

Spring 2015 Seminar Series

Presented by the CS Division

VIRTUAL HUMAN TRAINING SYSTEMS: FROM UNDERSTANDING HUMAN BEHAVIOR TO MODELING USERS' EMOTIONAL BODY POSTURE

THURSDAY APRIL 9, 2015

10:00 AM – HEC 450

There are many contexts in which offering one-on-one training opportunities are not always feasible due to high resource costs or lack of human availability. Virtual human systems can be implemented to provide users with valuable training experiences in these contexts. My research in human-computer interaction and affective computing has focused on two areas of virtual human training systems. In one area, I examine human behaviors that may be understood from medical students' interactions with virtual patient training systems. In another area, I model users' body posture in order to endow systems with the ability to automatically recognize emotion from posture. In this talk, I will highlight my research in these two areas and discuss my future research which aims to build training systems for complex real world situations in the wild with populations such as first responders and other emergency services.

DR. ANDREA KLEINSMITH
University of Florida

Andrea Kleinsmith is a postdoctoral researcher under Professor Benjamin Lok in the Virtual Experiences Research Group in the Computer and Information Science and Engineering Department at the University of Florida. Andrea's primary research interests are in Human-Computer Interaction and Affective Computing and focus on measuring and modeling body expressions in real world training situations. Prior to joining the University of Florida, Andrea was a postdoctoral researcher under Dr. Marco Gillies at Goldsmiths, University of London in the UK. She received a Ph.D. in Computer Science from University College London, UK in 2010, an M.Sc. in Computer Science from the University of Aizu in Japan, and a B.A. in Psychology from the University of Oregon.

Hosted by: Dr. Joseph LaViola

