
Human Computer Interaction

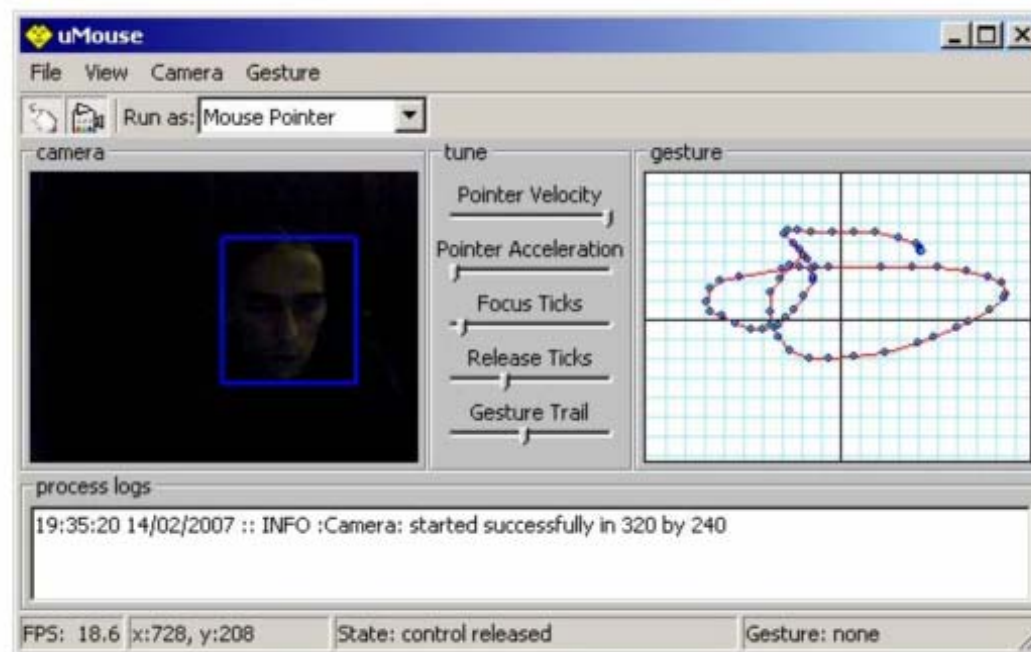
HCI Dimensions



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Hands/Device Free Computer Control

- Mouse control with
 - Eyes, Head, Hands or Finger
 - uMouse



Facial Expression Recognition

- Implicit customer feedback



Normal



Happy




Sad









Surprised

Facial Expression Recognition

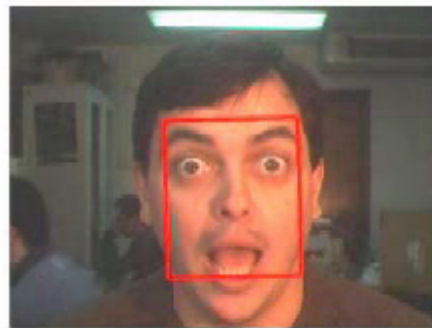
- Implicit customer feedback

Upper Face Action Units		
AU4	AU1+4	AU1+2
		
Brows lowered and drawn together	Medial portion of the brows is raised and pulled together	Inner and outer portions of the brows are raised
AU5	AU6	AU7
		
Upper eyelids are raised	Cheeks are raised and eye opening is narrowed	Lower eyelids are raised

