

FINAL YEAR PROJECT OPEN DAY 2023

BA Digital Humanities & Information Technology

Room G.21

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EXAMINING USER ONLINE DATA PRIVACY

Examining User Online Data Privacy: A study exploring data privacy, invasion, users' online privacy perception and the protection of users' digital footprint.

The objective of this study is to gain a better understanding of data privacy, invasion and users online privacy perception. This study identifies and explores evolving concepts of trust and privacy in the context of the everyday consumer user. The study also looks at some of the key drivers behind the wider scope of data privacy and who are the real beneficiaries of user data and the resulting impact and implications for users.

It takes a deep dive into some of the key online digital technology players and influencers and what lies behind the wall of Data Privacy and online surveillance in relation to user behaviour and attitudes to how their data is being accessed, manipulated, and used. It also looks at the trade off and paradox between user data privacy concerns versus user awareness, attitudes, and willingness to participate in online disclosure and exposure in return for the privilege of online access and benefits. In the context of Online it assumes both social media platforms and the wider Internet usage.

The study met the key objectives of highlighting the scope of data privacy in association with user data privacy concerns, invasion and perception and how to enable users to make more informed and conscious decisions in regard to their user digital footprint.

Student Bio

My name is Luke Aherne and I am from Fermoy, Co. Cork. I am Currently pursuing my Bachelor's degree in Digital Humanities & Information Technology in UCC with my minor field being Geography. I have developed a range of skills across digital platforms and also including computer science, data analytics, web systems and Programming.

My ability to multitask, prioritise and work both independently and in a team has greatly assisted me in my third level studies. I am passionate about sports and am a member of Fermoy GAA and Fermoy Golf club.

DATA IN CITIES

This study explores Data in Cities. This project is a qualitative analysis of the data collected in the city, by the city, and queries whether these are useful. A second, quantitative analysis queries how the data are made available on data driven websites. The focus is the Cork city dashboards initiatives. The study explores and researches the Building City Dashboards Projects and the understanding of the importance of collecting data from the city and making it available on data driven websites where it can be viewed by users and also create a broad range of usability of the website of the data. The two main dashboards in the above named project "Building City Dashboards" are the Dublin City Dashboard and the Cork City Dashboard. The questions that are explored in this research project include the following; what is the value of making all this data collected from cities available to the public on data driven websites, what is the value of this data to the city, what is the value of this data to the citizen, and how may the city allow a broad range of usability, and subsequently assess that usability. After researching this area, a very small, targeted number of survey requests to senior academics who have experience across this domain was sent out and the results are explored and analysed in this research project.

Student Bio

My name is Noemi and I am from Hungary. I moved to Ireland with my family and I have been living in Ireland for 12 years. I completed secondary school in Ireland and then continued on to third level education at University College Cork where I studied the Digital Humanities and Information Technology course. This course made it easy to study a broad range of topics with Technology and Humanities. Areas of study ranging from the Computer Science modules that provided with the opportunity to learn some coding and programming and query languages but also some aspects of Multimedia. The DH modules covered topics of a broad range including digital archiving, curation and project management. My minor Arts subject is Geography. I completed Geography modules each semester and it was interesting to see how technology is so relevant in the field of geography. The work placement is also a great part of the course and it provided me with an opportunity to see what a real workplace looks like in the industry. I completed my 6 months work placement with Gas Networks Ireland in Cork. I interned with the IT Service Management team.

THE DIGITAL HEARTH STORYTELLING (TDHS)

The Irish seanacháí were traditional storytellers who kept the rich oral tradition of Ireland alive. They were highly respected members of the community and were responsible for preserving and passing on the history, folklore, and myths of the Irish people from generation to generation. The origins of the seanacháí go back to the ancient culture of Ireland, where they were considered to be the keepers of knowledge, history, and culture. These storytellers would travel from village to village, sharing their stories and passing on important information. Over time, the role of the seanacháí evolved, and they became associated with the local pub or fireside where they would entertain and educate their audience with their storytelling. The seanacháí tradition has been an integral part of Irish culture for centuries, and even today, their legacy lives on as an important part of the country's folklore and literary heritage.

The Digital Hearth Storytelling (TDHS) is a project dedicated to preserving this Irish tradition of seanacháí in a digital way. The website hosts audio recordings of people reading extracts from 'The Schools' Collection', which is part of the wider 'Folklore Collection'. I also interviewed the people who read these extracts to understand how engaging with the National Folklore collection can influence people.

