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Human–Computer Interaction is a multidisciplinary field focused on human aspects of the development of computer technology. As computer-based technology becomes increasingly pervasive – not just in developed countries, but worldwide – the need to take a human-centered approach in the design and development of this technology becomes ever more important. For roughly 30 years now, researchers and practitioners in computational and behavioral sciences have worked to identify theory and practice that influences the direction of these technologies, and this diverse work makes up the field of human–computer interaction. Broadly speaking, it includes the study of what technology might be able to do for people and how people might interact with the technology.

In this series, we present work which advances the science and technology of developing systems which are both effective and satisfying for people in a wide variety of contexts. The human–computer interaction series will focus on theoretical perspectives (such as formal approaches drawn from a variety of behavioral sciences), practical approaches (such as the techniques for effectively integrating user needs in system development), and social issues (such as the determinants of utility, usability and acceptability).

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Editors

Computers in the Human Interaction Loop

 Springer

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Preface

Considerable human attention is expended on operating and attending to computers, and humans are forced to spend precious time fighting technological artifacts rather than doing what they enjoy and do well: human-human interaction and communication.

Instead of forcing people to pay attention to the artifact, that artifact should pay attention to humans and their interaction. Rather than forcing humans to work within a loop of computers, we would like to see computers serving in a Human Interaction Loop (CHIL). A CHIL computing environment aims to radically change the way we use computers. Rather than expecting a human to attend to technology, CHIL attempts to develop computer assistants that attend to human activities, interactions, and intentions. Instead of reacting only to explicit user requests, such assistants proactively provide services by observing the implicit human request or need, much like a personal butler would.

In 2004, a consortium of 15 laboratories from nine countries constituted itself as the CHIL Consortium to study this CHIL computing paradigm. Project CHIL, “Computers in the Human Interaction Loop,” was supported as an Integrated Project (IP 506909) of the European Union under its 6th Framework Program and represents one of Europe’s largest concerted efforts in the area of advanced human interfaces. It began on January 1, 2004, and ended successfully in August 2007. It was coordinated administratively by the Fraunhofer Institut für Informations- und Datenverarbeitung (IITB) and scientifically by the Interactive Systems Labs (ISL) at the University of Karlsruhe. The CHIL team includes leading research laboratories in Europe and the United States who collaborate to bring friendlier and more helpful computing services to society.

Instead of requiring user attention to operate machines, CHIL services attempt to understand human activities and interactions to provide helpful services implicitly and unobtrusively. To achieve this goal, machines must understand the human context and activities better; they must adapt to and learn from the human’s interests, activities, goals, and aspirations. This requires machines to better perceive and understand all the human communication signals including speech, facial expressions, attention, emotion, gestures, and many more. Based on the perception and

understanding of human activities and social context, innovative context-aware and proactive computer services became possible and were explored. Several prototype services were assembled and tested for performance and effectiveness: (1) the Connector (a proactive phone/communication device), (2) the Memory Jog (for supportive information and reminders in meetings), (3) collaborative supportive workspaces and meeting monitoring.

To realize the CHIL vision, the key research activities concentrate on four central areas:

- **Perceptual technologies:** Proactive, implicit services require a good description of human interaction and activities. This implies a robust description of the perceptual context as it applies to human interaction: Who is doing What, to Whom, Where and How, and Why. Unfortunately, such technologies – in all of their required robustness – do not yet exist. The consortium identified a core set of needed technologies and set out to build and improve them for use in CHIL services.
- **Data collection and evaluation:** Due to the inherent challenges (open environments, free movement of people, open distant sensors, noise, etc.), technologies are advanced under an aggressive R&D regimen in a worldwide evaluation campaign. In support of these campaigns, meeting, lectures and seminar data have been collected at more than five different sites, and metrics for the technology evaluations have been defined.
- **Software infrastructure:** A common and defined software infra-architecture serves to improve interoperability among the partners and offers a market-driven exchange of modules for faster integration.
- **Services:** based on the emerging technologies developed at different labs, using a common architecture, and within a user-centered design framework, CHIL services are assembled and evaluated. In this fashion, first prototypes are continually being (re-)configured and the results of user studies effectively exploited.

This book provides an in-depth discussion of the main research work and main results from an almost four-year effort on CHIL technologies and CHIL services. The work and insights reported represent a major advance in the state-of-the-art of modern context-aware computing and interface technologies.

A description of the CHIL framework, however, would not be complete without mentioning the excellent and constructive cooperation within the CHIL Consortium. The spirits of competitive cooperation as well as cooperative competition turned out to be key factors for the scientific achievements of CHIL.

July 2008

*Alex Waibel, Rainer Stiefelhagen,
and the CHIL Consortium*

The CHIL Consortium

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Universität Karlsruhe (TH) through its Interactive Systems Laboratories (ISL)	UKA-ISL	Germany
DaimlerChrysler AG	DC	Germany
Evaluations and Language Resources Distribution Agency	ELDA	France
IBM Ceska Republika	IBM CR	Czech Republic
Research and Education Society in Information Technologies	RESIT (AIT)	Greece
Institut National de Recherche en Informatique et en Automatique through GRAVIR-UMR5527	INRIA ¹	France
Foundation Bruno Kessler - irst	FBK-irst	Italy
Kungl Tekniska Högskolan	KTH	Sweden
Centre National de la Recherche Scientifique through its Laboratoire d'Informatique pour la Mécanique et les Sciences de l'Ingénieur (LIMSI)	CNRS-LIMSI	France
Technische Universiteit Eindhoven	TUE	Netherlands
Universität Karlsruhe (TH) through its Institute IPD	UKA-IPD	Germany
Universitat Politècnica de Catalunya	UPC	Spain
The Board of Trustees of the Leland Stanford Junior University	Stanford	USA
Carnegie Mellon University	CMU	USA

Table 2. Partners in the CHIL Consortium.

¹ Institut National de Recherche en Informatique et en Automatique (INRIA) participated through GRAVIR-UMR5527, a joint laboratory of INRIA, Centre National de la Recherche

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Last, but no means least, all credit is due to the efforts of the CHIL team. A select group from the best laboratories in Europe and the United States, the CHIL Consortium has brought together a remarkable group of research talent that in many ways achieved the enormous feat of demonstrating successful CHIL computing in a very short time. Driven by a joint vision, the CHIL researchers, students, and staff members worked way beyond the call of duty to make the program a success.

Only some of these appear as chapter authors of this book. However, there were more people, including administrative staff members, researchers, and students, who

Scientifique (CNRS), Institut National Polytechnique de Grenoble (INPG), and Université Joseph Fourier (UJF)

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