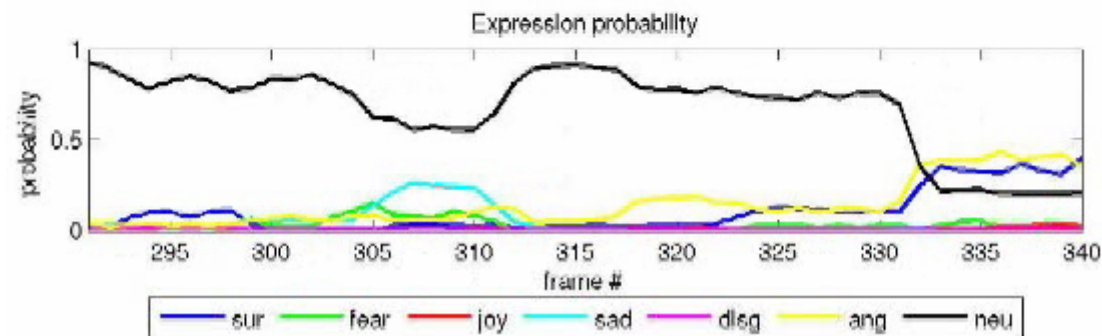
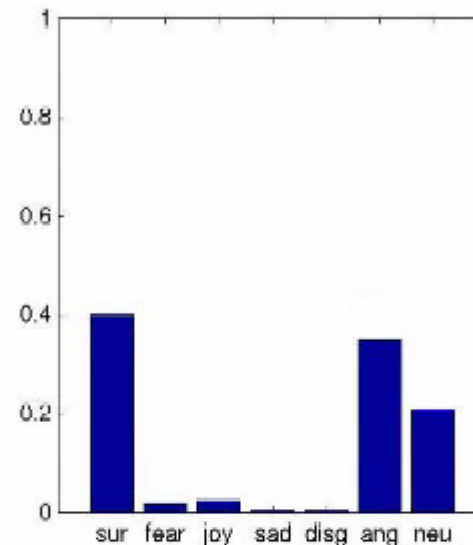
Lower Face Action Units		
AU25	AU26	AU27
		
Lips are relaxed and parted	Lips are relaxed and parted; mandible is lowered	Mouth is stretched open and the mandible pulled down
AU12	AU12+25	AU20+25
		
Lip corners are pulled obliquely	AU12 with mouth opening	Lips are parted and pulled back laterally

