



The First International Workshop on Multimodal Interaction for Education (MIE2017)

Workshop schedule – Morning sessions

09:00 – 09:10 Welcome address

09:10 – 09:55 Keynote speech

Rita Cucchiara

NeuralStory: Automatic Understanding the Video Content for Interactive Education

09:55 – 10:15 Short presentations of posters and demos

Fabio J. M. Ortega, Sergio I. Giraldo, and Rafael Ramirez

Bowing Modeling for Violin Students Assistance

David Cabrera Dalmazzo and Rafael Ramirez

Air Violin: A Machine Learning Approach to Fingering Gesture Recognition

Simone Ghisio, Paolo Alborno, Erica Volta, Monica Gori, and Gualtiero Volpe

A Multimodal Serious-Game to Teach Fractions in Primary School

Bo Sun, Song Lai, Congcong Xu, Rong Xiao, Yungang Wei, and Yongkang Xiao

Differences of Online Learning Behaviors and Eye-Movement between Students Having Different Personality Traits

10:15 – 10:45 Coffee break

10:45 – 12:15 Session 1: Technologies for enhanced learning experiences

Gabriel Baud-Bovy and Nicolò Balzarotti

Using Force-Feedback Devices in Educational Settings: a Short Review

Temitayo Olugbade, Luigi Cuturi, Giulia Cappagli, Erica Volta,

Paolo Alborno, Joseph Newbold, Nadia Bianchi-Berthouze,

Gabriel Baud-Bovy, Gualtiero Volpe, and Monica Gori

What Cognitive and Affective States Should Technology Monitor to Support Learning?

Nese Alyuz, Eda Okur, Utku Genc, Sinem Aslan, Cagri Tanriover,

and Asli Arslan Esme

An Unobtrusive and Multimodal Approach for Behavioral Engagement

Detection of Students

Chinchu Thomas and Dinesh Babu Jayagopi

Predicting Student Engagement in Classrooms Using Facial Behavioral Cues



The workshop is partially supported by the EU-H2020-ICT Project weDRAW (<http://www.wedraw.eu/>). This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 732391.



The First International Workshop on Multimodal Interaction for Education (MIE2017)

Workshop schedule – Afternoon sessions

- 14:00 – 14:45 Keynote speech**
Stephen Brewster
Multimodal interaction for digital inclusion in education
- 14:45 – 15:30 Session 2: Pedagogical and psychophysical studies**
- 14:45 – 15:15 *Sara Price, Sam Duffy, and Monica Gori*
Developing a pedagogical framework for designing a multisensory serious gaming environment
- 15:15 – 15:30 *Luigi Cuturi, Giulia Cappagli, and Monica Gori*
Angle discrimination by walking in children
- 15:30 – 16:00 Coffee break**
- 16:00 – 17:15 Session 3: Proof-of-concepts in specific learning environments**
- 16:00 – 16:15 *Angel Blanco and Rafael Ramirez*
Evaluation of audio-based feedback technologies for bow learning technique in violin beginners
- 16:15 – 16:30 *Luca Andrea Ludovico, Dario Malchiodi, and Luisa Zecca*
A Multimodal LEGO®-based Learning Activity Mixing Musical Notation and Computer Programming
- 16:30 – 16:45 *Simone Ghisio, Erica Volta, Paolo Albornò, Monica Gori, and Gualtiero Volpe*
An open platform for full-body multisensory serious-games to teach geometry in primary school
- 16:45 – 17:15 *Shruthi Kukal Nambiar, Rahul Das, Sowmya Rasipuram, and Dinesh Babu Jayagopi*
Automatic generation of actionable feedback towards improving social competency in job interviews
- 17:15 – 17:30 Closing remarks**



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