Lab 3 – report
name: Daniilidou Viktoria

In this lab we had to implement two new gestures for Furhat and I chose to create a dislike gesture that looks up and has a closed smile, as well as a left and right shaking head gesture which is a common way to say no at least in my country. Furhat's answers are fixed so whatever the user says Furhat will give the same response. My dialogue follows the pattern below:

(F = Furhat and U=User)

F: Hello
U: Hello
F: What are your plans for tonight?
U: I am going out.
F: (hmm sound & existed wink gesture) That's so nice. It's a good chance to meet new people. In which place are you planning to go?
U: I will go to Moreno
F: (dislike gesture) Not one of my favorite places but it's okay for a drink.
U: What about you? Are you going out tonight?
F: (shaking head gesture) Nope, I have to stay home and study.

The user's utterances are just a sample of what someone can say and get these replies. The ideal for this task would be for Furhat to have the ability to recognize and respond according to what the user says and maybe this is something I can implement in a future task.

A challenge of this lab was to choose a sound that is not totally unrelated to Furhat's voices. So, after many trials, I used the sound hmm as it was a "safer" choice in order to match Furhat´s. voice. I also implemented the user tracking in every state of my dialogue.

In conclusion, working with Furhat was a very interesting experience as it was the first time we had the chance to work with such a multimodal model, using speech interaction and face gestures. I am sure that is a lot more to explore!