

Challenges in the Evaluation of Interactive Cognitive Systems

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EUCogII-Euron Workshop: Challenges, Good Experimental Methodology & Benchmarking

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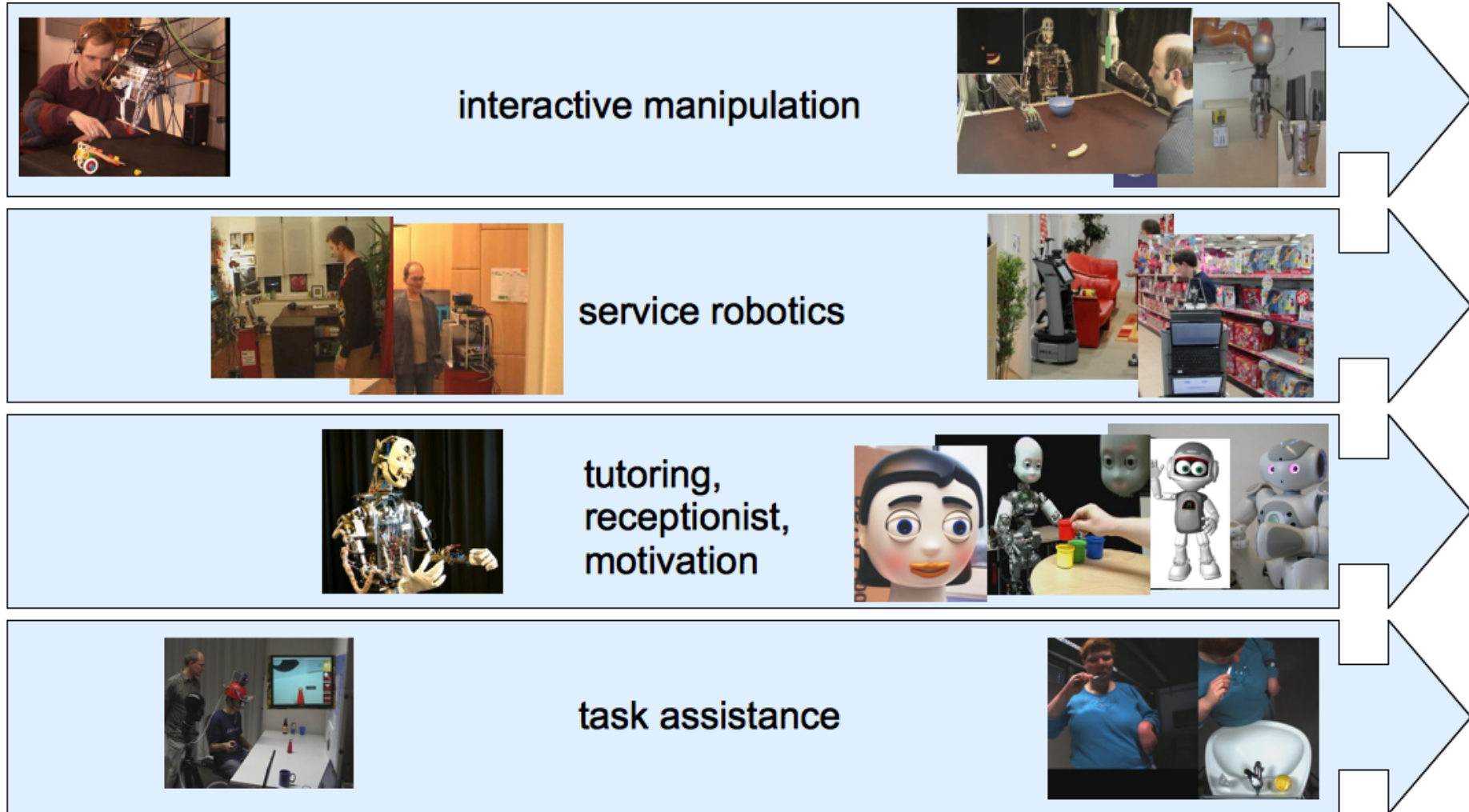
COR-Lab

