In the 1960s a chatbot expert named Marvin Minsky fully realized on expert systems operable within social networking and human-computer interactions. Software techniques such as regular expression matching, rule-based systems, and neural networks were developed. Some of the earliest chatbots were designed for use in college classrooms, such as the package created by Joseph Weizenbaum at MIT, and the experimental applications at the University of Edinburgh. In 1969, the first chatbot was created, named Eliza, which was a program designed to simulate a therapy session. The chatbot was able to respond to user input by generating responses based on keywords and phrases.

In 1975, the first chatbot was created by David Hill, called the CHIL machine. CHIL was designed to simulate a conversation with a human. It could respond to user input by generating responses based on keywords and phrases. In the following years, the technology of chatbots continued to evolve, with the development of neural networks and artificial intelligence. By the late 1980s, chatbots were being used in a variety of applications, such as customer service, retail, and entertainment.

In the 1990s, chatbots became more sophisticated, with the development of natural language processing (NLP) and machine learning. This allowed chatbots to understand natural language and to respond to user input in a more human-like manner. Today, chatbots are used in a variety of applications, from customer service to entertainment. They are used in the form of text-based chatbots, voice-based chatbots, and even chatbots that are integrated into social media platforms.

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