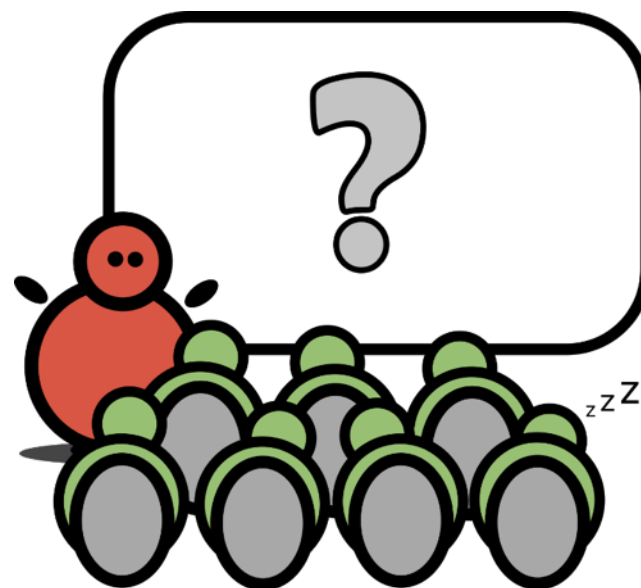
The Future of WOOL...

- Support for WOOL provided by **Roessingh Research and Development** and **Innovation Sprint**.
- Platform is used in various running EU projects...



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www.woolplatform.eu

 @WOOLPlatform

 @Council_Coaches