

State Machine Tables

Collaboratively Designed by the
CreST Voice Expressivity & Emotion Group

Example Sentient Dialogue

Index	State	Voice Parameters	Grammar	TTS Prompt	Recognized Tag	Next Turn	Next Index
100	start	carry forward	n/a	n/a	n/a	full	101
101	B.1	cf	n/a	Hello.	n/a	n/a	102
102	B.2	cf	yes_no	Are you ready to begin?	yes	quick	103
					no	quick	104
103	B.2	cf	user_start	well, then, let's have a conversation! You start.	\$question	full	106
					\$voices_statement	full	108
					\$esoteric	full	110
104	B.1	cf	n/a	Well now that is not a problem. So let me start by asking you a question.	n/a	n/a	105
105	B.2	cf	colors	What's your favorite colour?	\$primary	quick	112
					\$non_primary	quick	113
					\$exotic	full	114
106	B.1	cf	n/a	That's a very good question. A very good question indeed.	n/a	n/a	107
107	B.2	cf	esoteric	Tell me what you have in mind.	Well I was just thinking	quick	115
					The whole idea makes no sense.	quick	116
108	B.1	cf	n/a	You know you can change this voice anytime you want.	n/a	n/a	109
109	B.2	cf	voice_change	Just say, "Change the voice."	No, I like the voice the way it is	full	117

Index	State	Voice Parameters	Grammar	TTS Prompt	Recognized Tag	Next Turn	Next Index
110	B.1	cf	n/a	Hmmm. You know interesting propositions can not always be reduced to logic.	n/a	n/a	111
111	B.2	cf	philosophy	Did you know that?	So I've heard	quick	
112	B.2	cf	colors	An excellent color.	\$primary	quick	112
					\$non_primary	quick	113
					\$exotic	full	114
113	B.2	cf	colors	Well that one's odd, but not too alarming.	\$primary	quick	112
					\$non_primary	quick	113
					\$exotic	full	114
114	B.1	cf	n/a	Oh, dear, now we're in frightfully dangerous territory.	n/a	n/a	118
115	B.2	cf	esoteric	yes?	conversation continues TBD		
116	B.2	cf	esoteric	go ahead.	conversation continues TBD		
117	B.1	cf	esoteric	well then.	n/a	quick	107
118	B.2	cf	yes_no	You don't plan to actually use that color for anything, do you?	yes	full	119
					no	full	120
119	B.1	cf	n/a	Well that IS disconcerting	conversation continues TBD	TBD	TBD
120	B.1	cf	n/a	well thank goodness for that.	conversation continues TBD	TBD	TBD

Example Rubbish Dialogue

Index	State	Voice Parameters	Grammar	TTS Prompt	Recognized Tag	Next Turn	Next Index
1000	start	carry forward	n/a	n/a	n/a	full	1001
1001	B.1	cf	n/a	You know, an idea just popped out of nowhere.	n/a	n/a	1002
1002	B.2	cf	yes_no	Do you want to hear it?	yes	full	1003
					no	full	1004
1003	B.1	cf	rubbish	It's about the human voice	n/a	n/a	1005
1004	B.1	cf	rubbish	That's a pity, as it was really pithy	n/a	n/a	1006
1005	B.2	cf	rubbish	You know the voice is really quite subtle	conversation continues TBD	TBD	TBD
					conversation continues TBD	TBD	TBD
					conversation continues TBD	TBD	TBD
1006	B.2	cf	rubbish	What's your name?			
1007				What do you think of this voice?			
1008				if you can talk does that mean you're smart?			
1009				does that make sense?			
1010				[male] this is a male voice [female voice] and this is a female voice. Which do you prefer?			
1011				tell your secret first			
1012				am I real or am I a simulation?			

Example Quiescent Prompts

Head-Voice	TTS Prompt	Voice Parameters
1	Hello. Here's how the game works.	
2	One of these heads ...	
3	... and one of these voices ...	
4	... represent the integrated entity that is actually driving this interaction.	

Head-Voice	TTS Prompt	Voice Parameters
1	Your job is to match the four voices with the four heads.	
2	You do that by changing the voice for any given head.	
3	Once a voice matches a head, you just say, "That's the one!"	
4	Heads and voices that are matched stay matched throughout the conversation.	

Head-Voice	TTS Prompt	Voice Parameters
1	Just have a conversation with this exhibit, and you'll learn as you go.	
2	You can't do anything wrong, come on, give it a try.	
3	Press one of the buttons to start.	
4	Any button will do.	