

Visual Attentive Presentation Agents

NII Research Presented by a Team of Highly Realistic 3D Virtual Agents that Attend and Adapt to User's Interest by Using Eye Tracking Technology

Michael Nischt (NII International Internship Student, University of Augsburg),
Nikolaus Bee (NII International Internship Student, University of Augsburg),
Arjen Hoekstra (JSPS Project Internship Student, University of Twente),
Ulrich Apel (National Institute of Informatics, Tokyo),
Mitsuru Ishizuka (University of Tokyo),
Helmut Prendinger (National Institute of Informatics, Tokyo)



Goal

This research proposes visual attentive presentation agents as a novel means to adapt to users' visual interest in a highly intuitive and unobtrusive way.

Summary

Key research features:

- Analyzing and interpreting human eye movements ("eye gestures")
- Automatically adapting the interface to users' visual interest
- Virtual research promotion scenario
- NII research content presented in a dynamic, interactive and story-like way
- Highly realistic 3D agents rendered in real-time using advanced graphic techniques
- Use of multiple input modalities (eye gaze, speech)
- Accounting for users' focus and shift of visual interest in the presentation in an entirely natural way

Method

System

- Life-like 3D agents
- Presentation scenery
- Input modalities: eye gaze and speech
- Non-contact video based eye tracker

Detecting user interest

Computing interest scores of different interface objects in the scenery based on gaze patterns.

Possible interest objects are:

- Agents
- Sub areas in presentation slides
- Environment

NII Research Presentations

- Professor Jun Adachi:
Introduction to NII
- Professor Shin'ichi Satoh
Feature Selection By AdaBoost For SVM-Based Face Detection
- Professor Seiji Yamada:
Expansion with the Minimum User Feedback by Transductive Learning

