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The Future of AI: ABLE's (a Beautiful Lovely Engine) Vision for a More Human-Centric Approach

Rasidah Sardi[1*], Muhamad Muzzaffar Shah Mohd Esa[2], Faudzi Ahmad[3]

[1]Faculty of Communication, Visual Arts and Computing, Universiti Selangor
rasidah@unisel.edu.my
[2]Faculty of Communication, Visual Arts and Computing, Universiti Selangor
muzzaffaresa134@gmail.com
[3]Faculty of Communication, Visual Arts and Computing, Universiti Selangor
faudzi@unisel.edu.my

Abstract: In the rapidly advancing field of Artificial Intelligence (AI), project ABLE introduced as "A Beautiful Lovely Engine" (ABLE) is an initiative intelligent responsive inspired by beauty and love. This project aim is to develop an intelligence-responsive system comparable to ChatGPT, with the capability of accessing the vast expanse of the Internet. The problem with conventional AI models often falls short in providing a holistic and emotionally resonant user experience and struggle to harness the vast knowledge available on the Internet. Therefore, ABLE aims to provide users with a delightful and aesthetically pleasing experience while tapping into immense digital knowledge. The development of ABLE is using Rapid Application Development (RAD) Model, involving phases from Requirements Planning, User Design, Rapid Construction, and Cutover. Based on research findings, it showed a clear preference for intuitive, emotional, and prompt AI interactions among users, highlighting as the project's necessity. ABLE should have optimal performance, emotional understanding, and high scalability for a smooth user experience. However, the project faces challenges including limited computational resources, hardware limitations, user acceptance and engagement, and ethical considerations surrounding data privacy, security, and responsible AI usage. In conclusion, by combining beauty and love with advanced technology, ABLE strives to create an unparalleled user experience, meeting various needs while promoting engagement and knowledge sharing. This visionary project redefines user interactions, aspiring to be a beacon of innovation. Through meticulous design and integration, ABLE offers smooth and intuitive responses to user queries and commands.

Keywords: artificial intelligence, innovation, intelligent-responsive-system,

1. Introduction

The motivation behind this project are deeply rooted in the current digital environment, where technology touches every aspect of our lives. Despite the advancements in AI, there remains a significant challenge, something like the lack of emotionally engaging and human-like interactions. This gap is particularly evident in conventional AI models like ChatGPT, which, while functionally competent, often fail to establish a deeper emotional connection with users. Recognising this shortfall, project ABLE is driven by the desire to create an AI that not only performs tasks efficiently but also resonates emotionally with users.

The rapid advancement of AI has transformed numerous technological domains. However, a critical gap persists in the realm of emotional connection between users and AI. Project ABLE aims to bridge this gap by infusing AI with human-like qualities, such as aesthetics and emotional resonance. Inspired by the shortcomings of existing AI models, ABLE seeks to create a more engaging and empathetic AI companion. By leveraging the power of the internet and focusing on beauty, love, and advanced technology, ABLE aims to redefine the user experience, offering a personalized and supportive tool that transcends traditional AI capabilities.

The rapid evolution of artificial intelligence (AI) has profoundly reshaped human-computer interactions, necessitating a paradigm shift towards emotionally intelligent systems. Project ABLE emerges from this imperative, delving into the intersection of AI, aesthetics, and emotional resonance to redefine the user experience.

Existing research on emotional intelligence in AI systems (Ghazala Bilquise et al., 2022) provides valuable insights into the theoretical frameworks and methodologies employed to imbue AI with emotional understanding (Stefan Reindl, 2021). By synthesizing insights from psychology, human-computer interaction, and machine learning, this literature review aims to uncover the foundational principles underlying the development of emotionally intelligent systems, akin to Project ABLE.

This review delineates the key themes and research questions to be explored, emphasizing the significance of understanding the theoretical underpinnings of emotional intelligence in AI (Joseph Anthony Reyna, 2024) for the design and implementation of Project ABLE. By situating the project within the broader scholarly discourse, this review seeks to contribute to the advancement of knowledge in AI-driven emotional computing and pave the way for transformative innovations in human-AI interaction.

