Abstract

Humor is an integral part of our day-to-day communication making it interesting and plausible. The growing demand in robotics and the constant urge for machines to pass the Turing test to eliminate the thin line difference between human and machine behavior make it essential for machines to be able to use humor in communication.

Moreover, Learning is a continuous process and very important at every stage of life. However sometimes merely reading from a book induces lassitude and lack of concentration may hamper strong foundation building.

Children suffering from Autism Spectrum Disorder (ASD) suffer from slow learning and grasping issues. English being a funny language, a particular word has multiple meanings, making it difficult for children with ASD to cognize it. Solving riddles induces fast learning and sharpness in children including those affected by ASD.
Computational Creativity: Automated Pun Generation

The existing systems however, are too far from being used in any practical application. This paper proposes a system that uses core ideas of JAPE to create puns for entertainment and vocabulary building purpose for children.

References

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Index Terms

Computer Science Information Sciences

Keywords

Pun generator, puns, riddles, jokes, computational creativity.