

# Possible solutions

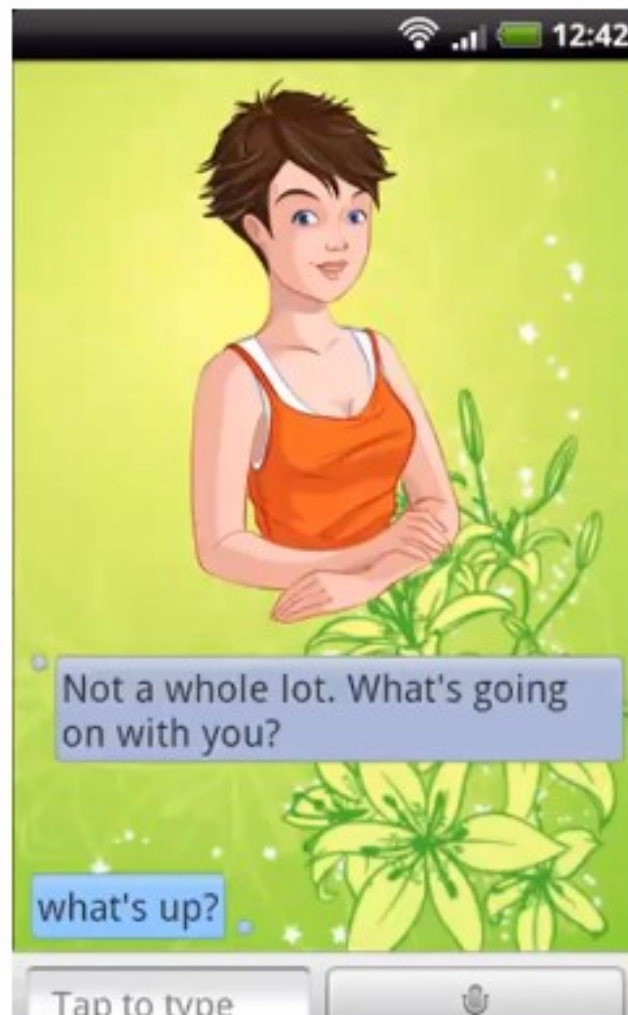
- ◆ Either to allow space for the box, or:
- ◆ Make the box ***dynamic***. it grows when the user types in it  
(not it can also cover other parts of the page, no need to have reserved space)

# Other interaction modes..?

- ◆ We saw users prefer the box «search-engine like»
- ◆ Are there other interaction ways we are used to, so that we could offer something different?
- ◆ \*str4



Siri

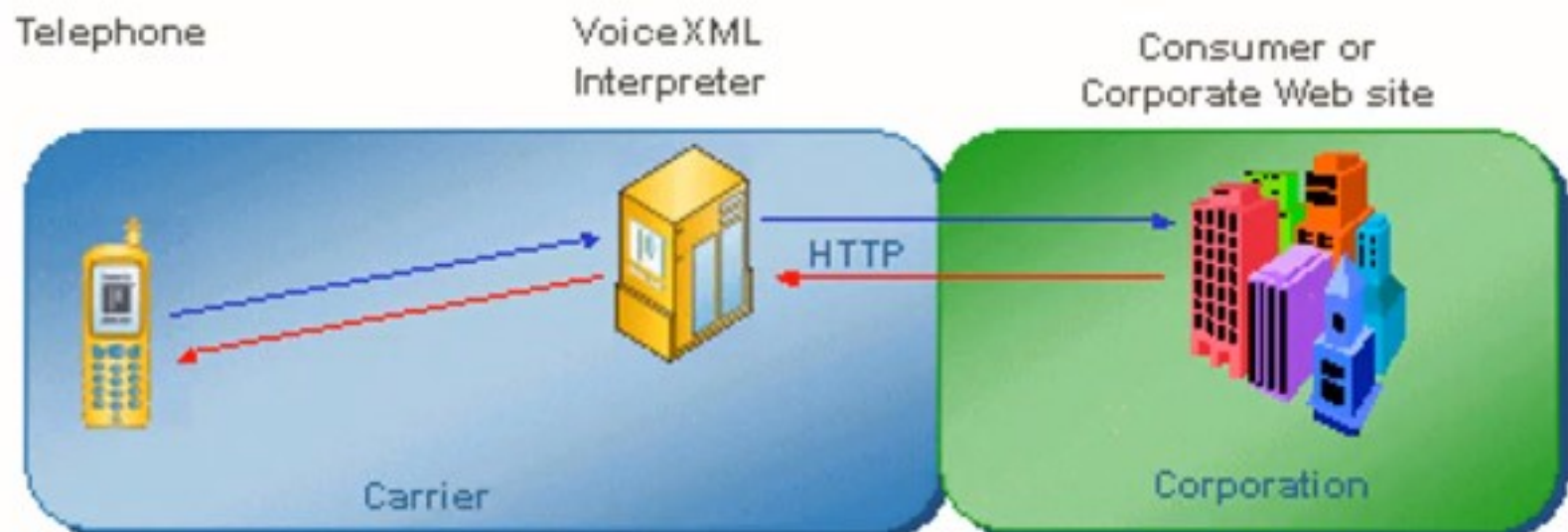


# VOICEXML

- ◆ The idea: web == visual
- ◆ Why not: web == also **audio**??!!

