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Nota di contenuto	Frontmatter -- Preface -- Contents -- List of contributing authors -- 1. Introduction to the evolution of Mobile Multimodality -- 2. Integrating natural language resources in mobile applications -- 3. Omnichannel Natural Language -- 4. Wearable computing -- 5. Spoken dialog systems adaptation for domains and for users -- 6. The use of multimodality in Avatars and Virtual Agents -- 7. Managing interaction with an in-car infotainment system -- 8. Towards objective method in display design -- 9. Classification and organization of information -- Index
Sommario/riassunto	The “smart mobile” has become an essential and inseparable part of our lives. This powerful tool enables us to perform multi-tasks in different modalities of voice, text, gesture, etc. The user plays an important role in the mode of operation, so multimodal interaction provides the user with new complex multiple modalities of interfacing with a system, such as speech, touch, type and more. The book will discuss the new world of mobile multimodality, focusing on innovative technologies and design which create a state-of-the-art user interface. It will examine the practical challenges entailed in meeting commercial deployment goals, and offer new approaches to the designing such interfaces. A multimodal interface for mobile devices requires the

integration of several recognition technologies together with sophisticated user interface and distinct tools for input and output of data. The book will address the challenge of designing devices in a synergetic fashion which does not burden the user or to create a technological overload.

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