CITEC

Bielefeld

Universität Bielefeld

Interactive cognitive systems

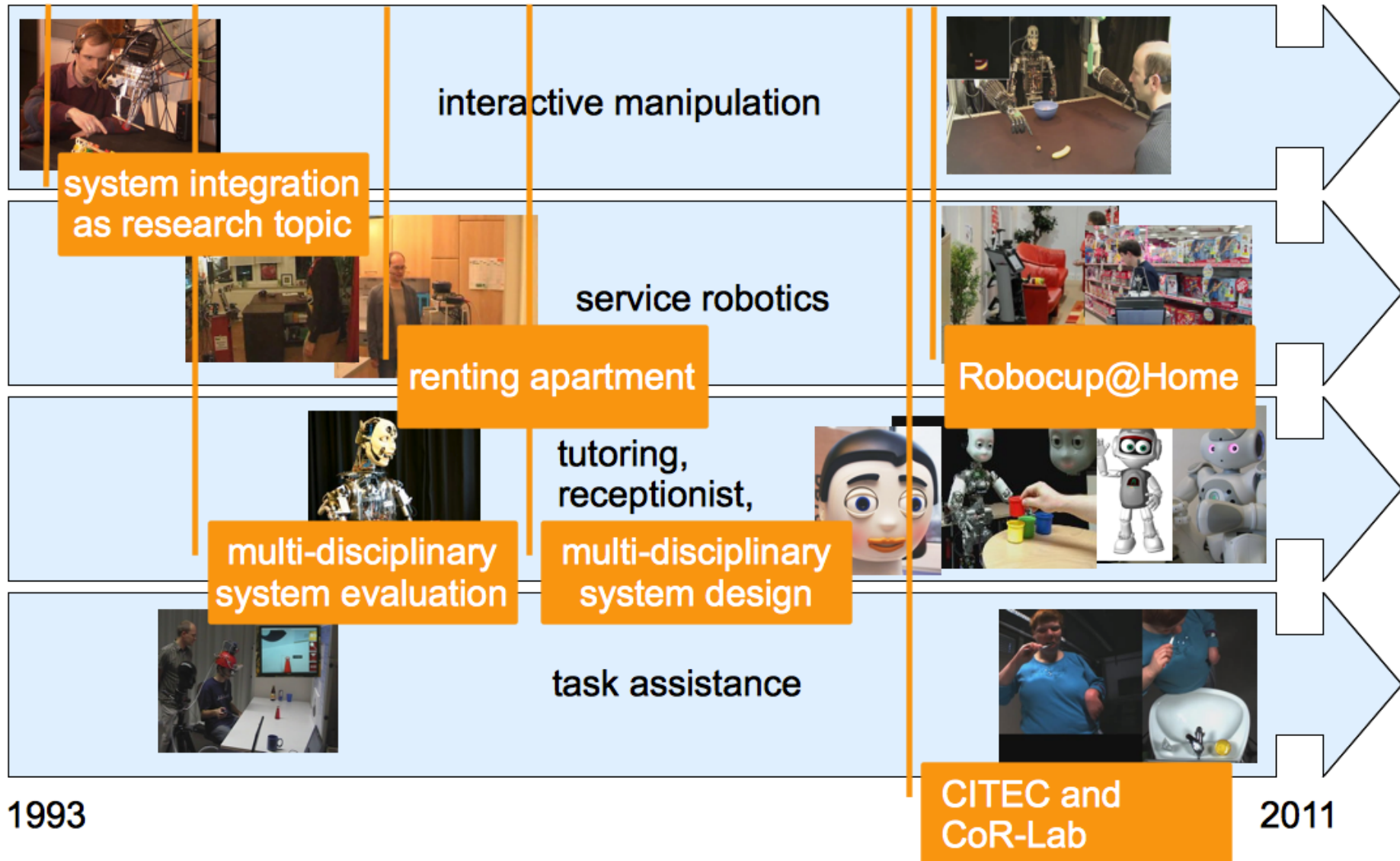


1993

2011



Interactive cognitive systems



User in the loop

2007



User in the loop

2010

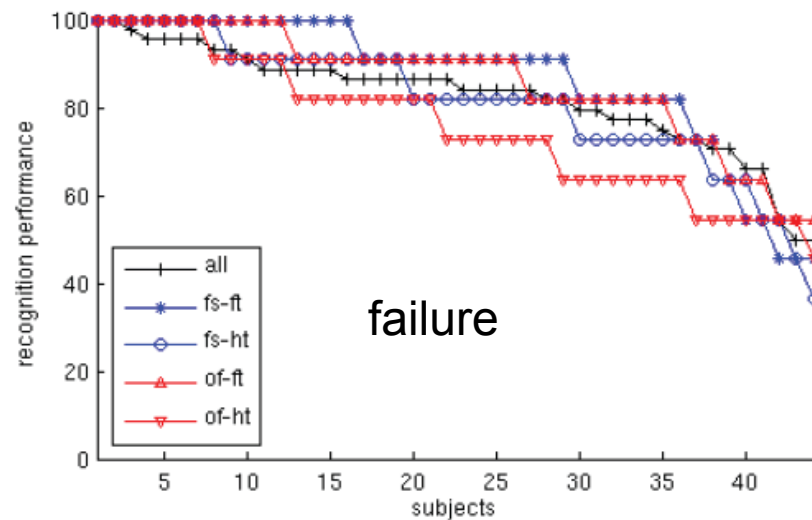
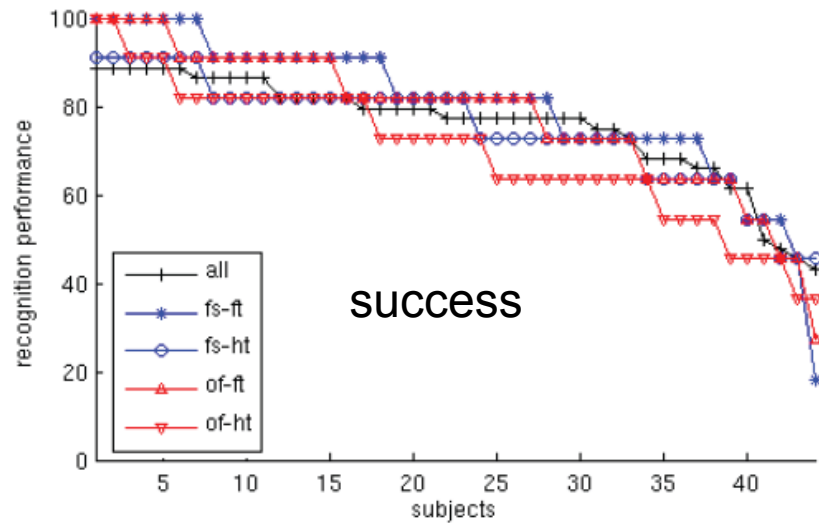


User in the loop



item	1	2
<i>overall behavior</i>	2	3
intelligent : dumb	3	3
predictable : unpredictable	2	4
talkative : quite	2	1
fast : slow	2	1
interested : indifferent	3	1
active : passive	3	2
polite : impolite	3	3