Facial Expression Recognition

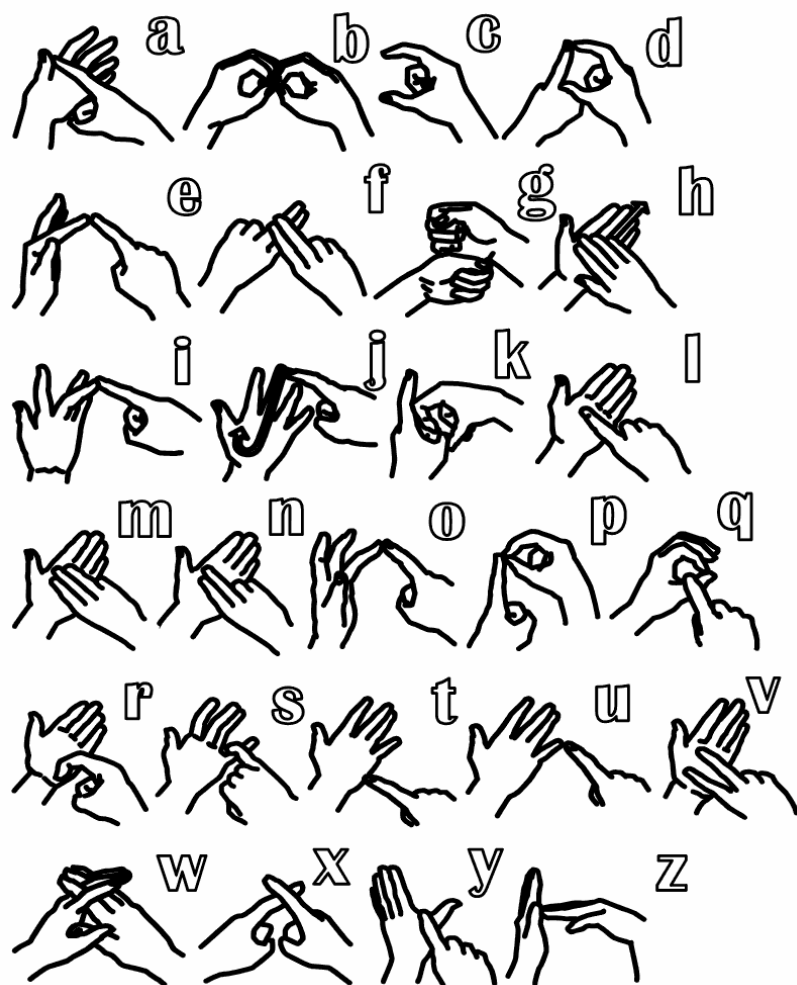
- Implicit customer feedback



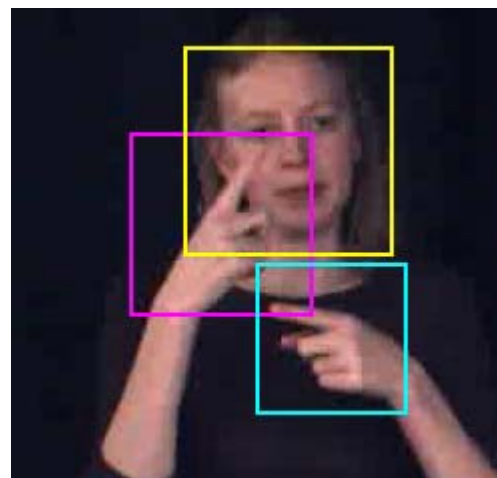
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Sign Language / Gesture Recognition



