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## Two Truths and a Lie Slack Game

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### ABSTRACT

The game "Two Truths and a Lie" asks participants to state two facts and one false fact about themselves. This game is often played in social situations to help break the ice and get to know each other. In this essay, we propose a Slack bot that automates the "two truths and a lie" game played at work. The bot will ask brand new users two true and one false statements about themselves before notifying the channel of their arrival and asking them for their statement.

The bot will then reveal the true answer and inform the channel, and other users in the channel will have to determine which statement is false. By automating this game, a bot can foster a great workplace culture while fostering camaraderie and improving relationships among co-workers.

The "Two Truths and a Lie" bot was created to facilitate collaboration and communication in the workplace. By automating games, bots make it easier for new users to get to know their colleagues, and experienced users can make more personal connections.

Bots integrate into your Slack workspace and are easily accessible to all users. The bot asks new users to provide two correct and one incorrect statements about themselves when they first join the channel. Other users of the channel will be informed by the bot about the arrival of a new user and they will be given the opportunity to respond. The bot reveals the real answer and informs the channel, and other users in the channel have to guess which sentences are incorrect.

Companies can increase employee satisfaction and morale by playing games like "Two Truths and One Lie" in the workplace. Studies show that playing video games can reduce stress levels, improve concentration, and even improve cognitive performance. By fostering a positive work culture, companies can reduce employee turnover and increase retention.

### INTRODUCTION

"Two truths and a lie" is a popular game to break the ice and get to know each other. Each player in this game must state two true facts about themselves and one false fact about themselves. The other players must decide which of the statements in this research paper describe the Slack bot "two truths and one lie." This will automate the game in your Slack workspace.

In the modern world, more and more people communicate online, especially at work. With millions of users worldwide, Slack is a well-known platform for workplace communication and collaboration. Looseness can help facilitate communication between colleagues, but getting to know each other personally can be difficult. The "Two truths and a lie" bot steps in at this point. By automating the game, the bot can help break the ice and inspire new users to share information about themselves in a fun and interactive way. This can help to build camaraderie and foster better relationships among co-workers.

Plus, playing games like Two Truths and One Lie gives you more benefits than just getting to know each other. Studies show that games can reduce stress, improve focus and attention, and even boost cognitive performance. By incorporating games into the workplace, companies can improve employee morale and overall job satisfaction.

In short, the "Two Truths, One Lie" bot is an invaluable tool for any Slack workspace looking to improve communication, build relationships, and foster a positive work culture.

### LITERATURE REVIEW

Games have long been used to improve communication and strengthen relationships. Games can be very useful in the office to strengthen teamwork, reduce stress and increase job satisfaction. According to Gee (2007), games can improve cognitive functions such as memory, attention, and problem-solving skills.

"Two Truths and a Lie" is a popular game that is used in various places. In this game, players state two true facts about themselves and one false fact, and the other players must determine which statement is false. This game was used to break the ice

and help individuals get to know each other better in different social contexts (Deterding et al., 2011). The emergence of digital platforms such as Slack in recent years has offered new potential for integrating games in the office. One such opportunity is the emergence of chatbots that can automate games like "Two Truths and a Lie" to make them more accessible and engaging for consumers. Chatbots have been shown to support employee communication and engagement while reducing the administrative burden for managers (Karaman et al., 2019).

The "Two Truths and a Lie" bot is an excellent illustration of how chatbots can be used to improve communication and collaboration in the workplace. By automating the bot game, it promotes a positive work culture while providing a fun and interactive approach for co-workers to get to know each other on a personal level. Companies can increase employee morale and overall job satisfaction by adding games to the office, which can lead to higher productivity and lower turnover rates.

In conclusion, studies have shown that games can be an effective tool for enhancing communication, reducing stress and improving cognitive performance in the workplace. Chatbots like the Two Truths and a Lie bot offer a unique chance to automate these games, making them more accessible and engaging for consumers. Companies can increase employee morale and overall job satisfaction by creating a healthy work culture through games, which can lead to increased productivity and success.

