Intro to Voice AI: Student Guide

Name: _____ **Class:** _____

Directions: Throughout today's lesson, you'll learn the following new words. Match the words to the definitions and diagrams on the worksheet as we go. You may use some words more than once.

intent	string	function	wake word	variable	voice ai	utterance	skill name

Video	Vocabulary:
Voice AI Basics	_____: technology that recognises human voices, interprets their meaning, and offers a response in return _____: a pre-programmed word that triggers a voice AI device _____: a question or command a user makes to a voice AI _____: the desired response to a question or command made to a voice AI
Mission 1: Space Facts	_____: a block of reusable code used to perform an action _____: a series of characters like letters or numbers "**Alexa**, tell **moon talker** to….[...........]" _____ _____ _____ ▢ **triggers an _____** *(like telling the time)* _____: a value that can change

Mission 1: Space facts!

Goal: Code an Alexa skill using voice AI that can provide a random space fact of the day
Mission Checklist • I've loaded a project in MIT App Inventor. • I add new items to a list to increase the number of facts that Alexa can provide. • I've tested my app to check that all new facts are spoken by Alexa.

Directions:

1. Go to https://www.afe.appinventor.mit.edu/uk to sign up

2. Enter **your credentials** from the student login card your teacher handed out.
3. Import the **starting-project.aia** file provided.
4. Explore the design and block code view to find what utterances will trigger an intent or response and what the different responses that Alexa could provide.
5. Add a new item to the global list to include some additional facts about space.
6. Test your skill! Check that your new response(s) are spoken by Alexa.

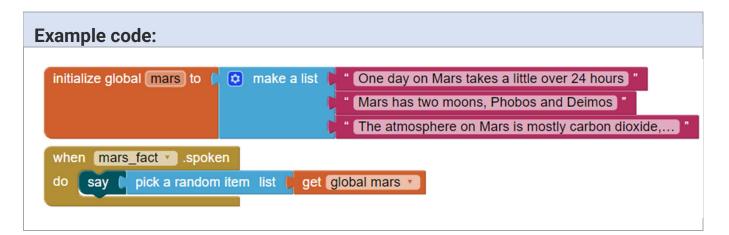## Example code:

Mission 2: Fact Generator

Goal: Code an Alexa skill that generates fun space facts using voice AI.

Mission Checklist
- I added a new intent and utterances.
- I coded a function to tell Alexa what to do when my new intent is spoken.
- I added a new list to make Alexa say a random fact each time.
- I tested the Alexa skill by asking it for a random fact about a specific planet.

Directions:

1. Go to https://www.afe.appinventor.mit.edu/uk to sign up
2. Enter **your credentials** from the student login card your teacher handed out.
3. Import the **starting-project.aia** file provided.
4. Add a new skill and give it a unique name like "mars_fact".
5. Draft the "Intent" Component over to the Alexa device to add it. Then, rename it.
6. Program at least two utterances like "Give me a fact about Mars" and "I would like one about Mars"
7. On the blocks screen, create a global variable and use the list block to supply a list of facts.
8. Code your intent to choose a random item from the list when your intent is spoken.
9. Send your updates to Amazon.
10. Test your skill! Try an utterance that is similar, but that you didn't program!

Example code:

PROJECT STEM

Lesson Wrap Up:

Directions: Take a second to write down your thoughts, then share out.

What's something you learned today that you didn't know before? What surprised you most?	What would you like to learn more about?

Keep exploring at amazonfutureengineer.co.uk!