Multimodal Interactive Systems Professor Doctor Sebastian Moller Quality and Usability Lab Technische Universitat Berlin Introduction

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The chapter Multimodal Interactive Systems provides you with an understanding of system architectures and multimodal processing steps which are necessary in a multimodal interactive system.

You will learn that system development processes may be based on human-collected data as well as on theoretical models. Finally you will learn the multimodal processing steps which involve fusion, data storage and fission.