

Department of Computer Science and Engineering

Distinguished Speakers Series Presents

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Human Computer Intelligent Interaction

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.

Thursday, April 21, 2011

3:30-4:30 PM

Clemens 120 - University at Buffalo - North Campus

This talk is free and open to the public. Refreshments for attendees after the talk in 224 Bell Hall