



Dynamical Systems to Account for Turn-Taking in Spoken Interactions

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Dynamical Systems to Account for Turn-Taking in Spoken Interaction

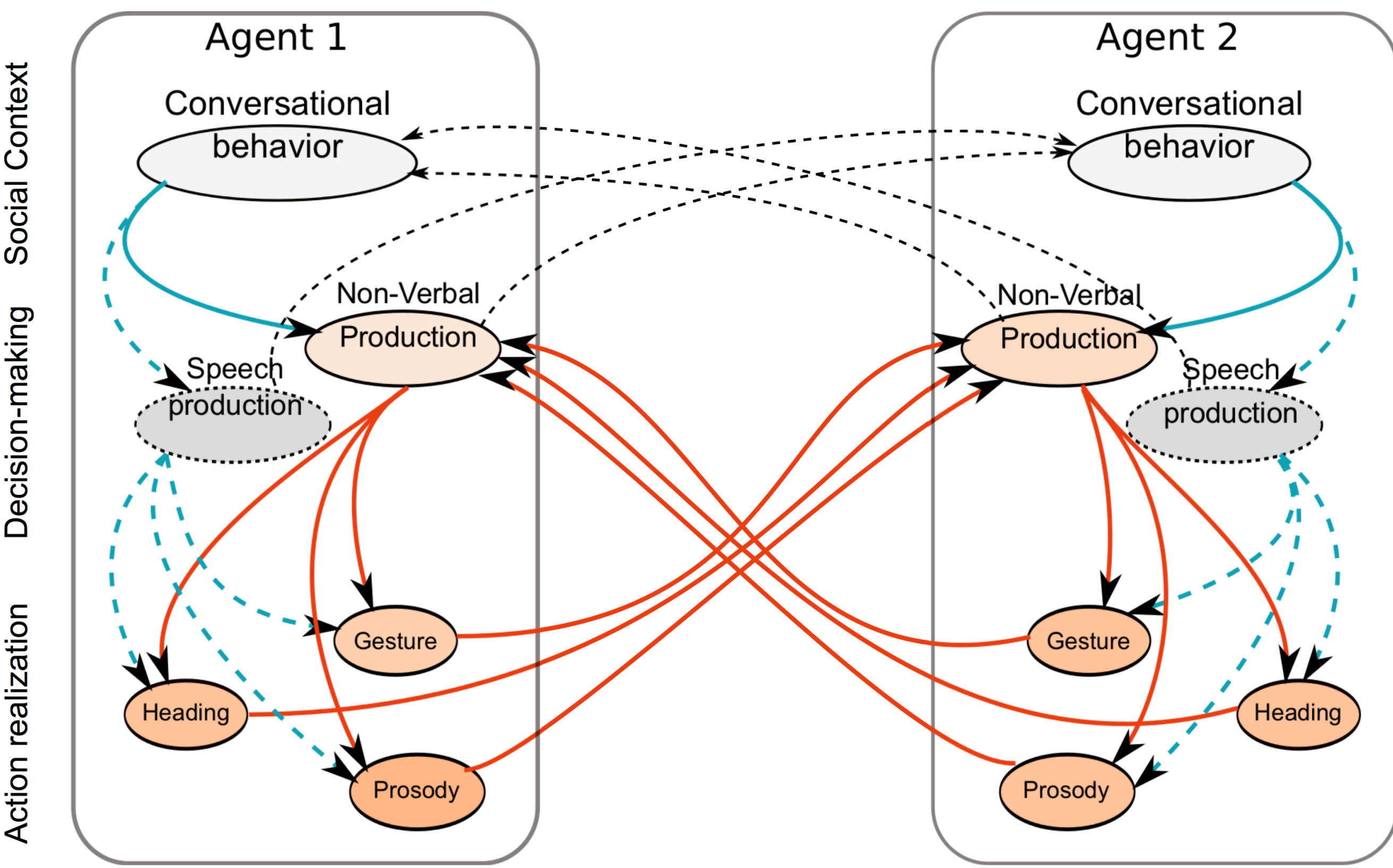
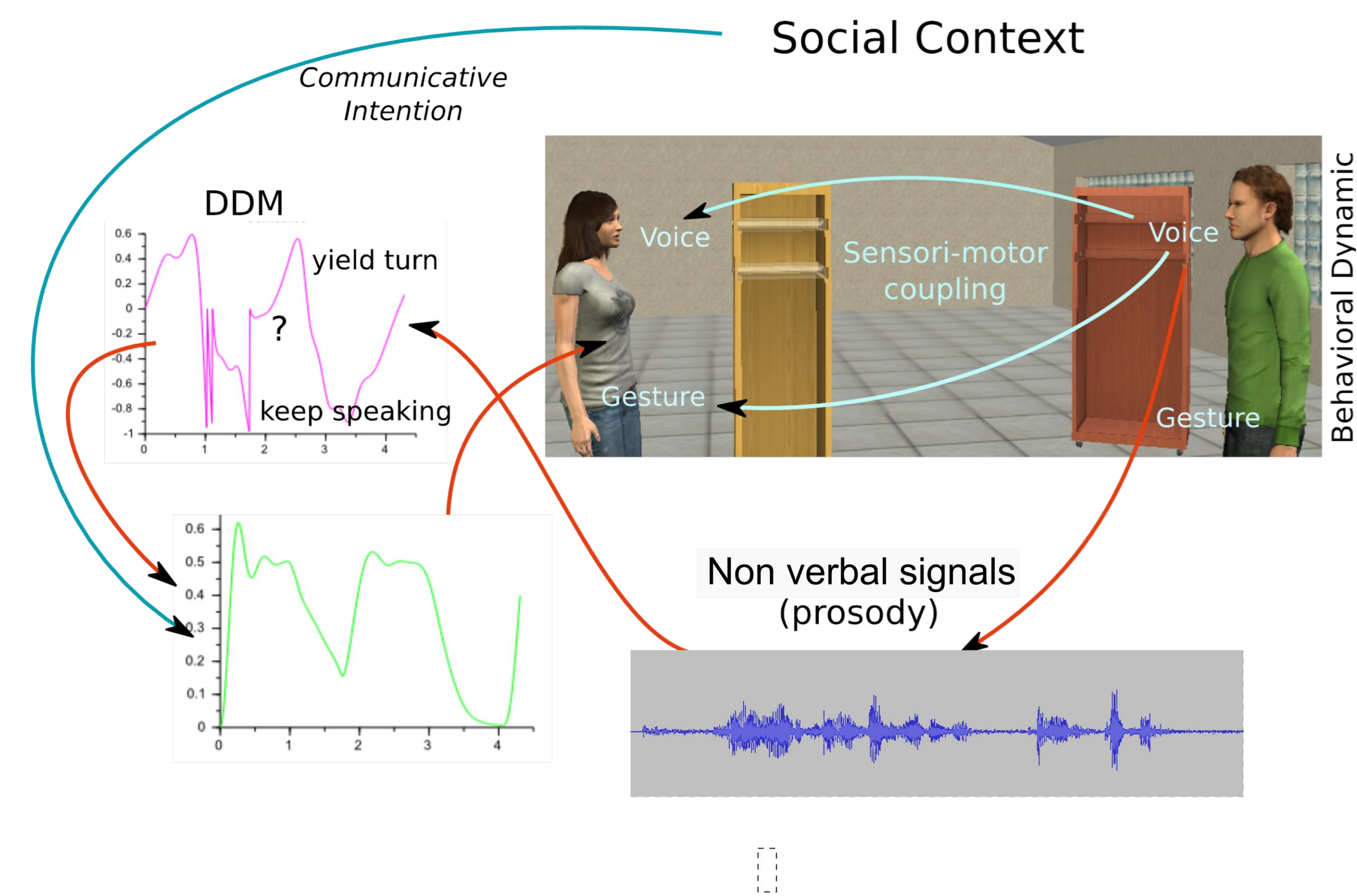
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Goals:

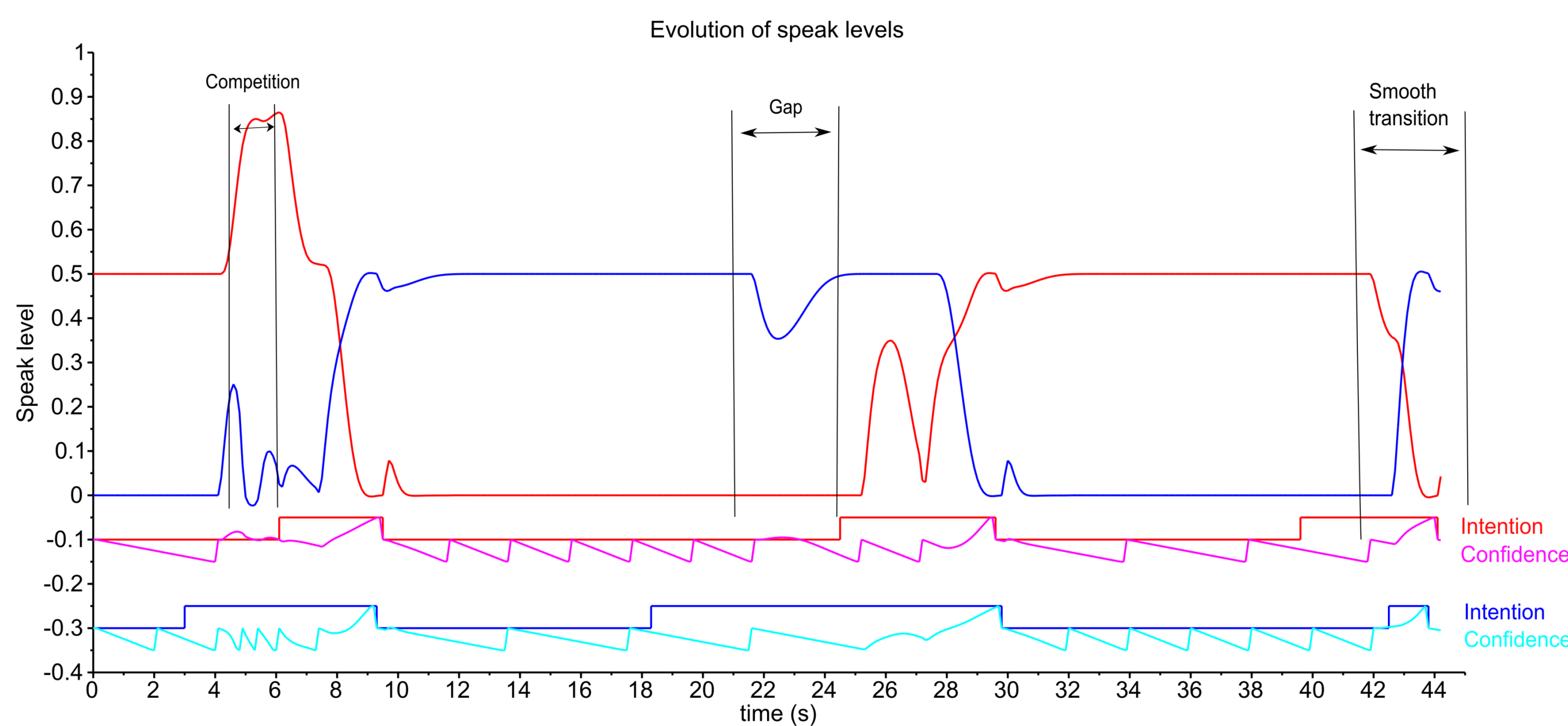
- **Continuous, multimodal non-verbal** interaction with user
- **Sensori-motor coupling** between user and agent
- Application to **turn-taking management** : realistic turn-transitions

