

SEMINAR on October 1st, 2018 14:00

@A412 (CSE Seminar Room)

DEPARTMENT OF COMPUTER ENGINEERING

On Multimodal Interfaces for Natural Interaction

by Dr. Andrea Corradini

Abstract

In this talk, I present an approach to natural 2D and 3D multimodal interaction in different contexts for applications in immersive environments, interactive games and for e-health. Such an approach builds in part on prior research on disambiguating the user's intent in 2D and 2.5D user interfaces by fusing symbolic and statistical information from a set of 3D gesture and speech agents. I will be outlining a proposed architecture and provide examples from a multimodal testbed.

Biography

Andrea Corradini studied mathematics at the University of Trento, Italy. He received his Ph.D. in computer science from the Department of Neuroinformatics and Cognitive Robotics at the Technical University of Ilmenau, Germany. After his PhD, Dr. Corradini held the position of senior research associate at the Center for Human-Computer Communication at the Oregon Graduate Institute of Science and Technology, Oregon, USA. Later, he returned to Europe and took on several faculty positions e.g. at the University of Southern Denmark, the University of Potsdam in Germany, the Estonian IT College in Tallinn, Estonia, the Copenhagen University, the IT University of Copenhagen, and the Design School of Kolding, Denmark. Until recently, he was full professor and head of the welfare and e-health group at the Design School Kolding and the hospital in Vejle, Denmark. He currently transitioned to a position of Associate Professor at the Copenhagen School of Design and Technology and at the online Programme of the University of Liverpool, UK.

His research interests include multimodal interaction, natural language processing, gesture/face recognition and analysis, embodied conversational characters and interactive computer games.