

# Create alby AI Agents focused on each part of your site

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An Agent is attached to each alby Experience. While it starts with the Default Agent, you can customize each Agent with different [Actions](#) and [Playbooks](#).

You can create and use multiple Agents in your alby implementation.

The primary reason to use multiple Agents is for testing new Playbooks safely. By duplicating an Agent, you can experiment with different [Playbook configurations](#) without affecting live customer interactions.

You can also assign different Agents to specific experiences on your site—for example, having one Agent handle chat interactions while another specialized Agent manages PDP interactions. These Agents can access different Playbooks tailored to their specific roles.

## Choose your Agents

1. Click ☐ **Agents** on the alby dashboard. The Agents page displays, on Default Agent.
  - a. You can either edit your default Agent, or click **New Agent** to create a new one.

## Add Agent to widget

Once you've created and tested your alby Agent, you can select it on any existing widget or your chat instance.

To use a specific Agent on a widget or chat:

1. Navigate to ☐ **Experiences** on the alby dashboard.
  2. Choose your Experience to edit it.
  3. Navigate to the **Agents** tab. The currently selected Agent displays, along with any Playbooks and Actions associated with it.
  4. Click the dropdown to assign a different Agent to that Experience.
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