# VOICEXML...

- ◆ The main technology born to go beyond the visual-only



## Please note...

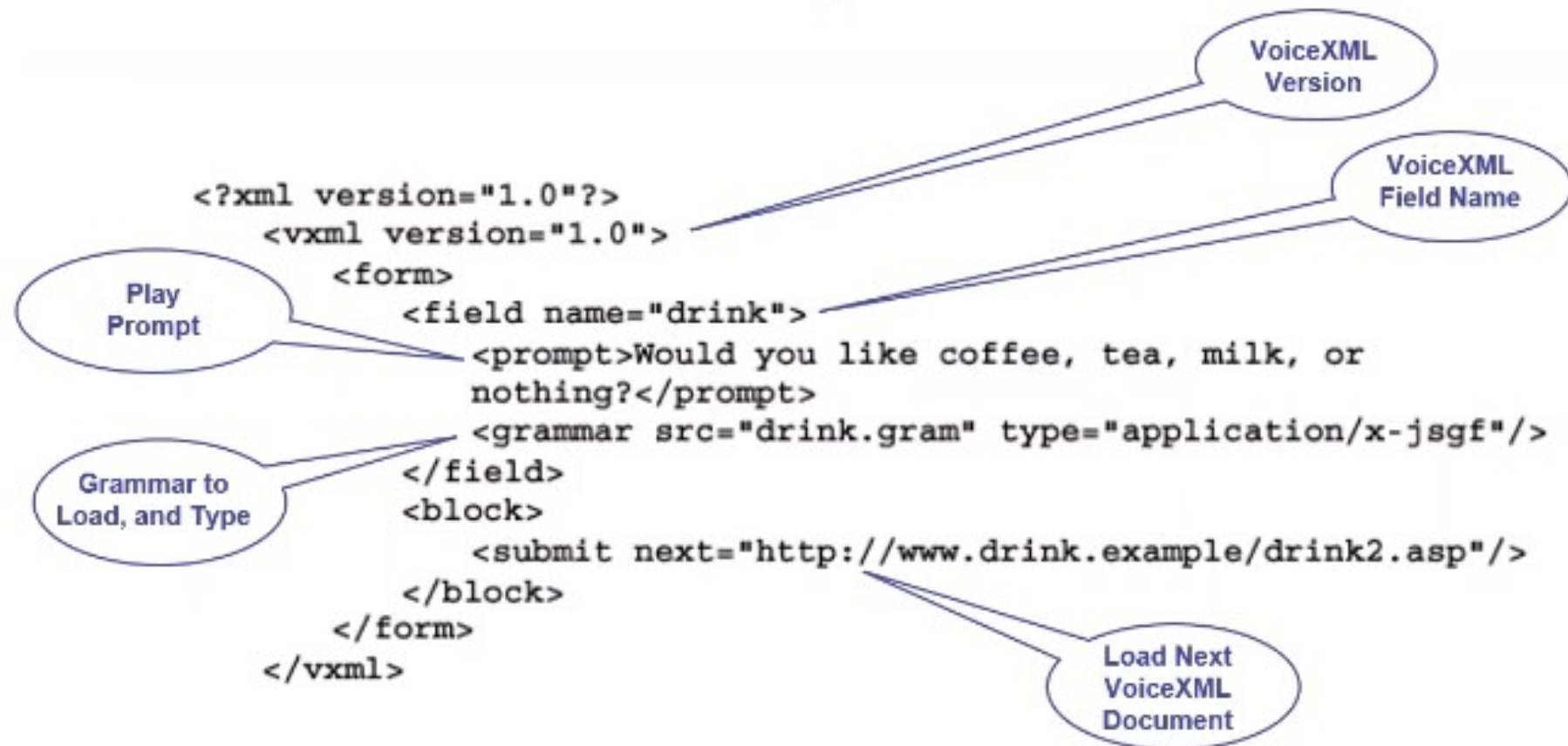
- ◆ Voice is only a media: what matters is that voice is actually turned into text
- ◆ So eventually there is interaction with text (**natural language**)



# In turn...

- ◆ Don't be fooled by the «Voice» word in VoiceXML: this is a family of technologies, starting from the vocal fronte-end, that can be used for superior interaction

# VoiceXML example





# VoiceXML and HTML....

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## ◆ The media changes...

```
<form action="url">  
  Enter your Id:  
  <input name='id'>  
  <input type='submit'>  
</form>
```

```
<form>  
  <field name='id'>  
    <prompt>  
      Your ID, please.  
    </prompt>  
  </field>  
  <block>  
    <submit next="url"/>  
  </block>  
</form>
```

# VoiceXML technologies

- ◆ **Speech Synthesis Markup Language (SSML):** how to pass from (enriched) text to voice

# CCXML's «successor»

- ◆ State Chart XML (**SCXML**):  
general language for defining execution  
environments based on  
***state-machines***  
(Harel-like, similar but more powerful  
than UML).