friendly : unfriendly	3	3
obedient : disobedient	3	3
diversified : boring	1	2
useful : useless	-	1
practical : impractical	-	1
cooperative : uncooperative	3	3
funny : serious	2	2
attentive : inattentive	3	2

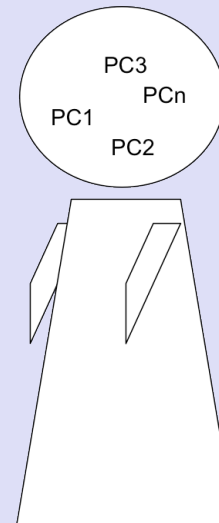
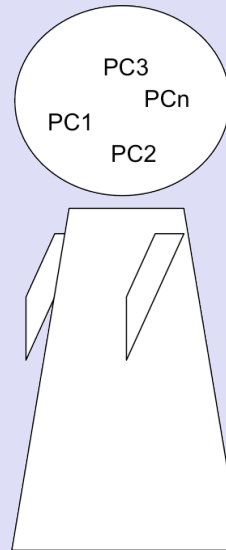
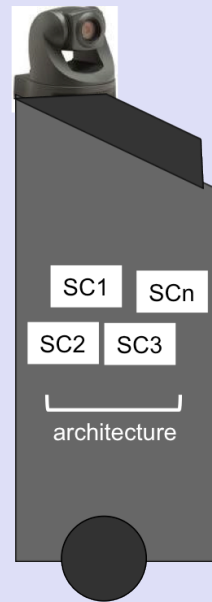
Ground truth



Lang, C., M. Hanheide, M. Lohse, H. Wersing, and G. Sagerer (2009), "Feedback Interpretation based on Facial Expressions in Human-Robot Interaction", RO-MAN, Toyama, Japan, pp. 189-194.

