# **Smash Bot**

**Final Presentation** 

### Team intro











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Sponsor: Greg Hay/Smash

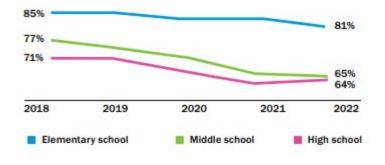
Smash is learning platform to help underprivileged kids connect with their interest in technology by providing a project based learning platform to prepare them for entry level technical careers.

Smash doesn't have a way to onboard students and need a solution to make a interview process that incorporates our users personal goals and aspirations.

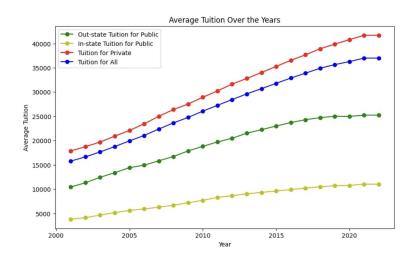


# Problem context

How Club members rate the importance of what they are learning in school for later in life has been steadily decreasing since 2018.



2022 NATIONAL OUTCOMES REPORT Measuring the Impact of Boys & Girls Clubs



Exploring a Two-Decade Trend: College Acceptance Rates and Tuition in the U.S.

### Problem statement

→ How can Smash Bot provide a interactive onboarding experience to match students with our case studies and tech industry leading projects that will tailor and propel them into a career in technology without having to go to college?



# Key research insights

What makes people interested in something?

- Personalization 1 50%
- Relevance
- Autonomy **1** 30%
- Continuous Feedback

The differences between using AI vs traditional a interview/survey?



- Standardization
- Accessibility
- Adaptability

### Personas





- High school graduate
- Non-traditional learner
- Limited time and financial resources

- Technical role aspirations
- Project-based learning



#### Kimberly

- High school senior
- Retail experience at T-Mobile
- Transitioning to technology field
- Leveraging resources for tech interests
- Learn at her own pace

# Key concepts

#### • Personalization

Al driven personalized case study recommendations which has shown to increase interest and enhance students' learning experience.

#### • Realistic interview experience

Giving our users a more streamlined interview experience while being able to scale and maintain quality

#### • Precise Analysis

Al powered accurate recommendations on the most relevant case studies.

# Concept validation

- User testing in Boys and Girls club
- Lessons Learned & Insights
  - Need a more user-friendly and intuitive interface
  - Customize learning paths and content
  - Direct and specific questions
  - Choice for type of the bot (Text,Voice or both)



smash	Smash Bot	Sign in Join now!
	Bot Preference Choose your bot preference	
	Male Female	
	_	
	Done	

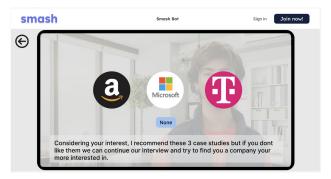
sm	ash	Smash Bot	Sign in	Join now!
Ð	Describe a project or initiative yours worked on that you're particulary prood of. What did it teach you?	Personal Life		

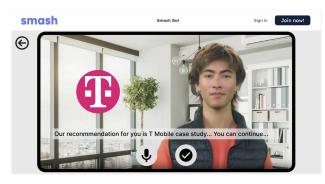
Users can engage with either a **male or female bot** according to their preference.

Smash Bot conducts a\_structured interview process\_aimed at understanding users'\_interests in technology and\_their career aspirations.

- Personal life
  - Family connection
- Aspiration
- Trusted connection.

# Key features





**Case Study Recommendation** section, where the bot leverages the gathered information to suggest three relevant case studies tailored to the user's interests and aspirations in the field of technology.

Smash Bot provides users with the flexibility to **accept or decline the recommended case studies**.



# **Technical Outline**

- → Database: The chatbot utilizes **OpenAI Wisper Api** to process human responses, which are then stored in a **MongoDB** database
- → Processing: Using function calls to OpenAI ChatComplation and Azure AI services the users answers transcript is passed through and is matched with case study projects relevant to their interests and industries.



# Ethical considerations

- → Values: accessibility, curated & constructive responses, scalability
- → Ethical concerns: transparency, bias, accessibility
- → Intuitive design, cross platform, testing, diverse datasets



# Next Steps Beyond Capstone

Sponsor Project Handoff:

- → Working backend was submitted and notified of needed work on front end pages to connect with backend code.
- → We talked about deployment to the cloud and host of our code on the smash platform with in azure.
- → Meeting #2: We plan on meeting with our sponsers some time in the coming weeks to demo what we have created and to go over transfer of ownership.

# Tips for design

- → Deck: Choose a theme that is not too distracting. Most important is that the presentation deck engaging and easy to understand.
- → Avoid big blocks of text: Summarize, use bullets, highlight
- → Make text readable: 18 points or bigger
- → Illustrate with simple diagrams: Picture is worth a thousand words
- → Video: Show the key functionality of the product from the persona's point of view. Test to make sure your video plays smoothly.



# Tips for presentation

- → Intro slide: Have one member introduce all members quickly
- → Solution approach slide: Highlight key features quickly. This is a preview for what audiences will see again in the demo video
- → Demo video: Embed your YouTube demo video. Maximize the size of the video. Make background black. Include link just in case the embed doesn't work
- → Next steps slide: Maintain energy through to the end. End on an upbeat tone.



# Tips for rehearsing

- → **Timing**: Is your whole presentation under 5 minutes?
- → Participation: do all members have speaking parts? Is the handoff between team members seamless?
- → Flow: does the presentation flow smoothly, highlighting important points?
- → Don't read from the deck: text is for reference, not reading
- → Time yourself: 4 minutes and 8 slides = 30 seconds per slide
- → Practice handoffs and transitions between members