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Models for Embodied Conversational Agents; CHAPTER 11: Human and Virtual Agent Expressive Gesture Quality Analysis and Synthesis; CHAPTER 12: A Distributed Architecture for Real-time Dialogue and On-task Learning of Efficient Co-operative Turn-taking; CHAPTER 13: TTS-driven Synthetic Behavior Generation Model for Embodied Conversational Agents
CHAPTER 14: Modeling Human Communication Dynamics for Virtual HumanCHAPTER 15: Multimodal Fusion in Human-Agent Dialogue; Color Plate Section; Back Cover

Sommario/riassunto

Embodied conversational agents (ECA) and speech-based human-machine interfaces can together represent more advanced and more natural human-machine interaction. Fusion of both topics is a challenging agenda in research and production spheres. The important goal of human-machine interfaces is to provide content or functionality in the form of a dialog resembling face-to-face conversations. All natural interfaces strive to exploit and use different communication strategies that provide additional meaning to the content, whether they are human-machine interfaces for controlling an application o