By utilising digital tools, technology, and methods to preserve the tradition in a digital world I hope to aid in ensuring that the stories of the past are not lost. It is important to highlight that this project is not creating a new idea but rather building on the incredible work that has already been done to preserve Ireland's rich cultural heritage.

The word "hearth" is often associated with warmth, home, and community, which are all qualities that are essential to the art of storytelling. The word "digital" highlights that the project is highlighting the importance of technology to preserve traditional practices and make them accessible to a wider audience.

Student Bio

My name is Max Bell and I am a final year student currently undertaking a BA in Digital Humanities and Information Technology in UCC. My background is in photography, videography and graphic design. I completed my third year work placement in UCC's Audio Visual Media Services and I am currently working there part-time as I finish my final year.

Through my work placement I established 'UCCTV' the universities first student media team focused on video and short form video content. This team has since grown in numbers and we cover events, occasions, and celebrations across the campuses for media. I was also awarded the Digital Humanities excellence award in 2020, I am the academic representative for BADHIT IV, attending student councils and college clinics regularly to discuss motions and issues facing the student community and I am an active member of Scouting Ireland as a scouter and Rover Scout.

WHAT IMPACT HAVE SOCIAL MEDIA INFLUENCERS HAD ON THE FASHION INDUSTRY?

The fashion industry has undergone significant changes through the rise of new technologies like social media. The emergence of social media influencers on these platforms has revolutionised how people interact with the fashion industry. Through a literature review and case studies, this research project explores how social media has altered how fashion trends are created, communicated and adopted and the impact of social media influencers on consumer behaviour. The findings highlight how influencers have disrupted traditional trend-setting practices by creating an inclusive approach to fashion where anyone can set trends. Research also reveals how social media platforms have enabled faster and more widespread dissemination of trends, leading to shorter lifecycles and lower-quality clothing production. The negative effects of social media and influencer culture, including authenticity issues and the perpetuation of unsustainable consumption habits, are explored.

Student Bio

My name is Olivia Cotter, and I am a final-year Digital Humanities and Information Technology student. Over the course of my degree, I have studied modules including Multimedia, Web Systems and Computing in Society. My minor field is Spanish, as I am passionate about languages. I am interested in fashion, and so I have decided to focus my research project on understanding the role of social media influencers in the fashion industry.

G21-12**David Cremin**

Supervisor: James O'Sullivan

HOW THE IMPACT OF TECHNOLOGICAL ADVANCEMENTS IN MUSIC CREATION HAS AFFECTED POPULAR CULTURE

The main goal of this project is to investigate how advancements in musical technology have affected the type of music that has been created and the impact that has on popular culture over time. This information will be collected and presented in a way that can show this change over time. Using data analytics and graphing to show certain trends such as the increased use of a certain musical technology and the increase of popularity in a certain genre. This project will allow for people to learn more about the music they listen to and the technology that allows for this music to exist. Also, to explore how genres of music come in and out of popularity and how that relates to the technology available at a certain time. Through understanding how technology has impacted the art of music creation over time we may be able to see where it is going. This project relates to Digital Humanities as it is based around the idea of archiving information and presenting it in an innovative way using digital tools and programmes.

Student Bio

My name is David Cremin, I am from Cork City and I am currently in my final year of Digital Humanities and IT where I do Philosophy as my minor subject. Over the past 4 years I have developed my IT skills such as programming and data analytics. I also had the opportunity to work in this field specifically in website design and graphic design.

G21-14**Patrick Fennell**

Supervisor: James O'Sullivan

DEVELOPING A KNOWLEDGE FRAMEWORK TO PROMOTE THE DETECTION OF PHISHING AT THE HUMAN LINGUISTIC LEVEL

The purpose of this project is developing a knowledge framework to promote the detection of phishing at the human linguistic level. This was achieved by conducting desk research into the principles of persuasion and other tactics deployed by malicious actors when crafting a phish. Through this a flowchart was developed that highlighted the key indicators one might expect when faced with a malicious email, alongside a brief description on why each cue may be a red flag. The overall purpose of this flowchart is to act as a simple education tool that all users may refer to regardless of their computational ability and reduce their susceptibility to being phished. The educational goal is that, initially the tool would be used by individuals as a cognitive stimulant when reviewing their email load, that would eventually become ingrained in the subconscious. The tool was tested on a small sample set of individuals all from varying backgrounds, ranging from experienced professionals, students and computer science graduates.