British Sign Language Alphabet



Lip Reading



Can you guess? ee oo sh

Lip Reading



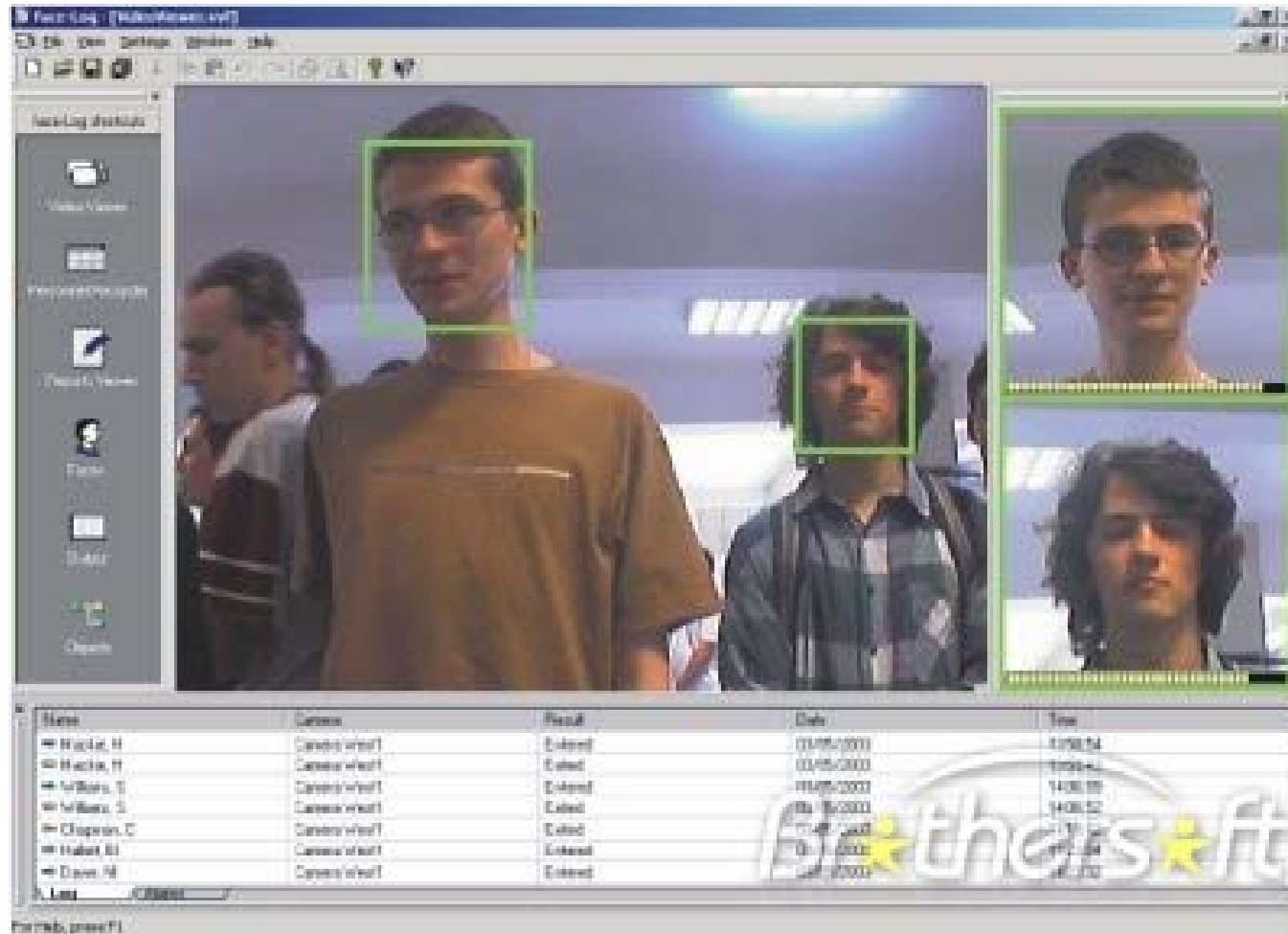
Biometric Systems

- Biometrics refers to authentication techniques that rely on measurable physical characteristics that can be automatically checked
- Physiological Biometrics
 - Face, IRIS, DNA, Finger Prints
- Behavioral Biometrics
 - Typing Rhythm, Handwriting, Gait



