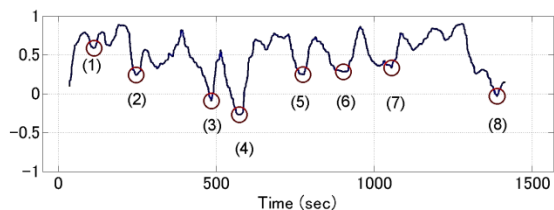
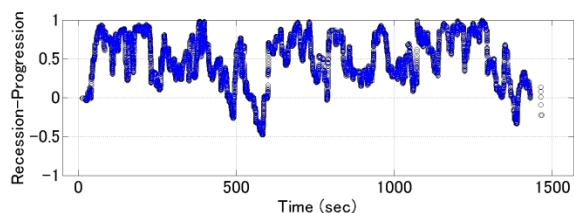


**Map refinement by introducing gamification**



**Continuous tracking of emotional state of dialogues**

### Content :

Advancement of mobile devices enables us to use location and information activity logs. We develop methodologies to utilize such data to enhance various interactions in the physical space. We especially interested in the discovery of hidden requirements and constraints. For example, we investigated a method to automatically construct geospatial information from movement log data.

In physical space, face-to-face dialogues, which is local and intense form of interaction, are examined in terms of multimodal characteristics including speeches, hand gestures and head movements. From real data, we are going to extract usable knowledge to make the interaction effective. Sensor devices and annotation software have been developed for the purpose.

In addition, we analyzed the nature of human-generated information resources such as large amount of text on the Web and utilize them to the advanced information systems such as dialogue systems. The relationship between text media and non-text media such as images, sounds, and videos are also of interest.

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