Further, the literature review illuminates the unique cultural, regulatory, and socioeconomic factors that shape the implementation of AI initiatives (Paolo Nardi Fernandez, 2020) in Malaysia. Understanding the Malaysian-specific considerations surrounding AI integration is crucial for ensuring the relevance, effectiveness, and ethical soundness of Project ABLE within the local context. By synthesising insights from the literature, Project ABLE can navigate regulatory frameworks, cultural sensitivities, and societal expectations to develop AI solutions that are not only technologically advanced but also socially responsible and culturally sensitive (IJRASET Publication, 2021).

Through a comprehensive review of literature in the Malaysian context, Project ABLE gains valuable knowledge and perspectives to inform its development and implementation strategies. By utilising insights from local research and industry practices (Nur Adilah, 2023), Project ABLE can customise its approach to address the unique challenges and opportunities present in Malaysia. Ultimately, the literature review serves as a foundation for Project ABLE to harness the transformative potential of AI to drive innovation, address societal needs, and contribute to Malaysia's journey towards becoming a digital economy powerhouse.

The objectives of the project are:

1. **Comprehensive User Assistance:**
   The project aims to create a versatile AI companion capable of assisting users with a wide range of tasks. This includes answering queries, composing content, and providing problem-solving support. By empowering users with such a tool, we aim to enhance their productivity and efficiency.

2. **Creativity and Critical Thinking Enhancement:**
   Beyond providing information, the project seeks to foster a stimulating and interactive user experience. The AI assistant will be equipped with features that encourage exploration, creativity, and critical thinking. This will allow users to engage with the tool in a more meaningful and engaging way.

3. **Knowledge Acquisition and Sharing:**
   The project will serve as a valuable source of information, providing users with accurate, insightful, and up-to-date responses derived from diverse online sources. By facilitating knowledge acquisition and sharing, the tool will contribute to the growth and development of its users.

2. Problem Statement

The problem statements for the project as followings:

2.1 Lack of Emotional Connection: Current AI models often fail to establish a deep emotional connection with users, limiting their ability to provide a truly personalized and engaging experience.

2.2 Limited Access to Information: Many AI systems struggle to efficiently harness the vast amount of information available on the internet, hindering their ability to provide comprehensive and accurate responses to user queries.

2.3 Ineffective Support for Users: Existing AI tools often fall short in providing adequate support for users, particularly in educational and professional settings, where timely and relevant information is crucial.

3. Method

The methods employed in this study involved two parts, whereby part one was the quantitative method utilised for data collection. Questionnaires were distributed to survey participants to elicit insights into users' experiences, perceptions, and preferences regarding each AI (ChatGPT, Gemini, Perplexity AI, Copilot, and Copy AI) model.. The participants of the study were public communities and students.

The second part of the research method was Rapid Application Development (RAD) Model, which involves four main phases, Requirements Planning, User Design, Rapid Construction, and Cutover.

3.1 Questionnaire

The sets of questionnaires that consisted of 24 questions were distributed using online form. The questionnaire contained close-ended questions to empower the respondents to finish the survey with no difficulty. Online questionnaire was distributed to random students, and public, yielding 30 responses.

3.2 Rapid Application Development (RAD)

The Rapid Application Development (RAD) consists of four phases as the followings:

3.2.1 Requirements Planning

The project defined its goals, scope, and requirements for AI models using the RAD Model. Feedback from students and the public will guide research by identifying key features and metrics. Clear documentation will ensure alignment and effective communication.

3.2.2 User Design

This phase focused on creating user-friendly interfaces and interactive prototypes. By using user-centred design and gathering feedback, the interfaces will refined in order to improve user experience and satisfaction. Iterative design and testing will ensure that Project ABLE meets user expectations and is easy to use, promoting engagement.

