

The Future of Intelligent Vehicle Interiors: Building Trust With HMI & AI

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Imagine a future where your vehicle's interior offers personalized experiences and builds trust through human-machine interfaces (HMI) and AI. In this episode of the NVIDIA AI Podcast, Andreas Binner, chief technology officer at Rightware, delves into this fascinating topic with host Katie Burke Washabaugh.

Rightware is a Helsinki-based company at the forefront of developing in-vehicle HMI. Its platform, Kanzi, works in tandem with NVIDIA DRIVE IX to provide a complete toolchain for designing personalized vehicle interiors for the next generation of transportation, including detailed visualizations of the car's AI.

Binner touches on his journey into automotive technology and HMI, the evolution of infotainment in the automotive industry over the past decade, and surprising trends in HMI. They explore the influence of AI on HMI, novel AI-enabled features and the importance of trust in new technologies.

Other topics include the role of HMI in fostering trust between vehicle occupants and the vehicle, the implications of autonomous vehicle visualization, balancing larger in-vehicle screens with driver distraction risks, additional features for trust-building between autonomous vehicles and passengers, and predictions for intelligent cockpits in the next decade.

Tune in to learn about the innovations that Rightware's Kanzi platform and NVIDIA DRIVE IX bring to the automotive industry and how they contribute to developing intelligent vehicle interiors.

Read more on the NVIDIA Blog: [NVIDIA DRIVE Ecosystem Creates Pioneering In-Cabin Features With NVIDIA DRIVE IX](#)

Teaching the AI brains of autonomous vehicles to understand the world as humans do requires billions of miles of driving experience. The road to achieving this astronomical level of driving leads to the virtual world. Learn how Waabi uses powerful high-fidelity simulations to train and develop production-level autonomous vehicles.

Driving enjoyment and autonomous driving capabilities can complement one another in intelligent, sustainable vehicles. Learn about the automaker's plans to unveil its third vehicle, the Polestar 3, the tech inside it, and what the company's racing heritage brings to the intersection of smarts and sustainability.

Humans playing games against machines is nothing new, but now computers can develop their own games for people to play. Programming enthusiast and social media influencer Harrison Kinsley created GANTheftAuto, an AI-based neural network that generates a playable chunk of the classic video game Grand Theft Auto V.

The AI Podcast is now available through Amazon Music.

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Original URL: <https://blogs.nvidia.com/blog/2023/04/26/intelligent-vehicle-interiors/>