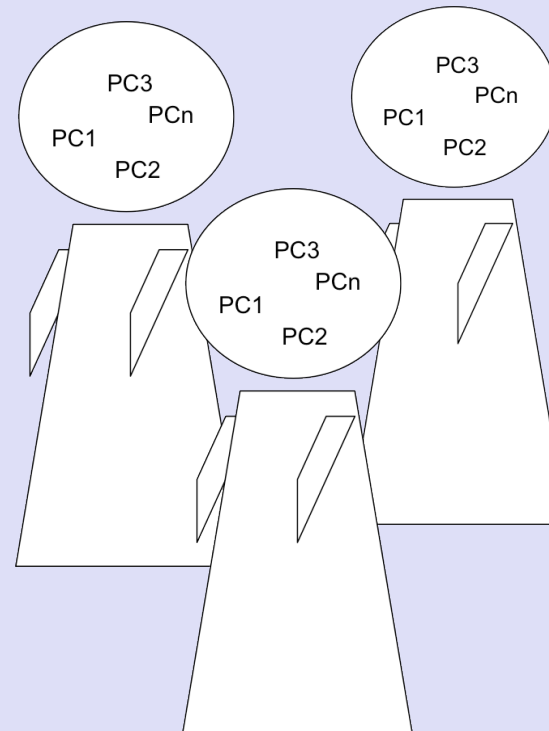
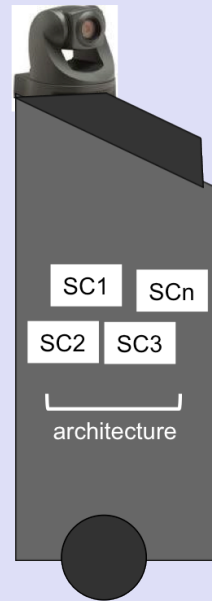
Future challenges

Interaction situation

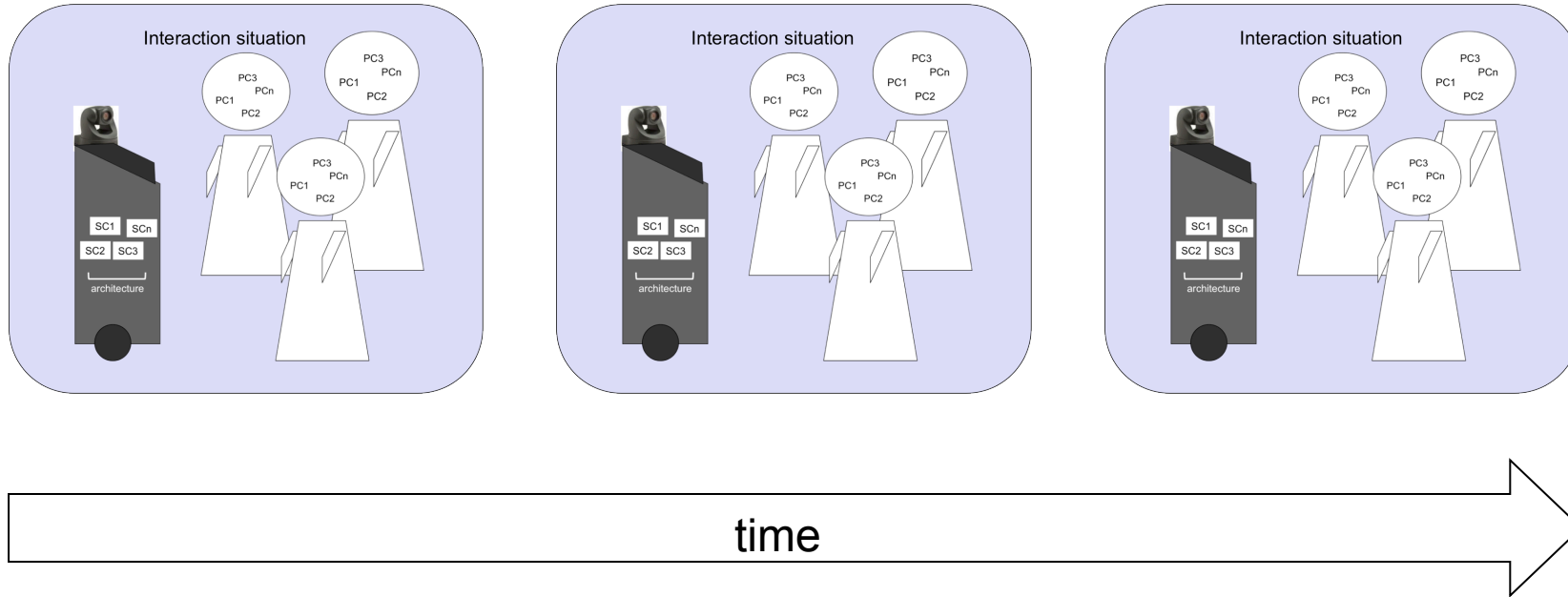


Future challenges

Interaction situation



Future challenges



Thank you for your attention!

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