3.2.3 Rapid Construction

This phase involves iteratively developing and implementing the AI models. The RAD methodology prioritizes feature implementation based on user needs and project goals. Continuous integration and testing will identify and address issues promptly, ensuring the reliability and stability of Project ABLE throughout development.

3.2.4 Cutover

Project ABLE will be deployed and transitioned to production environments. Extensive testing and validation will minimize disruptions during deployment. Training and documentation will support effective adoption and use, while post-deployment monitoring and support will ensure ongoing success and usability.

4. Results and Discussion

The participants for this study consisted of 30 respondents as shown in Fig. 1. The largest group of the respondents are in the age group of 18 to 25 years old (90%) and the second largest group of the respondents are above 35 years old (6.7%). The smallest percentage of 3.3% was the respondents aged between 31 to 35 years old. The result suggested that the age group of 18 to 25 years old respondents are young adults and more engaged with technology and AI.

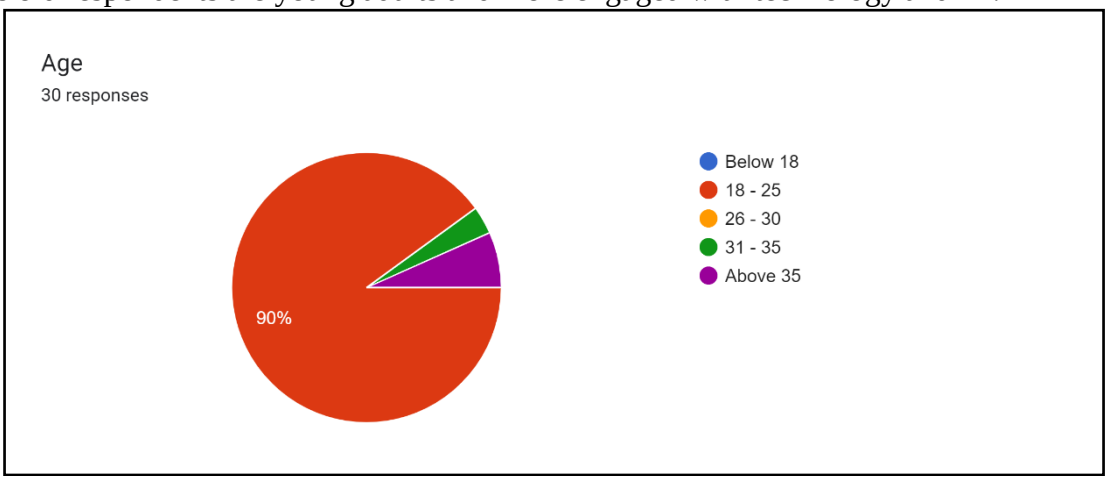

Fig. 1: Respondents Age Group

Based on Fig. 2, it showed that 83.3% have used ChatGPT, 10% have not used any of the specified AI models, 3.3% have used Gemini, and another 3.3% have used Copy AI. This result showed that ChatGPT's extensive publicity, features, and user-friendly interface have contributed to its popularity.