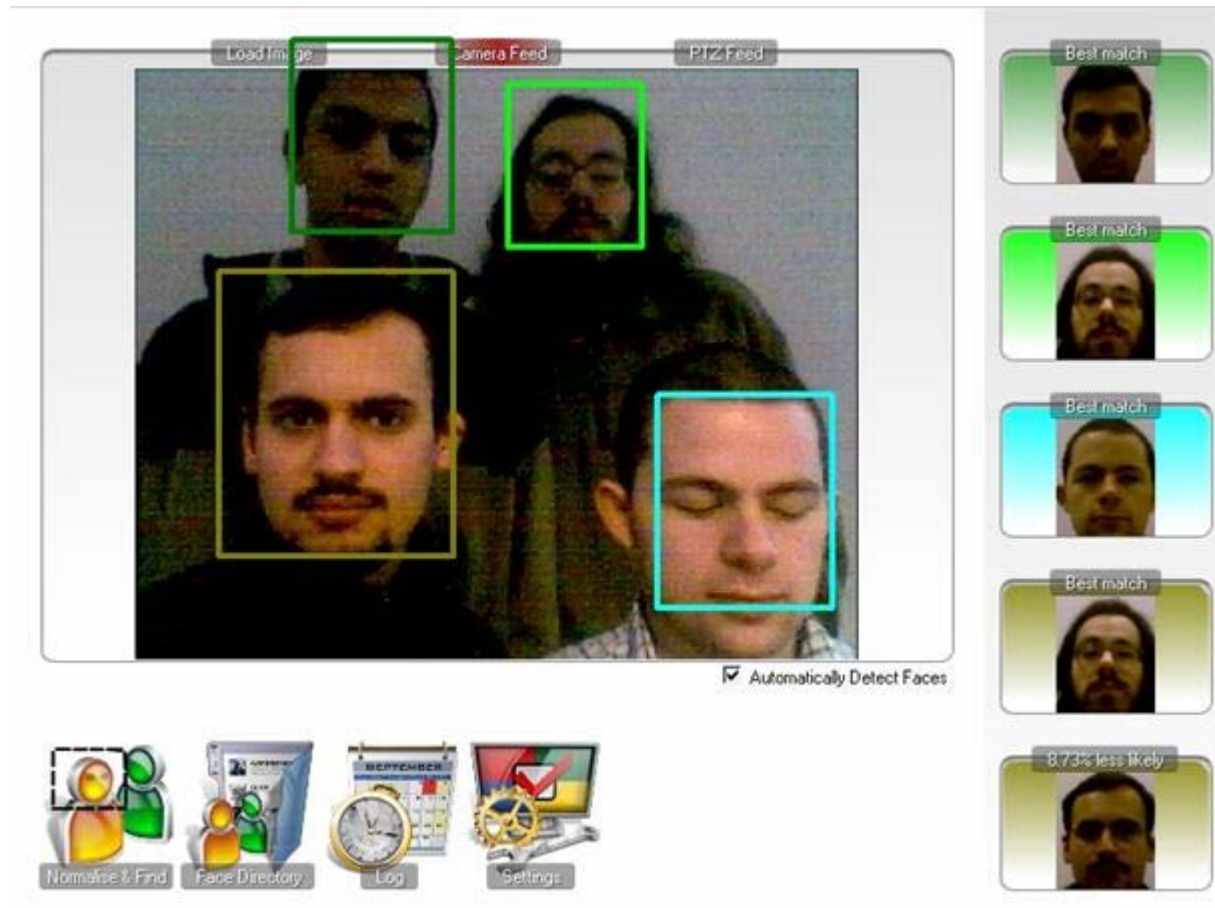
Biometric Systems

- Face Recognition



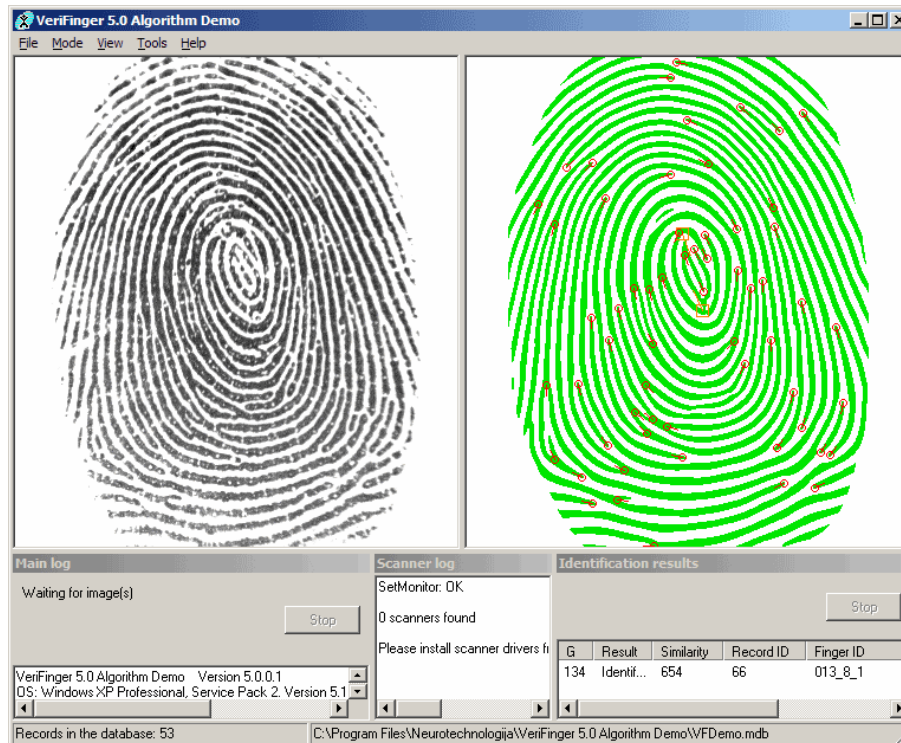
Biometric Systems

- Face Recognition



Biometric Systems

- Finger Print Recognition

