



## Carson Rivera, Benhur Ravuri, and Dr. Jonathan Adams Florida State University College of Communication and Information

#### Background

As artificial intelligence becomes more prevalent with improvements in software and hardware, humans will need to take on an editor role as opposed to being a master of a skill. The domain of higher education is the pivotal steppingstone in implementing this shift. This study aims to assess people's current abilities in problem-solving with AI and provide a basis for how we can teach future generations to be better engineers of large language models.

#### Methods

- volunteer-participants were asked to complete a set of tasks using the Monica AI Chatbot
- The participants were equipped with a prompting guide to produce better answers from the Chatbot
- The participants were asked to "think-aloud" while working with the Chatbot to gain an understanding of their live thought processes
- Live notes and chat logs were analyzed drawing trends and themes on how users generally used the Chatbot to solve problems





# **Problem-Solving with an AI Assistant:** A Usability Test

#### Definitions

Large Language Models - Artificial intelligence systems that can process and generate text with coherent communication and generalize to multiple tasks

## Themes

#### **Disregard of Prompting Guide**

Most of the participants opted not to use the prompting guide given to them. There appears to be a disconnect with how these unorthodox strategies can be used to optimize large language models.

#### **Disconnect with Initial Approach**

Many participants didn't know how to approach questions or how to get started. Most opted to simply copy the tasks wordfor-word.

#### **Exploratory Behavior**

Participants often explored capabilities of the Chatbot outside of their designated tasks.

#### **Intuitive and Human-like Behavior**

Rather than some of the more rigid prompting strategies offered in the guide (e.g., role, task, feature), participants talked their way through problems as if they had a human assistant they could negotiate, correct, and clarify with.

#### **Task Satisfaction**

- Task satisfaction varied greatly throughout testing. Participants generally fell into 3 groups:
  - Satisfied by Monica's answer with little verification
  - Not satisfied by answer and continued prompting
  - Satisfied with answer but continued prompting to test further capabilities

## Florida State University 2024 Undergraduate Research Symposium

P
1. Ask directly. Some re not have any special
Example:
Please create a 3-day travel flights that leave for the Baha afternoon.
2. Sometimes, a Chat G
Example:
Please write a Haiku
Please write a Haiku ( <u>about e</u>
Accuracy Example:
A juggler can juggle 16 balls. half of the Golf balls are blue
Let's think step by step, be s
3. More complicated exa
Role: (a profession, fo Task: (what you want t Features: (the qualities
Example:
<u>Role:</u> You are an experience <u>Task:</u> Please create a 3 day <u>Features:</u> Depart home in the n
Arrive home in the ev
Please plan one day Please plan a snorke
Adams, J., Roberts, A., Ol Intelligence in Higher Edu in Vienna, Austria ISBN 97 Advancement of Computin
Dumas, J. S., Redish, J.C. Revised, Subsequent Edition ISBN-13 : 978-18415002
Naveed, H., Khan, A. U., C



### **rompting** Guide

quests given to an AI are relatively straightforward if you do preferences

itinerary for a weekend trip to the Bahamas. Please include amas in the morning, and depart the Bahamas for home in the

PT needs directions or one-line helpful hints.

going to college)

Half of the balls are Golf balls. How many blue golf balls are there?

<u>ure to check your answer</u>

nples require structured prompts. Use this format

or example Role: teacher) he agent to do) you want in the response)

d travel agent travel itinerary for a weekend trip to the Bahamas

orning ening at the beach diving expedition

#### **References**

permaier, L, et al. (2023). Uses of Artificial cation. EdMedia + Innovate Learning, Jul 10, 2023 78-1-939797-71-1 Publisher: Association for the ng in Education (AACE), Waynesville, NC

1999). A Practical Guide to Usability Testing on. Intellect Ltd; Revised, Subsequent edition.

Qiu, S., Saqib, M., Anwar, S., Usman, M., Akhtar, N., Barnes, N., & Mian, A. (2024, February 20). A Comprehensive Overview of Large Language Models. arXiv.org. https://arxiv.org/abs/2307.06435