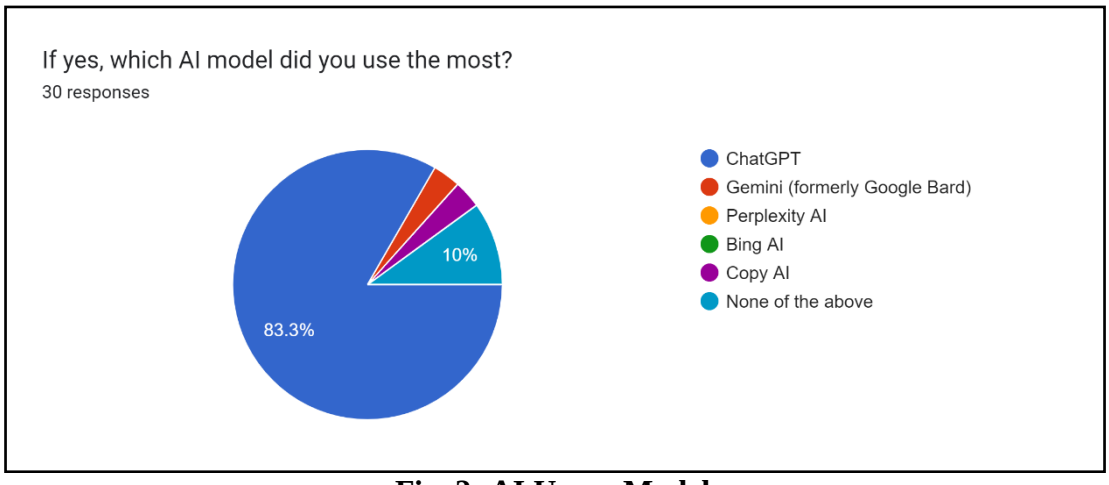

Fig. 2: AI Usage Model

Fig. 3 showed, 40% are found that the creativity of AI intriguing, 36.7% are intrigued by its instant information retrieval capabilities, 13.3% are intrigued by its natural language processing

abilities, and another 10% are intrigued by its user engagement features. Threfore, this result showed that users attracted by the creativity delieverd by AI.

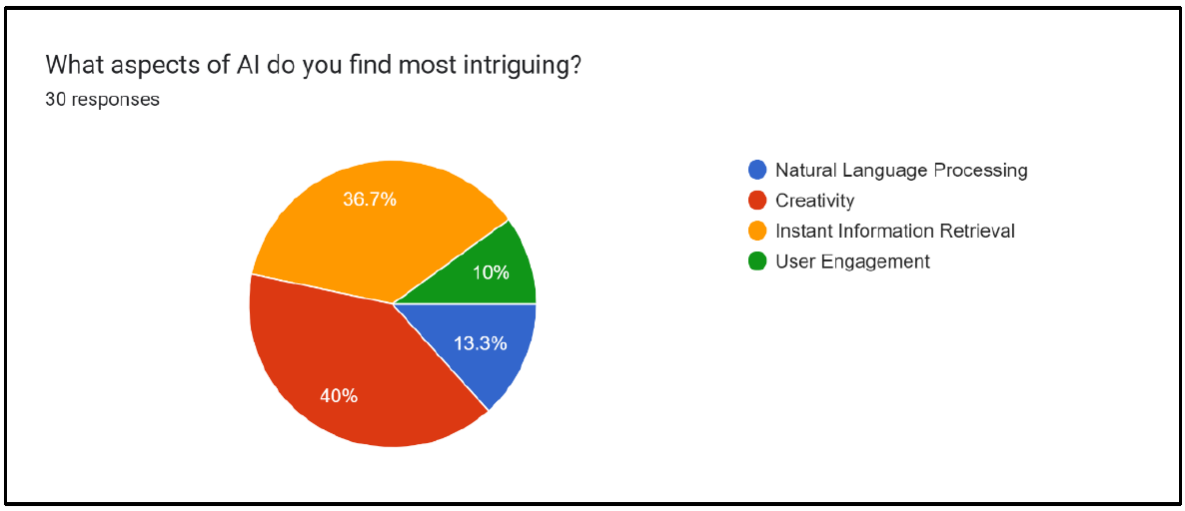

Fig. 3: AI Intriguing Aspects

Based on Fig. 4, 53.3% rated the AI-generated content as very accurate, giving it a rating of 4. Further, 43.3% rated the content as accurate, assigning it a rating of 3 and 3.3% rated the content as highly accurate, giving it a rating of 5. This result indicates that the users are confident that AI is capable of providing accurate input.