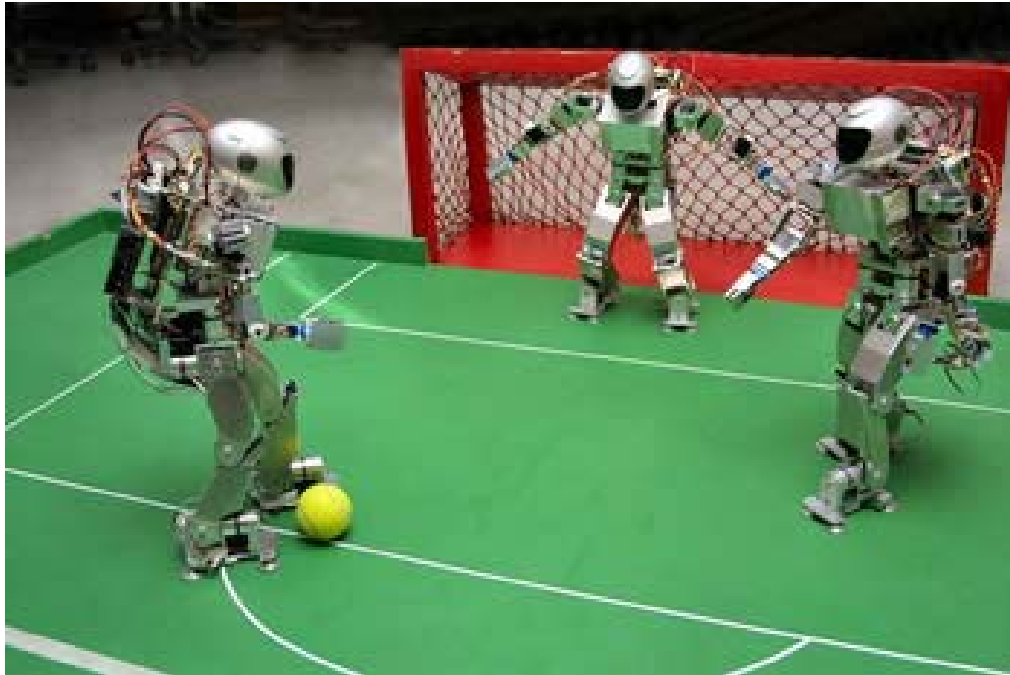


Biometric Systems

- Signature Verification



Robotics

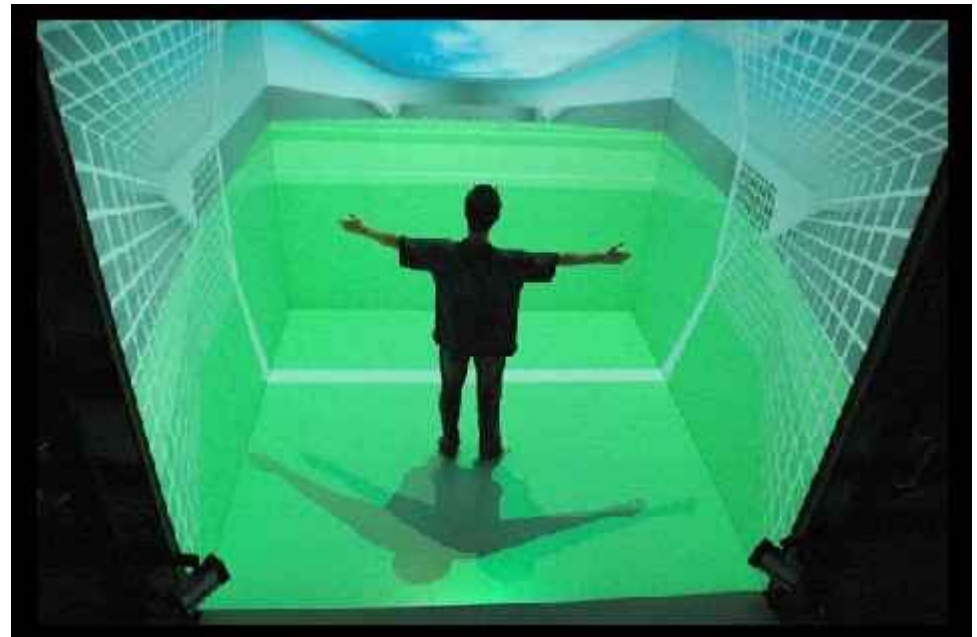
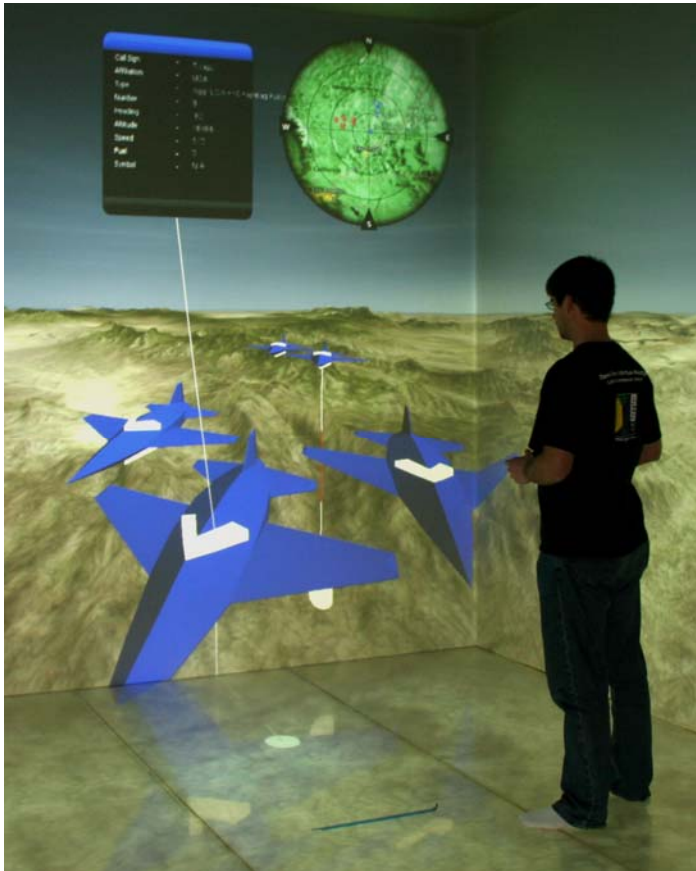


