Dialogue Systems II

Lab 3 – multimodal interaction

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It was really fascinating learning to use the virtual version of the Furhat robot for this lab. Learning about APIs was also really nice and beneficial for the future. Furhat's facial gestures are quite advanced in my opinion, and make interacting with it interesting.

In my demonstration dialogue, Furhat first greets the user and asks them so tell it something. Then, Furhat listens and reacts with a surprising gesture, whilst also producing the utterance "My oh my, that's so cool!". This gesture was retrieved by using this API call: http://s{FURHATURI}/furhat/gesture?name=s{text}&blocking=true. Then, Furhat proceeds to ask the user to tell it something scary. After having listened to the user, Furhat makes a scared face and produces an audio sound (that I had uploaded to my GitHub).

The two new gestures I programmed are:

- 1) WinkGesture(), that takes place in the greeting state.
- 2) ScaredGesture(), that takes place at the end of the dialogue.

User attending is programmed to take place in all the actors. This can be verified from the web interface.

This lab inspired me to use the virtual (and/or maybe the physical?) Furhat for my final project of this course.