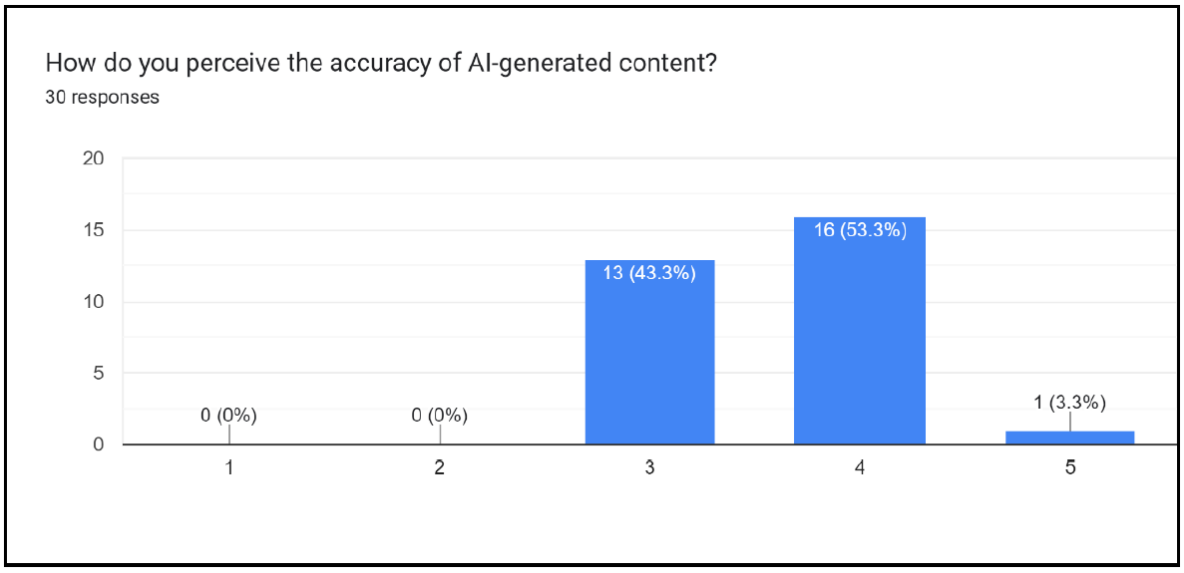

Fig. 4: AI-generated Content Accuracy Rating

Fig. 5 showed that 50% preferred the implementation of multimodal capabilities (text, image, audio) into AI systems. Additionally, 23.3% opted for enhanced language understanding, 16.7% chosed integration with other applications, and another 10% chosed advanced conversational abilities as features to be implemented in AI systems. Thus, the result indicates that these factors especially the multimodal capabilities are the most preferable features to be embedded in AI models.

