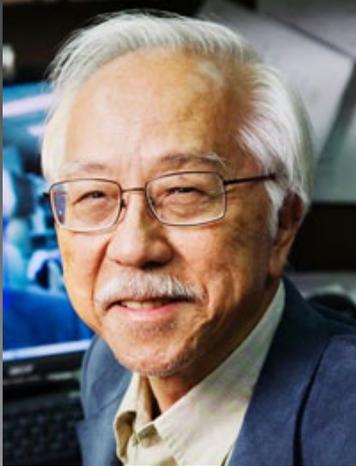




Distinguished Lecture Series **Human Computer Intelligent Interaction**



Tuesday, July 3rd, 2012 10:00am
Auditorium 106 at New IIS Building

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Abstract

Computer technologies are progressing at a breakneck speed. But the tremendous computing speed and the enormous storage capacity come to naught, if we do not have intelligent human-computer interfaces. In this talk, I shall describe some of the research my students and I have been doing during the last decade on Human Computer Interaction.

Specifically, information flow from human to computer: Hand/fingers tracking and gesture recognition; face tracking and emotion recognition; shrug detection; gender and age group recognition. And information flow from computer to human: Audio-visual emotive avatar. These interfaces have applications in many areas including Gaming and Electronic Consumer Relation Management (ECRM). Examples in ECRM include: Collection of demographic data (how many % of white male teenagers buy Product X?), adaptive public display (what is displayed depends on the genders, ages, and emotional reactions of the audience), and embodied intelligent agent.

For more information: <http://www.iis.sinica.edu.tw/>

