Highlights of MATCH Research at Edinburgh

Maria Wolters

Ravichander Vipperla, Kalliroi Georgila, Johanna Moore, and Steve Renals

Designing Voice Interfaces

For what do we use voice?

Giving commands

Providing information

Providing reminders

...

Is voice a good modality?

How does it work?

Some uses of Speech

- Give commands
 - Tell television to change channel
 - Tell door to close
- Provide information
 - Talking devices (alarm clock, scales ...)
 - Verbal summaries of e.g. next bus departures
 - Status messages
- Provide reminders
 - Medication
 - Appointments
 - Time of Day

MATCH: Speech Input

- With age, vocal tract physiology changes, so older voices more difficult to understand more pronounced as they get older
- Older people use different phrases & vocabulary
- Specialised adaptation required
 - Acoustic model
 - Language model

MATCH: Managing Interaction

- Study of older people interacting with a simulated appointment scheduling system
- Older people can cope with many options, if all they need to do is spot the right one
- Most older people try to chat, even if the system itself is not chatty at all
 - require far more flexibility & robustness than possible with current technology

MATCH: Speech Output

- Principle: Make signal as robust as possible
- How?
 - Be redundant
 - Highlight important information (emphasis, pausing)
 - Use familiar words and phrases
 - Link with context

Advantages of Speech

- Natural
- Useful if vision or reading problems
- Can be explicit

Disadvantages of Speech

- Speech input highly error prone
- Speech output can
 - Be difficult to understand (background noise / hearing problems)
 - Contain too much information
 - Use annoying voice
 - Scare people
- Speech interaction can be
 - Mechanistic, not chatty
 - Inflexible

Over to you!

- Experiences?
- Comments?
- Suggestions?

For the Edinburgh MATCH team (Moore/Renals/Vipperla/Georgila/Wolters):

Maria Wolters

Maria.wolters@ed.ac.uk

@mariawolters

http://mariawolters.wordpress.com