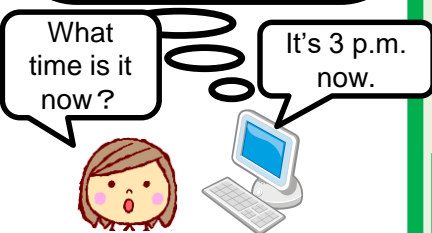
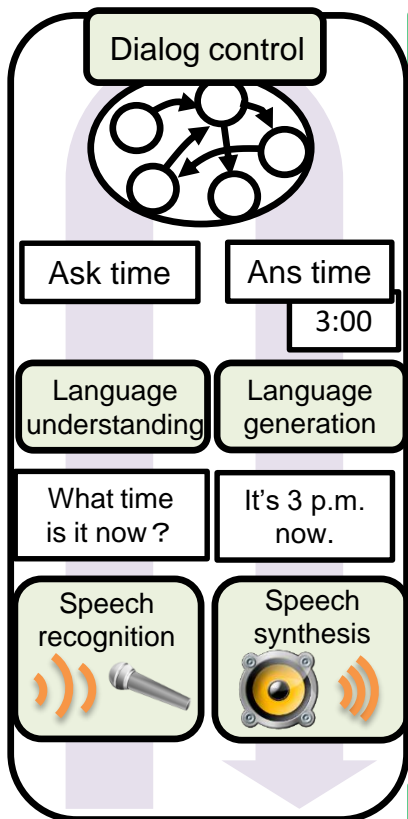


The Start of a new Dialogue!

~Towards a world where humans talk with system computers~



Conversational Information Navigation System

AP Yoshino



■ A spoken dialogue system that navigates news contents updated day-by-day, according to ambiguous user interests.

Persuasive Dialogue

D3 Hiraoka



■ Modeling dialogues where a system persuades users to achieve both the system goal and the users goal.

Chat Oriented Dialogue System

D3 Lasguido



■ Developing a chat oriented dialogue system by utilizing human-to-human conversation examples from movie script and Twitter conversation.

Individuality Control

D3 Mizukami



■ Translating from source texts to target texts which is charged with individuality users want.

Multimodal Data Fusion

D2 Shinagawa



■ Applying integrated multimodal information to languages understanding.

Cross-lingual QA System

D1 Sugiyama



■ Answering to questions in various language, using the knowledgebase made of single language

Multi-modal Negotiation Dialogue

M1 Tung



■ Considering users' deception and multi-modal information to reach consensus efficiently.

Response Generation Based on the Emotional State

M2 Ishikawa



■ To generate response with emotional expression, consider system's emotional state.

The Simulation of Multi-modal Object Recognition

M2 Sasano



■ Making virtual environment to decrease the cost of learning with robots in real-world.

■ Past research themes

Detection of digression and deception, Entrainment phenomena, Guiding users to a target topic, and Meeting summarization etc.