Student Bio

My name is Patrick Fennell and I am a final year Digital Humanities & Information Technology student. In my 3rd year of the degree I was given the opportunity to be a part of the security operations centre (SOC) in McAfee, here I developed a keen passion for cybersecurity, in particular the mechanics of phishing. This is reflected in my final year project which I have dedicated to mastering the detection of phishing and overall has been an incredibly enriching undertaking for myself.

G21-16**George Hosford**

Supervisor: Shawn Day

INVESTIGATING HOW GIS TOOLS CAN BE USED TO AID WHEELCHAIR ACCESSIBILITY IN CORK CITY

In their everyday lives, wheelchair users experience many barriers to access in the built environments that they encounter. Physical and urban environments are often littered with obstacles that hinder wheelchair accessibility. Physical environments that are not accessible limit functioning, and participation for wheelchair users and create disability. With the advancement of Geographic Information Systems (GIS), there is now the capability to create and use tools that can be utilised to map accessibility for wheelchair users and make navigating their physical environments easier. This project aimed to investigate some of these methods and implement them to aid wheelchair accessibility in Cork city. An interactive map was created displaying accessible parking spots in Cork city centre, and on the UCC campus. Users can view the map and find all the closest spots from a selected point and get driving directions to selected spots. Mapping of footpaths in Cork City centre was also conducted in OpenStreetMap, for use in an online wheelchair routing and navigation tool, allowing users to generate routes that were suitable for wheelchairs in the city centre. The map of accessible parking spots and an instance of the online routing tool were hosted on a website for ease of access.

Student Bio

Hi! My name is George Hosford, I am a student from county Limerick, and I am currently in my final year of studying Digital Humanities and Information Technology at UCC. As part of my degree, I am also completing a minor in geography. Through my course and various modules I have developed an interest in Geographic Information Systems (GIS), and using GIS tools and software, which play a central role in my final year project.

G21-19**Anna Nunan**

Supervisor: Gavin Russell

THE EFFECTS OF ONLINE GAMBLING ON SOCIETY

The effects of online gambling on society is the topic of my final year project. It is a research project centred on digital humanities, a thorough literature review will be used to discuss the findings of my research. I've chosen to divide it into three key topics. The first is titled "Law," and it delves into the various gambling regulations that currently apply to online gaming in Ireland and the EU. The second topic is "Personal Effects," where I will address my research on how internet gambling impacts people personally. Addiction, mental health issues, and money problems will be some of the major themes. Last but not least, I'll discuss the software used by online casinos for gaming, how it generates money from its players, how it attracts new players, and how software developers use methods to prolong games and entice players to gamble more. As my digital artefact, I have made the decision to develop a Drupal website where I can display my data through interactive plug-in tools.

Student Bio

My name is Anna Nunan, I am 22 years old and I have been born and raised in Cork, Ireland. I'm in my final year at University College Cork studying Digital Humanities and Information Technology, with a minor in sociology. I have gained lots of hands-on experience in information technology while studying DHIT, which I was able to bring forward into my professional career. I have a keen interest in technology and how it is developing at a rapid rate globally, hence it is probably no shock that I decided to conduct my research project based on the effects of online gambling.

G21-23**Fiona O'Callaghan**

Supervisor: Rosane Mingham

EQUALITY IN SPORT

This project is based around equality in sport. Tennis is considered to be one of the sports where there is gender equality but that just didn't happen. After many years of struggling and fighting tennis started to become more equal. Although tennis is considered to be equal male tennis players still earn 34% more than their female counterparts. There is still a huge gap between ATP and WTA tournaments. This final year project is based around looking at the steps in the fight for equality and the difference in male and female earnings both on and off the tennis court. It also looks into what is being done in Ireland to bring equality into all sports with the 20x20 campaign.

Student Bio

My name is Fiona O'Callaghan. I am from Cork. I am 21 years old. I am a tennis player and have represented both Munster and Ireland. My minor is economics which I find very interesting. My job at the moment is tennis coaching. I have a level 1 tennis coaching qualification and really enjoy working with both kids and adults.

G21-24**Holly O'Donovan**

Supervisor: Mike Cosgrave

HOW SOCIAL MEDIA HAS BECOME A PLATFORM TO PROPAGATE FAKE NEWS

Fake news has taken over social media, becoming part of everyday life for many people. Thus, this study aims to evaluate how social media has become a platform to propagate fake news, the impact of fake news on society and their trust in the media. Certain pages and websites are set up with the sole intent to share fake news and headlines. Through an extensive literature review of various different papers and a survey I conducted, my aim was to learn more about fake news and how aware people are, of these fake news stories on social media platforms. I wanted to research what effect fake news can have on society and its relationship with mainstream media.