# The Big Problem

- ◆ Let's see the big problem of every vocal application: \*cmp
- ◆ → *the context!*
- ◆ **Speech Recognition Grammar Specification (SRGS):**  
defines the user grammar, so providing context to the audio channel

# SISR

## ◆ **Semantic Interpretation for Speech Recognition (SISR):**

gives a meaning (corresponding actions) to what the user said

# VoiceXML example menu

```
◆ <vxml version="2.0">
  <menu> <prompt> Say one of: <enumerate/>
  </prompt>
  <choice
  next="http://www.sports.example/start.vxml"
  > Sports </choice>
  <choice
  next="http://www.weather.example/intro.vxml"
  "> Weather </choice>
  <choice
  next="http://www.news.example/news.vxml">
  News </choice> <noinput>Please say one of
  <enumerate/>
  </noinput> </menu> </vxml>
```



# VoiceXML example (meteo)

```
<form id="weather_info">
  <block>Welcome to the weather information
    service.</block>
  <field name="state">
    <prompt>What state?</prompt>
    <grammar src="state.gram"
      type="application/x-jsgf"/>
    <catch event="help">
      Please speak the state for which
      you want the weather.
    </catch>
  </field>
```

# E-commerce VoiceXML example

```
<field name="card_type">
  ...
  <grammar>
    visa                {visa}
    | master [card]     {mastercard}
    | amex              {amex}
    | american [express] {amex}
  </grammar>
  <help>Please say Visa, Mastercard, or
    American Express.</help>
  ...
</field>
```

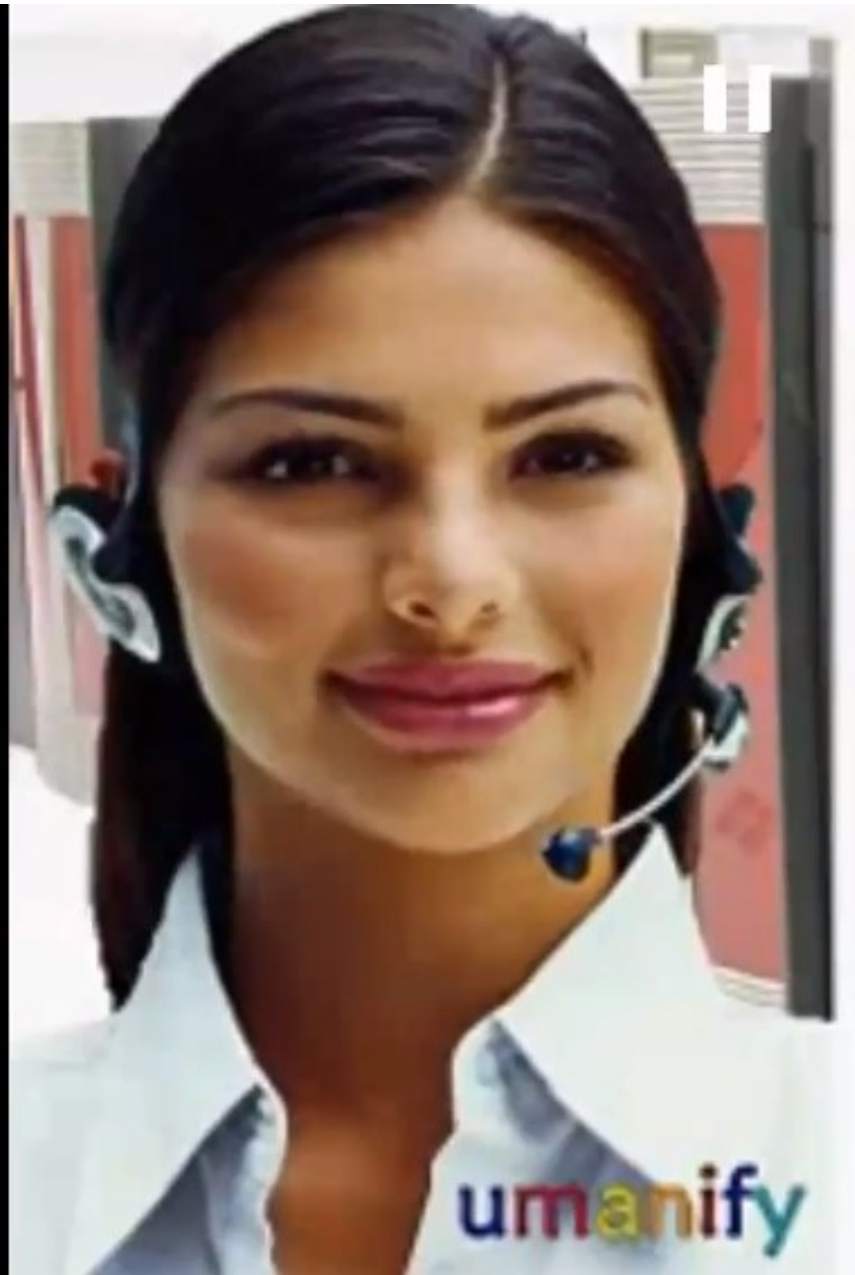


# So... Voice Power Up?...

- ◆ Lulu

- ◆ Hellena

- ◆ And the hybrid's: Umanify, Sonia.



# What happened?

- ◆ User satisfaction level?

- ◆ Roughly **-42%** (!!)