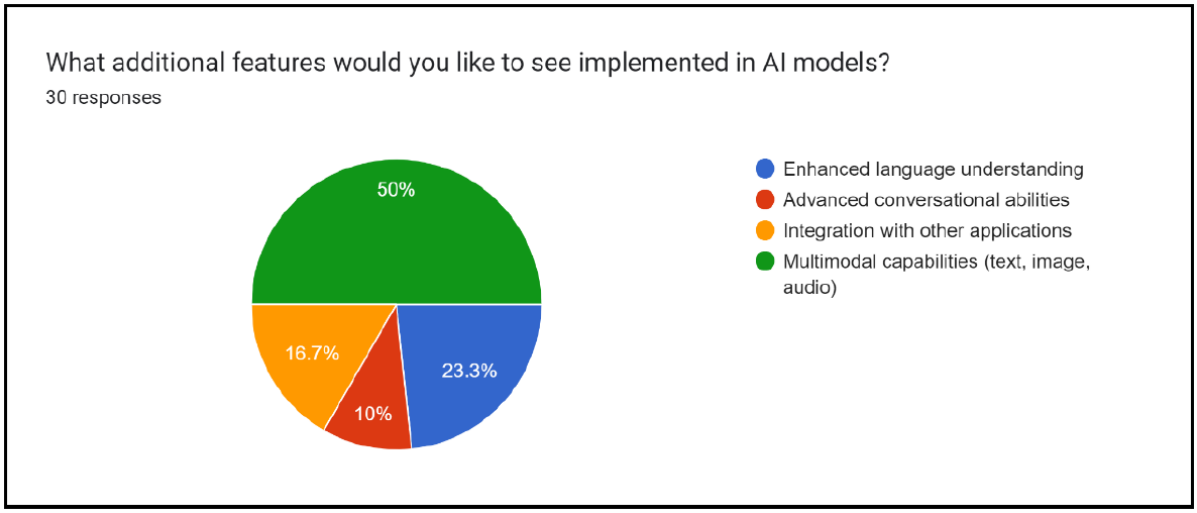

Fig. 5: AI New Features Implementation

The new chat user interface in Project ABLE showed in Fig. 6 simplifies interaction by allowing users to easily start new conversations, delete old ones, and toggle web access. When users ask ABLE a question, a new chat session automatically opens, making it easy to keep track of the conversation. Users can receive responses directly within these sessions and delete individual chats or clear the entire conversation history with just a few clicks, keeping the interface clean and organized.

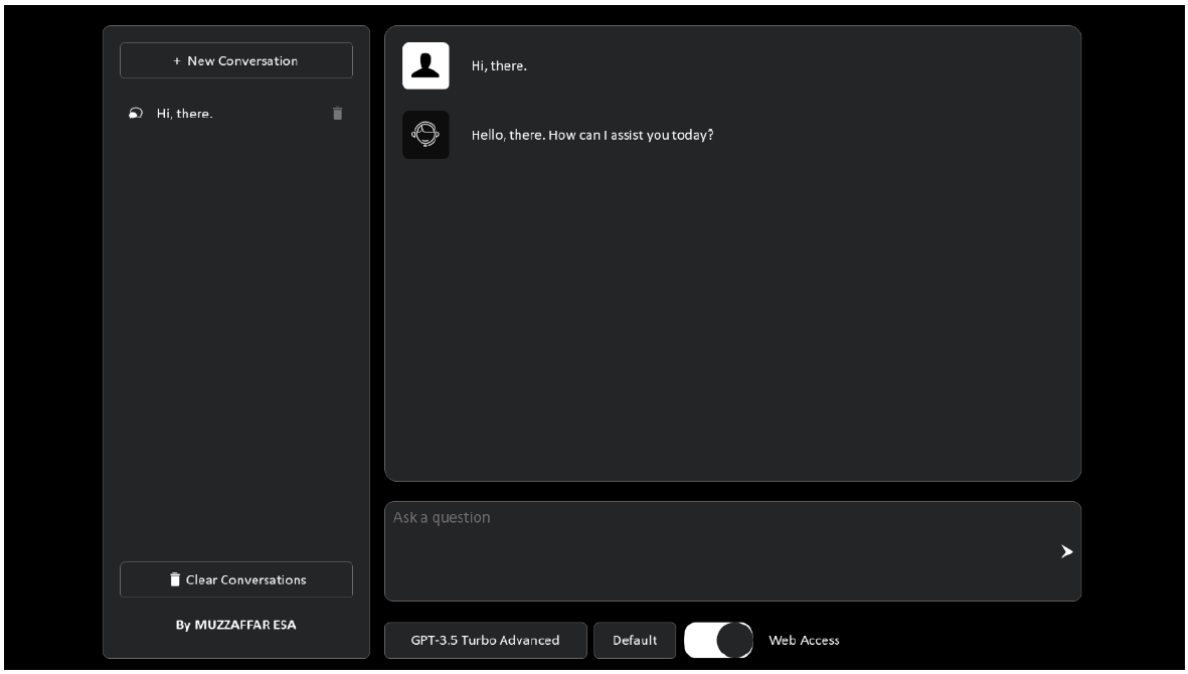

Fig. 6: ABLE's New Chat User Interface

5. Conclusion

Project ABLE aimed to create an AI system that surpassed existing models like ChatGPT by combining advanced technology with emotional resonance. The goal was to develop a user-friendly AI capable of accessing vast amounts of information and providing an engaging, aesthetically pleasing experience. By integrating beauty and love into the AI's design, ABLE

successfully created a system that is not only accurate and responsive but also capable of meaningful interactions with users. This demonstrates the potential for AI to enhance user experience through a combination of functionality and emotional appeal.

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