Student Bio

My name is Holly O'Donovan and I am a final-year student in Digital Humanities and Information Technology. I was born in Cork so have stayed close to home with college! I took Sociology as my minor field and really enjoyed this aspect of my degree. Once I finish up my final year, I am looking forward to starting my graduate role at Dell Technologies.

G21-28**Newton Shanahan**

Supervisor: Rosane Minghim

AN EXPERIMENT WITH TEXT-BASED GAMES AS INTERACTIVE MEDIA

An experiment with text-based games as interactive media is a short game developed with the intention of comparing the experience of interacting with a story and the experience of only reading a story. The game takes place in the UCC grounds, and takes approximately X minutes to complete. Players are given the option to view the story told through the game in text form. This will allow players to think about the difference between how one story can be told differently through different methods, and what advantages and disadvantages each method has. The purpose of this project is to show that interactive media is as effective as other forms of media. By thinking about these differences, and discovering how interactive media is more useful than other forms of media, you are advancing multimedia to be a better form of communication, and improving the culture of our society.

Student Bio

Hello, my name is Newton Shanahan, my pronouns are she/her. I study Digital Humanities and Information Technology. My interests are in computers and games. I love newer technologies, and concepts such as vr and 'interactive media'. I have a huge passion for my hobbies and projects that I do, so I hope my project for my final year of college will go well.

HOW THE MODERNISATION OF TECHNOLOGY OVER RECENT YEARS HAS IMPACTED SPORT

The purpose of this study is to evaluate the effects of technology on sports health. As we evaluate the impacts that modern technology has on athletic performance, we can see the advantages and possible disadvantages that come with technology. We want to focus on the way in which technology is molding the way athletes train, prepare and perform. The research project takes an outside approach to examining this question. Through the creation of a health and fitness website built using the popular website builder 'WordPress', users can log in to avail of a range of powerful tools that have backed data behind them to help user track and monitor their fitness journey. The website provides the users with a body mass index calculator, a weight tracker with optimal graphs showing instant results of their journey thus far, and a meal tracker so users can stay on top of their caloric needs. The user-friendly interfaces provide users with a safe and easy environment to stay on top of their health goals.

Overall, the study has concluded the ways in which technology is affecting the present and future of sports performance and allowing athletes gain advantages with the use of new tools constantly in the competitive market. The report elaborates on the impact to athletes in the modern era of technology and how the tools used now shapes the sports we all love to play.

Student Bio

My name is Jack O'Driscoll, I am twenty-two years old and live in Ballincollig County Cork. I am a fourth-year student in the Digital humanities and information technology course, and I am minoring in economics. I am a warm friendly, enthusiastic individual with a passion for work and sports. From my various learned skills such as python programming, structured query language, JavaScript, Inkscape and excel I gained a great internship working as a Data Analyst for Velo coffee roasters in my third year of college. My fascination for web development and sports has allowed me to demonstrate my passion through this research project.

ALL KINDS OF PARANORMAL

My final year project is based around making a safe environment for a controversial topic such as the paranormal that comprehensively includes all parts. In this project my goal is to effectively create an archive that is functional, secure and easy to use while also is aesthetically pleasing and allows for safe user involvement and collaboration. My aim is to do this with a WordPress site and the knowledge I have obtained in my 4 years in Digital Humanities and Information Technologies in UCC. Having a safe, aesthetically pleasing and comprehensive place to store and discuss the paranormal is essential to the preservation of the beliefs of the community. Another aspect of the research of the paranormal is that it is my belief that too frequently is the belief in the paranormal criticised and one of my aims is to keep psychology out of the data and keep it strictly to story and legend making it easier for those interested in paranormal to contribute without fear of judgment.

Student Bio

My name is Emily Mary Ray and I am a Cork native. I am currently studying Digital Humanities and Information Technologies at University College Cork. My minor study field is in economics. I have keen interests in music, videography and the paranormal. I am looking to become a graphics designer at the end of my degree and hope that the knowledge I have gained will aid me in my future career. One of my proudest moments at UCC was when I scored 100% in one of my programming modules.