Criteria of success:

- **Emergent** and **self-organized** patterns of turn-transition between agents
- Consistent **interpretation** of user's **multimodal signals**
- **Production of multimodal, non verbal signals**, the right way, the right time



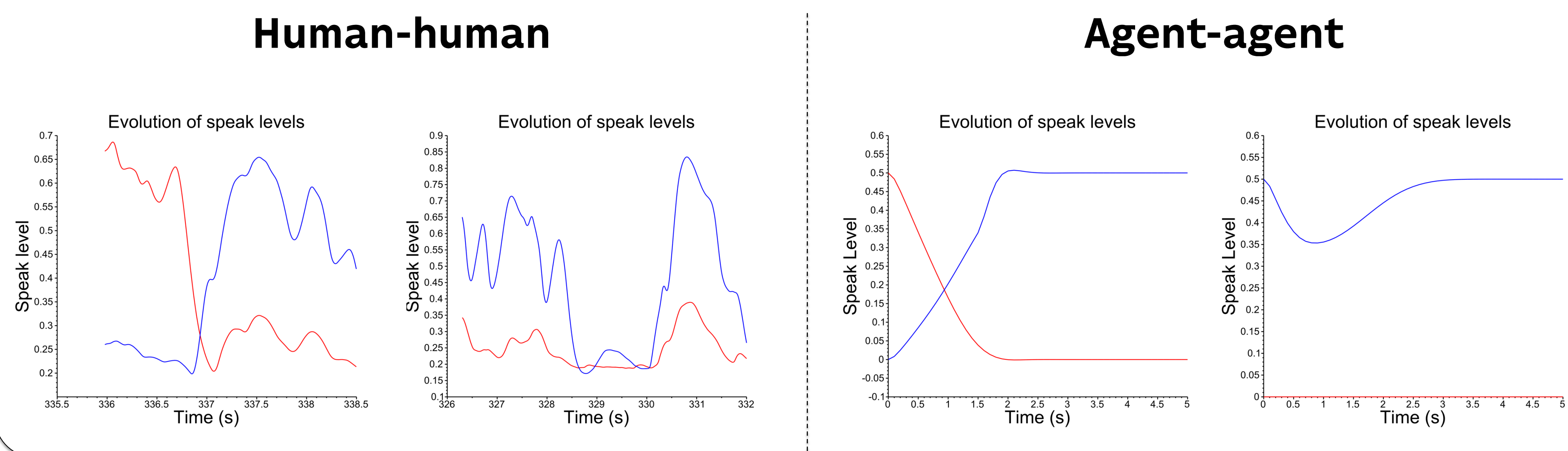
Agent-agent simulation



Main results

3 main patterns :
gap, smooth transition, competition
Self-organized transitions without prediction

Validation



Improving the model

Temporal calibration
Gaps not marked enough

Next steps

- Main qualitative patterns of human-human interactions
- Realistic responses to real humans curves
- Real-time interactions between virtual human and user

References

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