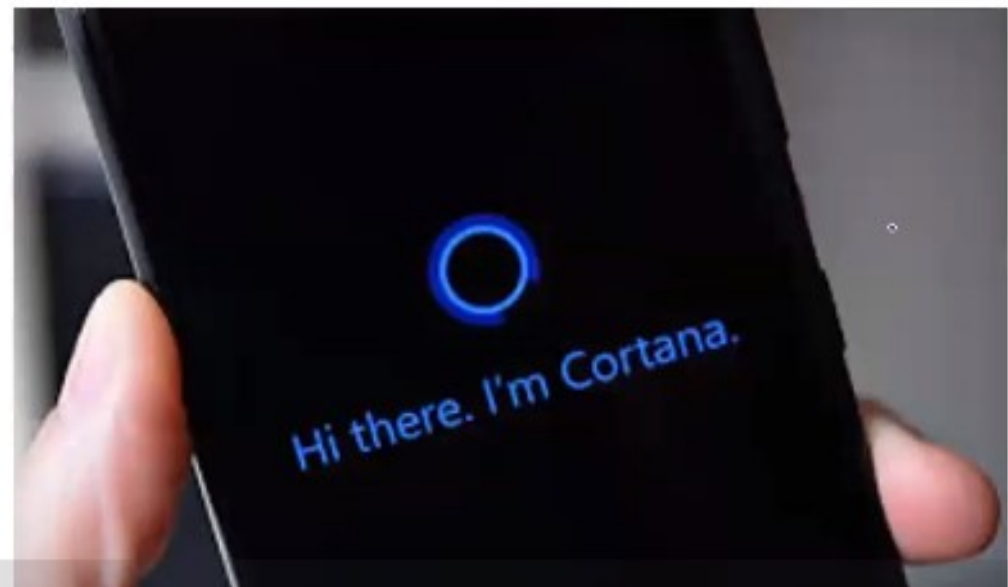
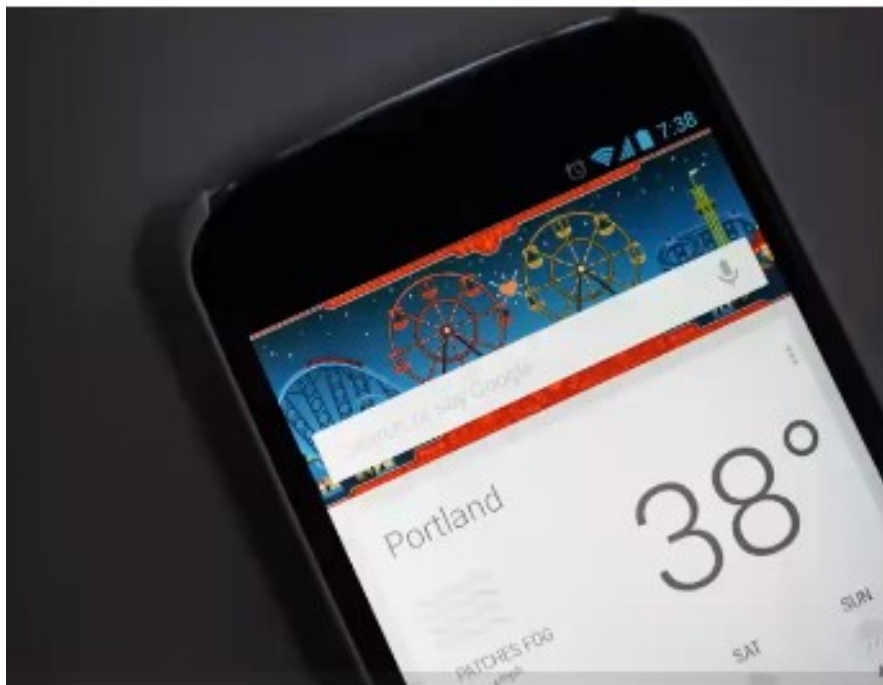
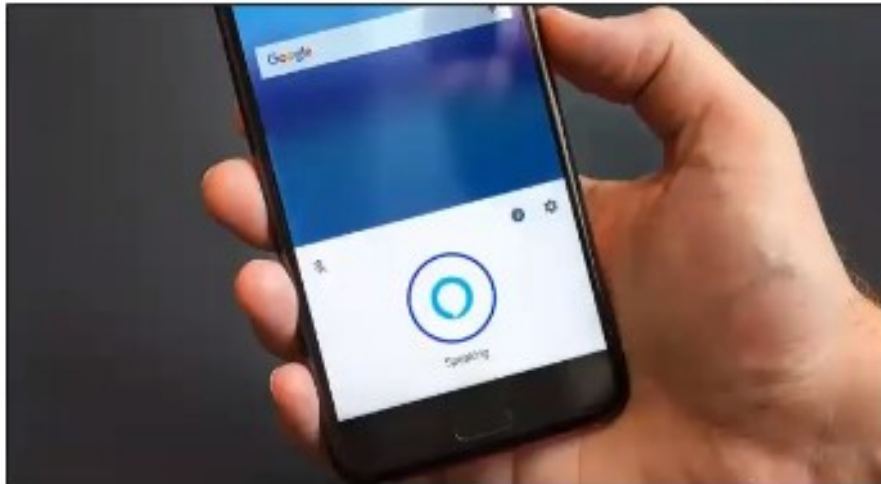
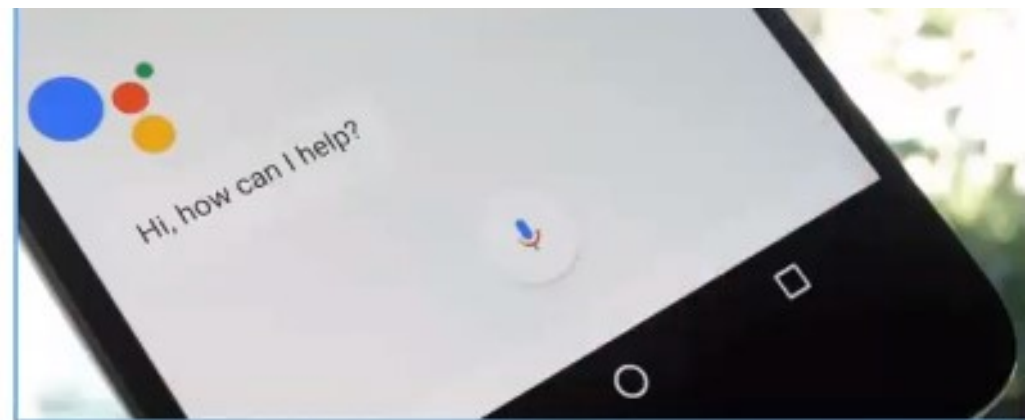


