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
10:45 – 11:15 Gabriel Baud-Bovy and Nicolò Balzarotti
   Using Force-Feedback Devices in Educational Settings: a Short Review

11:15 – 11:30 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?

11:30 – 12.00 Nese Alyuz, Eda Okur, Utku Genc, Sinem Aslan, Cagri Tanrıöver, and Asli Arslan Esme
   An Unobtrusive and Multimodal Approach for Behavioral Engagement Detection of Students

12:00 – 12.30 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 Alborno, 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

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.