DIGITAL PLATFORM TO PRESERVE AND DIGITISE IRISH MUSICAL HERITAGE FOR FUTURE GENERATIONAL ENTHUSIASTS

The “Rebel Trad Trail” website aims to create a link to our past and a bridge to our future, providing an online platform where Irish traditional and folk music enthusiasts can learn about the evolution of Irish traditional music. This website will assist in incorporating traditionality with modern technology, promoting inclusion for enthusiasts from all walks of life.

The “Rebel Trad Trail” aims to express my love and passion for Irish history and musical culture through various digital tools that I have become familiar with during my studies in Digital Humanities and IT.

The website will feature a user-friendly interface that allows users to navigate through different sections of the website easily using open-source software named WordPress and a domain from Pantheon. The homepage will feature a warm welcome to visitors, displaying a logo that I created using Inkscape and a quote demonstrating the warm and welcoming nature of the culture. There will be various different menus where users can discover functionalities, including upcoming events specifically in Cork, popular folk and traditional songs, pubs and the role of technology in the evolution of traditional and folk music. Users will be able to remain in the loop on upcoming sessions and where to find these locations via Google maps.

Another unique aspect of the website will be a section dedicated to traditional Irish music instruments. Users will be able to learn about the various instruments used in Irish traditional and folk music, including the bodhrán, fiddle, uilleann pipes, and tin whistle. The section will include articles on the history and construction of each instrument. Finally, the website will also feature a blog section/discussion forums, where writers can contribute articles and reviews on various topics related to Irish traditional and folk music.

Overall, the “Rebel Trad Trail” website aims to promote and celebrate the rich cultural heritage of Irish traditional and folk music, while also providing a valuable resource for musicians, enthusiasts, and tourists alike.

Student Bio

My name is Harry Phelan and I am a fourth-year student at University College Cork studying Digital Humanities and IT, along with a minor in English. I am originally from Clonmel, Tipperary but I have gained a fondness for Cork during my time living in the city. I am passionate about exploring new experiences and continuously broadening my skillset. I have a strong affection for team sports, Irish music and making connections with people along my life journey. I have been fortunate enough to have had great working relationships with fellow staff members in the Clayton Hotel Cork City and Poppulo. I am a strong, passionate and dedicated individual who enjoys being part of a team. One of my proudest achievements is captaining my local G.A.A team to a south Tipperary hurling championship title and winning the Tipperary long puck competition that same year. I am currently working towards continuously expanding my experience Poppulo whom I have had the pleasure of working part-time with since the conclusion of my internship last summer.

CAN LOCALISATION IMPACT THE PRESERVATION AND UPKEEP OF IMMIGRANT/MINORITY LANGUAGES IN IRELAND?

This project examines the impact of localisation on the preservation and upkeep of immigrant/minority languages in Ireland, with a focus on the Malayalam language. The project involved creating two websites, one in English and one localised into Malayalam, and presenting them to the Irish Malayali community for feedback through a survey. The survey aimed to gather information on the effectiveness of the localised website in preserving and promoting the Malayalam language, as well as the potential impact of such strategies on the upkeep of immigrant/minority languages in Ireland.

The results of the survey suggest that localisation strategies can have a positive impact on the preservation and promotion of minority languages such as Malayalam in Ireland. Respondents found the localised website engaging, easy to use, and culturally relevant, and believed that such efforts can help to promote the use and maintenance of minority languages in multilingual societies.

Overall, this project highlights the potential impact of localisation strategies on the preservation and upkeep of immigrant/minority languages in Ireland, and suggests that such strategies could be a valuable tool in promoting linguistic diversity and inclusion in multilingual societies.

Student Bio

Hi, I'm Alina Sabu, a final year student at UCC studying Digital Humanities and Information Technology with a minor in German. I have always had a keen interest in the humanities and computing, and am particularly interested in the field of UX/UI design which I think is a perfect blend of both. I'm happiest when travelling, and learning new things :)

IOU DIGITAL LEDGER: DEVELOPING A MOBILE APPLICATION TO CREATE AND MANAGE A DIGITAL ONLINE LEDGER

There are numerous mobile apps that focus on organising finances, but many force users to tie their phone number and bank details to their accounts. Some of these applications can also be difficult to navigate. This project aims to address these issues by creating a more simplistic, user-friendly alternative in the form of a mobile app that can be utilised by individuals and friends looking to keep a digital ledger and track finances between themselves.

