Lecture - 2

"Multimodal systems are subset of Multimedia systems."

Domains of multimodal systems :

1) Active I/P mode = majority of applications based on this
2) Passive I/P mode
3) Virtual Environment = mostly used in gaming applications

1) Active I/P mode = user intentionally gives information to the system.
Ex : Command, gesture
Ex : A Dialog system with different input modes.
Ex : Unlock a phone with a happy emotion face.

Fixed Input = to give desired O/P

2) Passive I/P mode = All kinds of information that user do not produce
intentionally. No fixed pattern at input end.
Ex : Emotions, gazing at something

Ex : Depending on emotions, a classroom can be "boring" or "interesting"
, real time feedback on classroom. Depending on feedback, professor
enhances its skill. This application depends on "facial expression of
students".

NOTE : Expressions can be provided intentionally then it cannot be
passive I/P mode.

3) Virtual Environment = user can behave naturally to perform a task. A
person playing tennis virtually can be an example of virtual environment.

" Users can use all kinds of information, behave naturally as he/she in
natural environment and system would be able to analyse all this
information and act accordingly. "

NOTE : " It's not necessary one type of multimodal systems, there can be
multiple multimodal systems working together or parallely " .