# So, beware...

- ◆ Of the usability component!!
- ◆ (and remember “less is more”...)
- ◆ Users, faced with a human digital assistant, have corresponding ***expectations***. finally I can use my natural language!

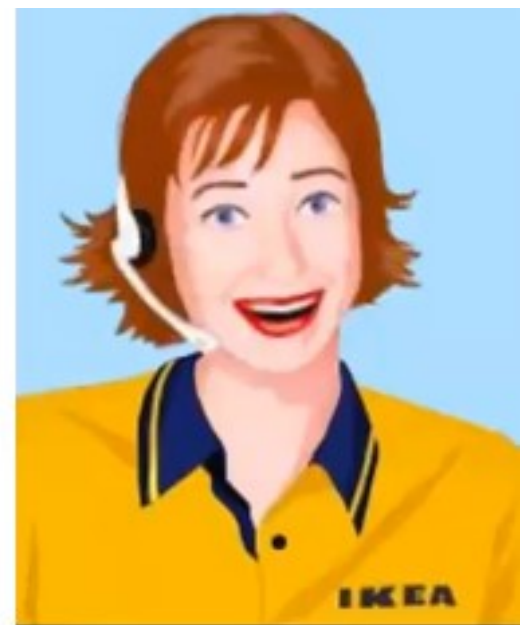


# Consequently..



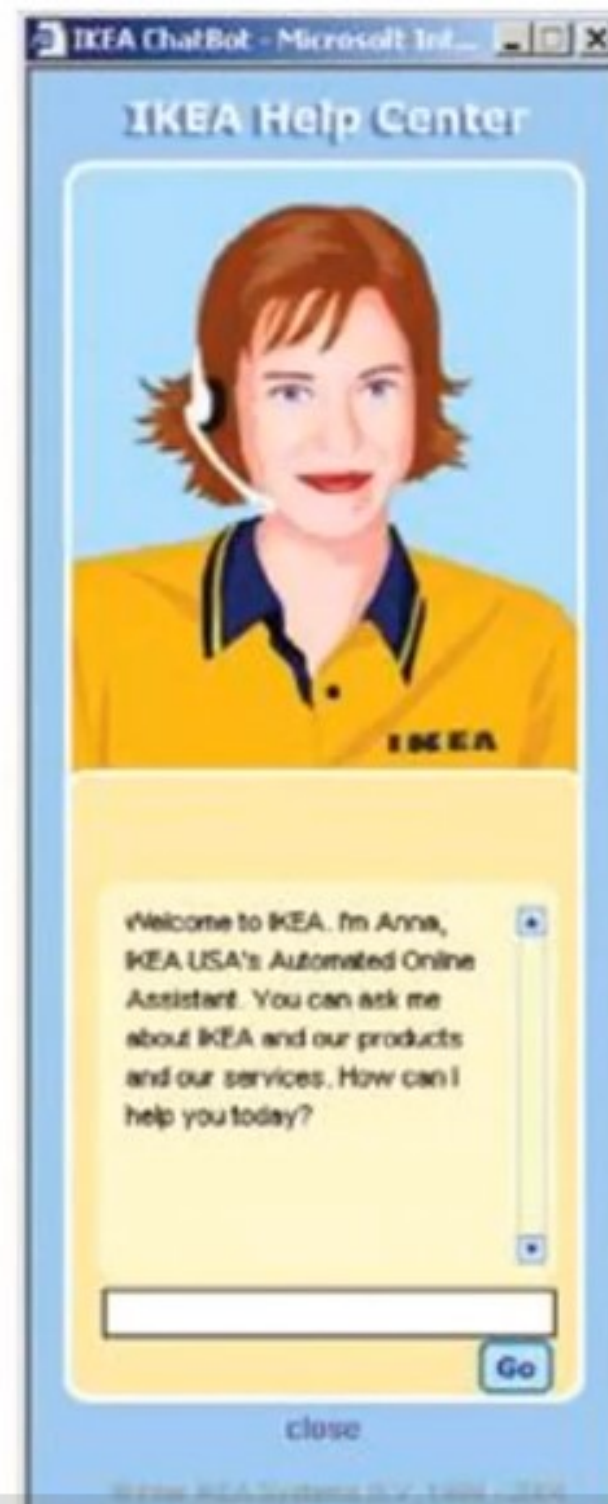
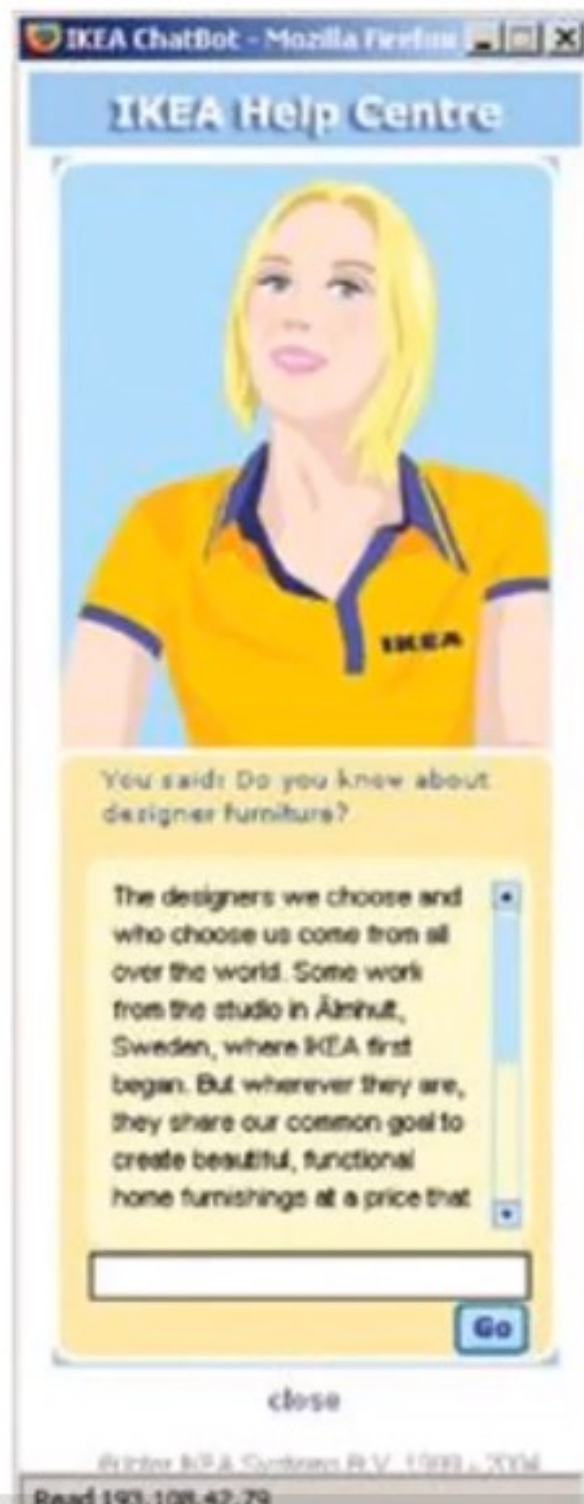
# The «Anna» case...

- ◆ Ikea eventually stayed with a «cartoon» picture, without going to photorealism
- ◆ And only textual input...
- ◆ And a language engine (based on VoiceXML) quite powerful and complete
- ◆ And... it was an **optional** assistant (*users choice!*)





# Main reason (!)



```
> Hello, I am Eliza. I'll be your therapist today.
```

TYPE HERE

Radio Shack computers that made up the first computer lab in the junior high school where I taught in the 1970s. By then, ELIZA