Robotics

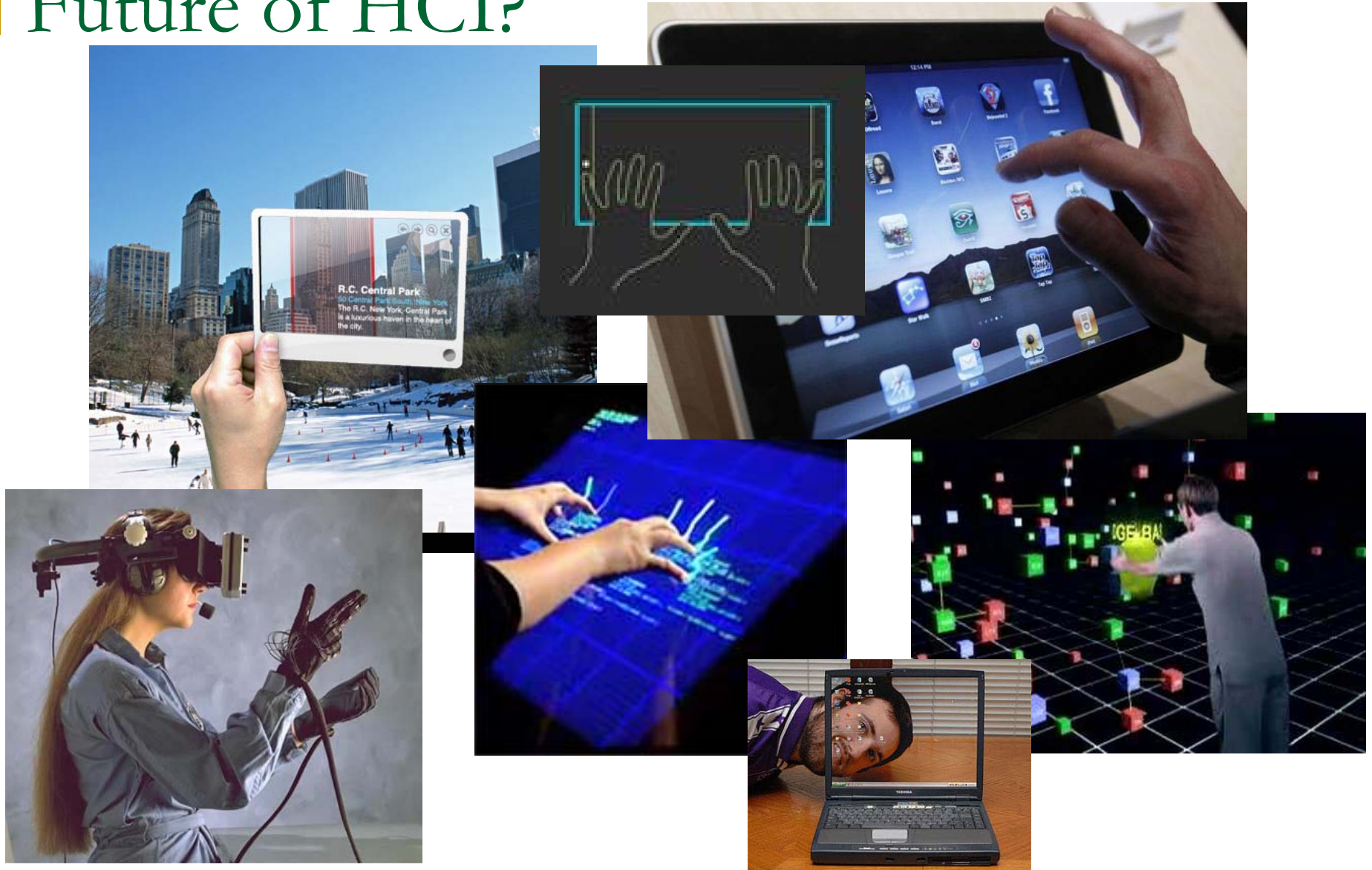
- AIBO



Virtual Reality



Future of HCI?





References

- Advances in Human Computer Interaction, Shane Pinder, InTech, Austria, October 2008
- www.eu.aibo.com/

