Projects

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- ∧ A Multimodal Behaviour Analysis Tool for Board Game Interventions with Children
- ∧ Cozmo4Resto: A Practical AI Application for Human-Robot Interaction
- ∧ Developing a Scenario-Based Video Game Generation Framework for Virtual Reality and Mixed Reality Environments
- ∧ Exploring Interfaces and Interactions for Graph-based Architectural Modelling in VR
- ∧ Spatio-temporal and Multimodal Analysis of Personality Traits
- ∧ Stress and Performance Related Multi-modal Data Collection, Feature Extraction and Classification in an Interview Setting
- ∨ Volleyball Action Modelling for Behaviour Analysis and Interactive Multi-modal Feedback

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