

“Old Fashioned” Chatbots

Talking to machines is something that has been attempted for many years. Going back to the 1950s, there have been different efforts aimed at creating such systems, which we now call chatbots. Since then, we have seen improvements enabled by our increasing knowledge about computer science, ever-improving computing power, and even the way we communicate.

As you learned in the activity, rule-based chatbots still serve a purpose. So take a look at two historic examples, and one tool that you may use to create your own modern rule-base chatbot!

Early chatbots like Eliza and ALICE paved the way for modern AI-driven conversational agents, offering valuable insights into the development and capabilities of these innovative technologies.

Popular Early Chatbots

[Eliza \(1966\)](#)

Developed by Joseph Weizenbaum at MIT's Artificial Intelligence Laboratory in 1966, Eliza was one of the first chatbots ever created. Designed to emulate a psychotherapist, Eliza used a technique called "pattern matching" to generate responses to user input. It would search for specific keywords in the input, identify patterns, and then provide pre-written responses based on those patterns. Although Eliza was limited in its understanding and could not engage in deep conversations, it demonstrated the potential for computer programs to interact with humans using natural language.

Visit this [site](#) to interact with Eliza, and learn about its origin, motivation, and underlying technology.

ALICE (1995)

Fast forward to 1995, when Dr. Richard Wallace developed the Artificial Linguistic Internet Computer Entity (ALICE). ALICE was a more advanced chatbot that used an XML-based language called [AIML](#) (Artificial Intelligence Markup Language) to generate responses. The AIML language allowed ALICE to store vast amounts of knowledge in its database and use pattern-matching techniques similar to Eliza, but with more sophisticated capabilities.

Want to learn more? Read "[The History Of Chatbots – From ELIZA to ChatGPT.](#)"

Build Your Own Chatbot With RiveScript

[RiveScript](#) is a computer language that you may find interesting. It provides a simple, yet powerful way of creating a rule-based chatbot. For more information about RiveScript, visit this [link](#).

There are a few RiveScript playgrounds to try. They are fun and very interesting!

- [Try RiveScript Online](#)
- [The RiveScript Playground](#)