

# HMI: Human Media Interaction

- 35 members
  - Including 12-15 PhD's
  - Including administrative tasks/management support/laboratory support
  - Plus 4 AMI trainees
- Each year, about 30 M.Sc. Students finishing their masters thesis

## Research TOPICS and TOPICS for Students

Ambient Intelligence, Multi-party Interaction

Multimodal interaction

- speech, language, facial expressions, gestures, poses, emotions, haptics
- embodied agents

Interfaces (social, intelligent, affective, attentive, ...)

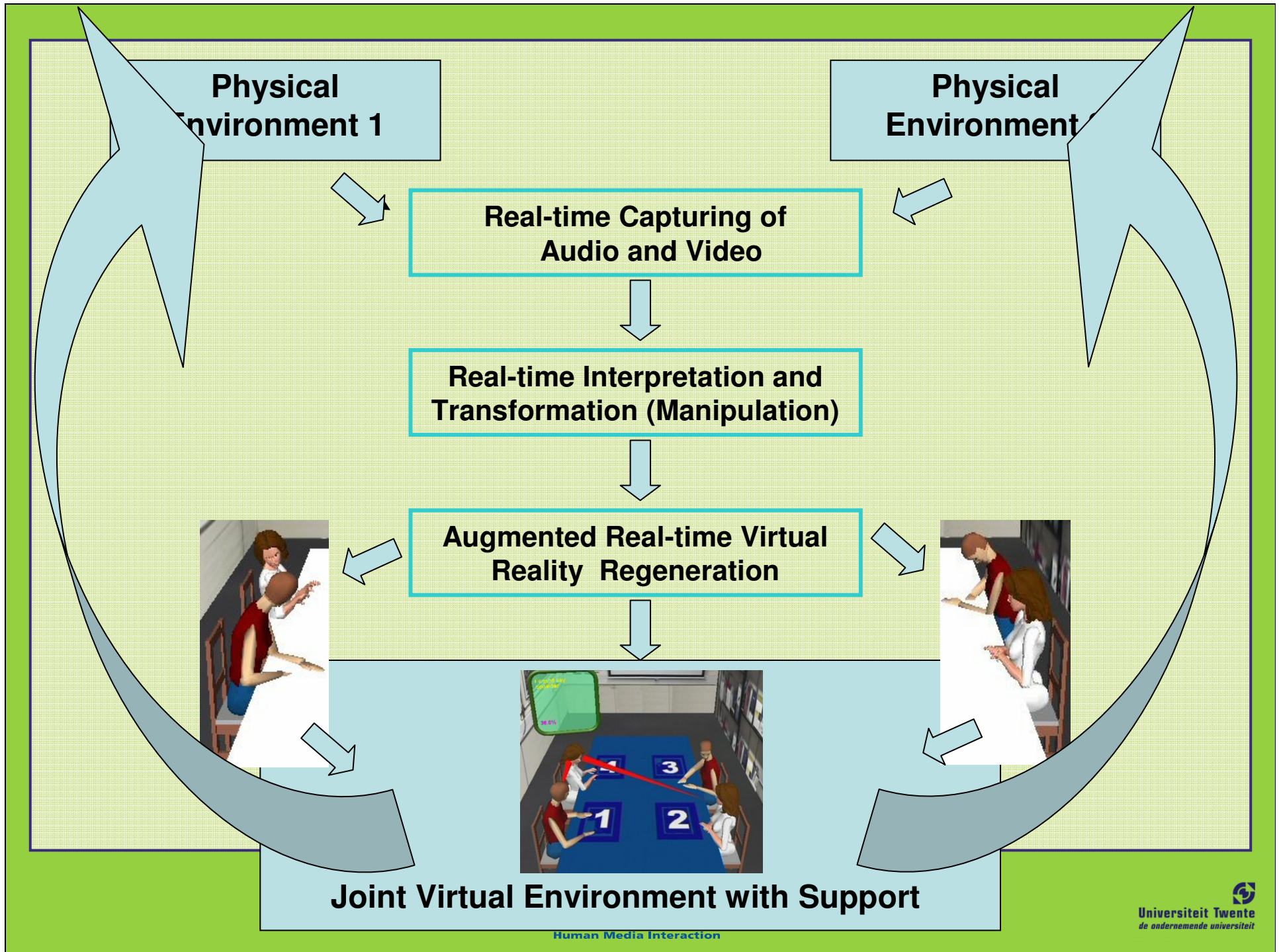
Multi-media Information Extraction/Retrieval/Presentation

Entertainment Computing

Contact: Anton Nijholt, [anijholt@cs.utwente.nl](mailto:anijholt@cs.utwente.nl)

<http://hmi.cs.utwente.nl/>





## **INTETAIN**

### ***Intelligent Technologies for Interactive Entertainment*** **November/December 2005, Madonna di Campiglio**

#### Our “Entertainment Computing” Contributions:

- D. Reidsma, A. Nijholt, R. Rienks & H. Hondorp. Interacting with a Virtual Rap Dancer.
- H. Welbergen, A. Nijholt, J. Zwiers & D. Reidsma. Presenting in Virtual Worlds: Towards an Architecture for a 3D Presenter explaining 2D-presented Information.
- I.H.C. Wassink, E.M.A.G. van Dijk, J. Zwiers, A.Nijholt, J. Kuipers & A.O. Brugman. Virtual Director: Directing traffic scenarios using the movie set metaphor.
- K. Oinonen, M. Theune, A. Nijholt & D. Heylen. Getting the Story Right: Making Computer-Generated Stories More Entertaining.
- M. Poel, J. Zwiers, A. Nijholt, R. de Jong, and E. Krooman. Drawings as Input for Handheld Game Computers.



# Potential Contributions to the Programme (Mental Health ...)

- Interactive Games (Virtual Story Telling) with Remote Participants and (Autonomous) Virtual Social Agents (that have personality, show emotions, allow development of social relationships, are able to learn, can engage in conversations, display emotions and humor, etc.)
- Virtual Conversational Partners (that have ...)
- Virtual Partners (that have ...) that monitor and stimulate physical exercises