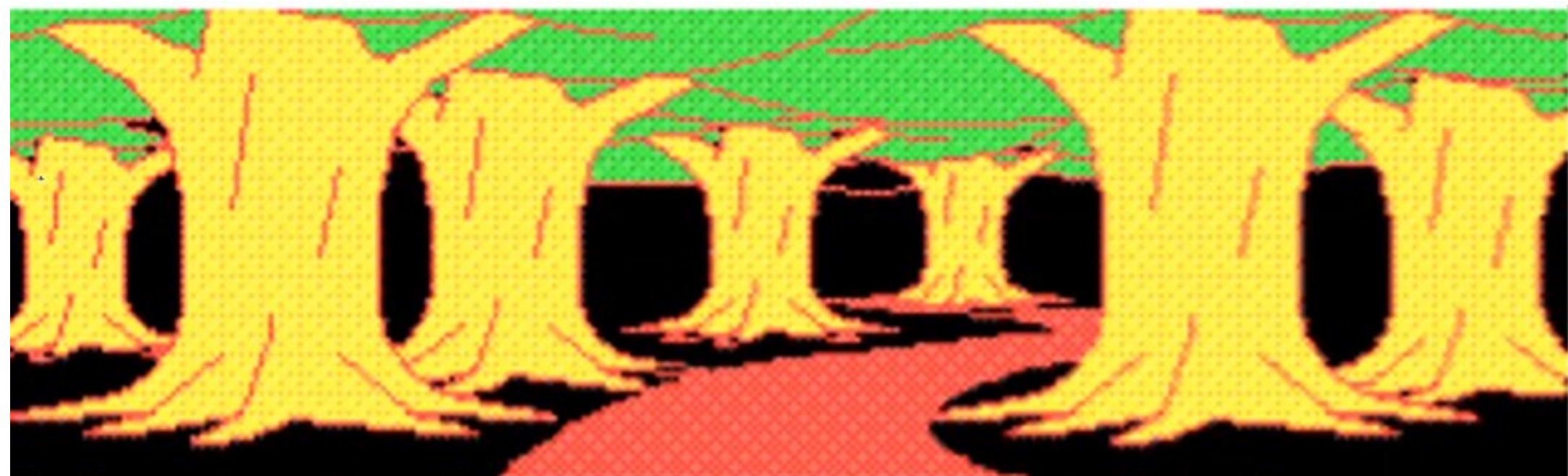
# 1975...

```
PAUSE  INIT DONE statement executed  
to resume execution, type go.  Other input will terminate the job.  
to  
Execution resumes after PAUSE.  
WELCOME TO ADVENTURE!!  WOULD YOU LIKE INSTRUCTIONS?
```

```
SOMEWHERE NEARBY IS COLOSSAL CAVE, WHERE OTHERS HAVE FOUND  
FORTUNES IN TREASURE AND GOLD, THOUGH IT IS RUMORED  
THAT SOME WHO ENTER ARE NEVER SEEN AGAIN.  MAGIC IS SAID  
TO WORK IN THE CAVE.  I WILL BE YOUR EYES AND HANDS.  DIRECT  
ME WITH COMMANDS OF 1 OR 2 WORDS.  
(ERRORS, SUGGESTIONS, COMPLAINTS TO CROWTHER)  
(IF STUCK TYPE HELP FOR SOME HINTS)
```

```
YOU ARE STANDING AT THE END OF A ROAD BEFORE A SMALL BRICK  
BUILDING .  AROUND YOU IS A FOREST.  A SMALL  
STREAM FLOWS OUT OF THE BUILDING AND DOWN A GULLY.
```



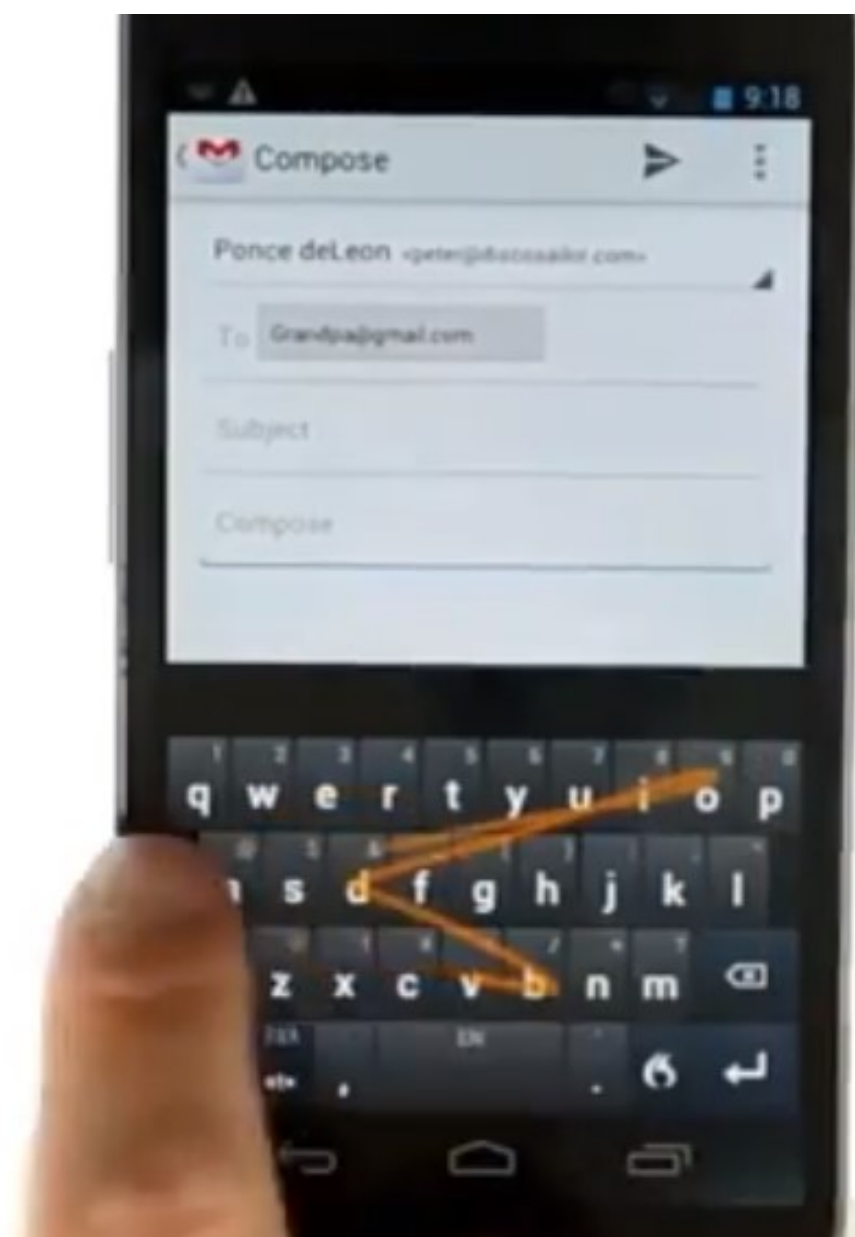


Welcome to Colossal Adventure, the first of the Jewels of Darkness, copyright (C) 1986 Level 9 Computing. (This version allows you to use RAM SAVE and RAM RESTORE to save a position in memory, and OOPS to "take back" bad moves). You are standing beside a small brick building at the end of a road from the north. A river flows south. To the north is open country and all around is dense forest. What now?