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## FUNCTIONALITY

The "Two truths and a lie" bot will support the following functionalities:

1. Notify existing users when a new user joins the channel:

The bot will be integrated into the Slack workspace and will monitor if new users join the channels. When a new user joins a channel, the bot sends a message to other users in the channel to notify them of the new user's presence.

2. Ask the new user two truths and one falsehood about them:

When a new member joins the channel, the bot asks them to make two true and one false statement about themselves. The new user must respond to the bot's prompt by sending a message with their three claims.

3. Notify the channel when a new member joins:

After the new user submits their declarations, the bot notifies the channel that the game has started and that the new user has provided their declaration. The bot then presents the new user's statement to other channel members.

4. Inquire with current channel members about what the new user lied about:

The other users in the channel will then have to guess which of the new user's statements is false. He responds to the bot by sending a message with his estimate.

5. Indicates if the existing member's forecasts are correct or not:

Finally, after all the other users in the channel have given their predictions, the bot will reveal which of the new user's statements were false. The bot then alerts the channel to the correct answer and which users guessed correctly.

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## COMPARATIVE STUDY OF METHODS

In the case of the game "Two Truths and a Lie", the method is to ask participants to share two true statements and one false statement about themselves, and then the other participants must guess which statement is false.

The effectiveness of any method used in an icebreaker depends on the goals and objectives of the activity, as well as the characteristics and preferences of the participants. Some methods may work better than others for certain groups or situations. When designing and choosing methods for icebreakers or team-building activities, it is important to consider the context, culture, and diversity of participants.

Overall, the game "Two Truths and a Lie" is a popular and effective way to break the ice and get to know each other in a fun and interactive way. It encourages creativity, critical thinking and active participation while helping participants learn more about each other's backgrounds, interests and personalities.

In this icebreaker, we used a combination of different methods to achieve the desired functionality. Below is a comparative study of the methods used in this icebreaker:

1. Slack API: The Slack API is a powerful tool that allows developers to build their own applications that communicate with Slack. It provides several methods for retrieving and manipulating data in Slack, such as sending messages, creating channels, and retrieving user information. The Slack API was used in this icebreaker to notify the channel of a new user joining and to retrieve user information such as their two truths and lies.

2. Natural Language Processing (NLP): NLP is a branch of artificial intelligence that deals with computer-human interaction using natural language. In this icebreaker, we used NLP to analyze user input and extract two truths and lies. We used the Python Natural Language Toolkit (NLTK) library to implement this feature.

3. Machine Learning: Machine learning is a technique that involves training a model on a large set of data to make predictions. In this icebreaker, we used machine learning to predict which of two statements provided by the user is a lie. We used a supervised learning algorithm called Support Vector Machines (SVM) to train the model on a dataset of statements marked as true or false.

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## CONCLUSION

Finally, the "Two Truths and a Lie" bot will automate the well-known Slack work game of the same name. This bot will play a fun and engaging game to introduce new users to other channel members. Users will enjoy using the Slack workspace more with the help of this bot, which will foster stronger relationships with users.

In conclusion, the "Two Truths and a Lie" bot is an effective tool for strengthening relationships and communication at work. By automating the bot game, it offers a fun and engaging way for new employees to get to know their co-workers and for existing employees to make a more personal connection. The result can then be better teamwork, higher levels of job satisfaction and ultimately higher levels of productivity and business success.

From the literature review, we found that games have long been used in various settings to support teamwork and communication. Additionally, the development of chatbots brought about by the rise of digital platforms has opened up new possibilities for the use of games in the workplace.

The "Two Truths and a Lie" chatbot is an excellent illustration of how chatbots can be used to promote a positive work environment and improve employee relations. A robot can help boost employee morale, reduce stress, and ultimately increase productivity and business success by leveraging the power of games and automation.

In general, the Two Truths and a Lie bot is a useful addition to any Slack workspace looking to improve communication, build connections, and foster a positive workplace culture. By harnessing the power of games and automation, a bot can help improve employee morale, reduce stress, and ultimately increase productivity and company success.

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