





Figure 1. One robot from the installation.

### C. Software

The chatbot system consists of several components and is visualized in figure 2. The XML parser imports text, such as the new testament or the koran into our system. The dialogue manager defines the turn taking of the robots and uses the keyword matcher to find appropriate sentences as replies to previous utterances. It then forwards the new sentence to the expression engine that manages the output modalities. The chatbot system use ActionScript and hence a communication bridge made in Java is necessary to communicate to the Lego NXTs using Bluetooth.

## IV. CONCLUSIONS

### A. Impact of work

We hope that the peaceful conversation amongst the robots inspires an open dialogue amongst the religions. By focusing on a discussion of the original texts, we hope to emphasize our shared believes.

### B. Future work

We intend to incorporate a speech recognition engine as a replacement for the text entry. It would allow users to match the communication modality of the robots and would thereby contribute to a more interactive installation. This can be achieved easily, but utilizing existing open source engines, such as Sphinx. We also did not yet have a chance

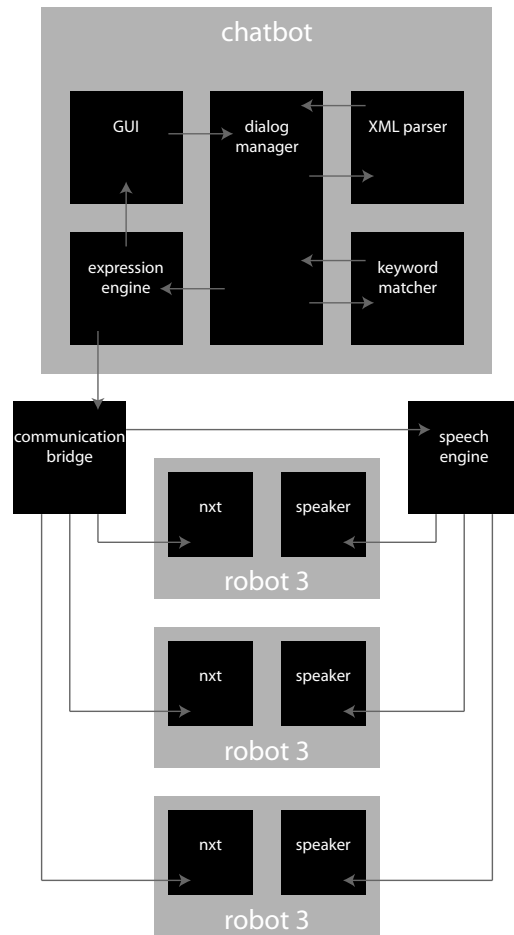


Figure 2. The software architecture.

to monitor the chat sessions of people using the installation. One could set up an experiment to ask people what they feel when they hear the conversation, and if the setup actually get them thinking more openly. A final step could be to conduct a formal Turing test that focuses on mystical topics.

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