# Note on interaction/ evolution ...

◆ Hellena vs betty 2 and liz 3...

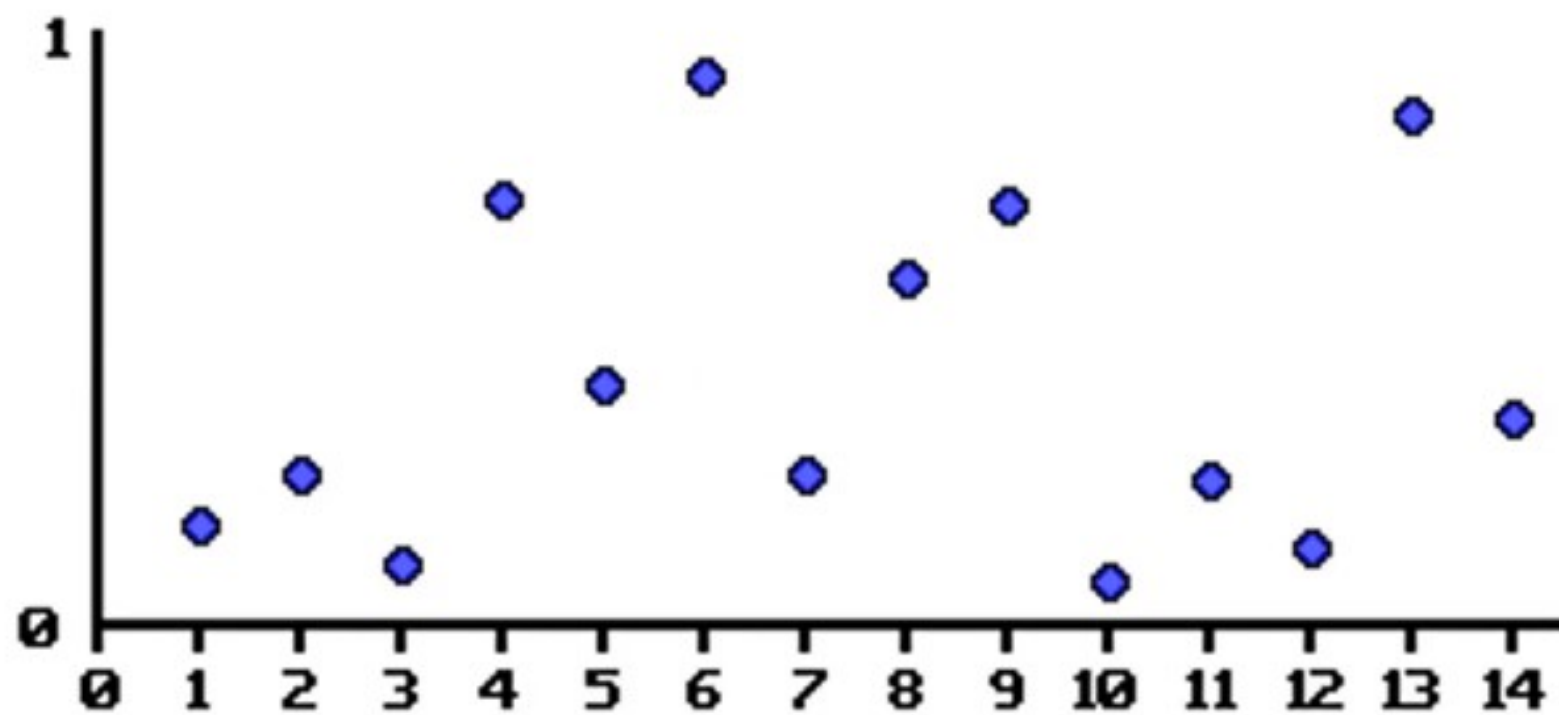
◆ \*\*s \*sac



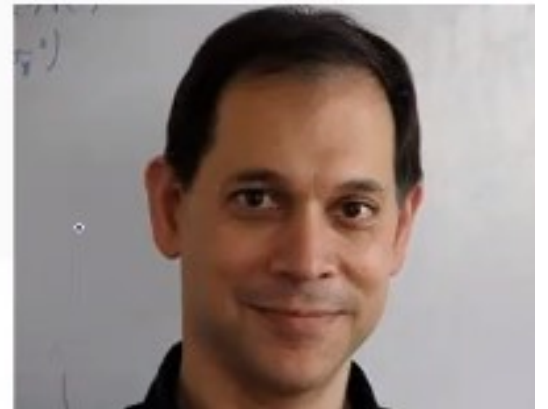


Cam Pos: {X:60498.31 Y:6428.55 Z:20406.24}





Sum of Noise Functions = ( Perlin Noise )



# So the real point...

- ◆ Is to view technology from every angle, to better understand its limits and potential

