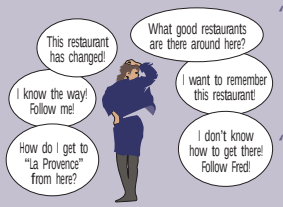

"I want information even when I'm on the move..."

"The Nokia Communicator™ is too complicated..."

Problem Faced

Personalisation

Each user is modeled using probability distributions that represent her feelings towards attributes such as the cost of a meal. The model predicts her likely destinations and cuts down the information presented. It is updated using Bayesian methods when she makes a choice.

Mobile Intelligent Agent with a Multimodal Interface

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Spoken Dialogue

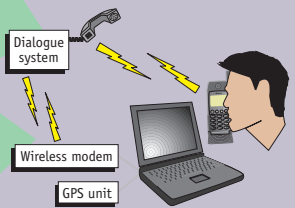
We extend the functionality of a mobile phone without using a complicated graphical interface by adding spoken communication with the user. The dialogue state is displayed on the screen providing direct feedback.

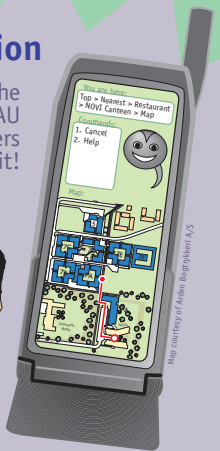
Animated personality

Feedback is also provided by a cartoon personality who presents the results and whose mood reflects the accuracy of the user model.

Our Solution

A user test of the prototype over the AAU campus left some testers wanting their own unit!





Prototype

Acknowledgements

Bosch Telecom Danmark A/S supplied the mobile phones and laptop
Sonofon supplied the mobile phone accounts