Through the app, users can declare payments settled and see who they owe, along with who owes them. This mobile app was developed using Python and Kivy, a framework used to create mobile apps, and utilises a Microsoft SQL database on an Azure server which contains user information. The app was designed with simplicity in mind and so there are only two main pages: People, and Payments. These pages can be navigated through large icon buttons for ease of use. Icons and styling were produced using KivyMD, a material design tool created for this purpose.

Student Bio

I am a final year Digital Humanities and IT student studying sociology as my minor field. I am from Carrigaline in Cork and was lucky enough to be accepted into UCC in 2019. I was awarded the title of college scholar for my work academically during the 2019/2020 year. More recently, I was also awarded the title of Quercus College Scholar for the 2020/2021 year after placing top of my class. I joined the Skills Centre team in UCC last year during work placement for the role of Digital Intern and I have remained there on a part-time basis since.

G21-40**Adam Swayne**

Supervisor: Sabin Tabirca

UTILISING MICROSOFT POWER BI AND MICROSOFT EXCEL TO GRAPH AND ANALYSE STATISTICS FROM PAST PREMIER LEAGUE SEASONS

As part of my Final Year Project, I focused on utilizing Microsoft Power BI and Microsoft Excel to graph and analyze statistics from past Premier League seasons.

By comparing various metrics from different seasons, I aimed to uncover insights into the trends and patterns that emerge over time. To achieve this, I sourced data from reliable football statistics databases and used Power BI to visually represent the data. I explored various data visualisation techniques to create compelling charts and graphs highlighting key findings.

Through this project, I developed a deep understanding of data analysis and visualisation techniques and sharpened my skills in using Power BI to create actionable insights.

Student Bio

My name is Adam, and am originally from Youghal, County Cork. I am a final-year student at UCC studying Digital Humanities and Information Technology, with a minor in Economics. I have had the honour of achieving a European Gold medal in Taekwon-do, which stands out as a cool achievement for me.

G21-42**Joshua Walsh**

Supervisor: Kathy O'Hare

METHODS FOR STUDENTS TO IMPROVE DATA LITERACY & SAFETY IN ONLINE SPACES

This research project, Methods for Students to improve Data Literacy & Safety in Online Spaces, was created in reaction to the needs of students and other young adults, aged 18-24 to protect their privacy, wellbeing (both physical and mental) and work from the machinations of bad actors online. In order to consolidate scope, the the DigComp framework was employed. A creation of the European Union, DigComp is a framework which outlines what it means to be digitally competent. The concepts of the framework were expanded by case studies on cybercrime and misinformation in both public and academic contexts. The neat categorisation of the framework allowed for neat categorisation of points. The podcast format was chosen as it allows for content to be easily digested, whether on a commute or otherwise engaged. This format allowed for several programs to be used for the recording, editing and compilation of audio and video elements.

Through DigComp and the case studies, this project aims to provide motivation to develop skills in online safety and Data Literacy, and provide an avenue through which these skills may be developed.

Student Bio

My name is Joshua Walsh, a 22 year old student of BADH, with my minor in English. I earned the title of college scholar in my second year for achieving first class honours in that subject. I live in Mallow, and get to and from college each day via the early train to Kent Station.

My work experience was taken within the university itself, with the Student Recruitment team in the West Wing basement. I was responsible for maintaining and updating a database of guidance counsellor information, in addition to assisting with the maintenance of the storage room.

CHATBOTS SUBSTITUTING HUMAN INTERACTIONS

For my final year project, I've decided to research about chatbots and how it is substituting human interactions. As such the chatbots are progressively being integrated into society in the form of applications and changes to humans and AI chatbots interacting with one another throughout the years.

I did twelve literature reviews researching the topic of chatbots being implemented into the real-world applications. My main objectives were to find out how the chatbots are implemented, being developed, why this is a good substitute to human workers in different industries and if there's any psychological aspect.

For my digital artefact I made a chatbot website that is based in questioning the user with a medical condition, sort of like a visit to the doctors and the doctors asking you questions. Generally, this is to gain more information about the user's health condition. Repetitive tasks such as asking general questions are done by chatbots nowadays. This reduces the needed effort to ask generic questions and help doctors to quickly diagnose a patient. I wanted to replicate like it's a doctor's check-up. So, in this way, it demonstrates the chatbots substituting human interaction.


Student Bio

My name is Si Ning Wong and I'm 22 years old. I was born in Malaysia and moved to Ireland since I was four. I grew up here and did Irish education in Ireland. I am currently studying Digital Humanities and Information Technology in UCC. I am in my final year.



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