



University of Dundee

## ACE-LP

Black, Rolf; Kristensson, Per Ola; Zhang, Jianguo; Waller, Annalu; Bano, Sophia; Rashid, Zulqarnain; Norrie, Christopher

Publication date: 2016

Link to publication in Discovery Research Portal

*Citation for published version (APA):* Black, R., Kristensson, P. O., Zhang, J., Waller, A., Bano, S., Rashid, Z., & Norrie, C. (2016). ACE-LP: Augmenting Communication using Environmental Data to drive Language Prediction. Poster session presented at Communication Matters - CM2016 National Conference, Leeds, United Kingdom.

#### **General rights**

Copyright and moral rights for the publications made accessible in Discovery Research Portal are retained by the authors and/or other copyright owners and it is a condition of accessing publications that users recognise and abide by the legal requirements associated with these rights.

Users may download and print one copy of any publication from Discovery Research Portal for the purpose of private study or research.
You may not further distribute the material or use it for any profit-making activity or commercial gain.
You may freely distribute the URL identifying the publication in the public portal.

#### Take down policy

If you believe that this document breaches copyright please contact us providing details, and we will remove access to the work immediately and investigate your claim.







Rolf Black<sup>1</sup>, Stephen McKenna<sup>1</sup>, Jianguo Zhang<sup>1</sup>, Per Ola Kristensson<sup>2</sup>, Christopher Norrie<sup>1</sup>, Sophia Bano<sup>1</sup>, Zulgarnain Rashid<sup>1</sup>, Annalu Waller<sup>1</sup>

<sup>1</sup>University of Dundee, UK, <sup>2</sup>University of Cambridge, UK

## Our Aim

Our aim is to develop a communication system for nonspeaking people which will improve on the speed of communication by automatically populating the system with appropriate conversational items within

Event, e.g. a visit to the zoo

(an activity, not talked about yet)

Vision

an adaptive interface that provides control over timing and delivery whilst minimising physical and cognitive load.

**Re-using Narrative** 

(re-telling a previously told story)

Text

Prediction

Location

Speech rate comparison: Natural speech (top), AAC: average (middle), switch access with acceleration, example (bottom)

150 words/minute 12 w/min 2 w/min

#### Proposed System

Integrated contextual, adaptive SGD for individuals with physical disabilities:

- Use of computer vision and contextual data collection to inform prediction;
- Development of a new user interface for access to predicted words, phrases and stories.

#### Possible through:

- Recent advances in environmental data collection.
- · Ability to process large amounts of data in realtime:
- · Probabilistic language modelling and the availability of mobile platforms.



Keyboard: direct access / scanning;

Location

• Encoding, expansion, prediction, disambiguation.

Text



Word and phrase prediction, on-screen scanning switch access.

Vision

Person

association



H 🔒 🖾 🕂 💷 🐋 🞸 🥥 🔍 🖉

a 🐳 🕺 👘 🖬 🏍 🛋 🌑

¥ãK¥∎≴≉₩≠₽₹₽

physical disabilities. Applied Psycholinguistics.

. keyboard, direct or claro-apps.com



Encoding (Semantic Compaction) with direct or scanning switch access. minspeak.com

# Current AAC Technology

Use of Conversational Language Models:

Persor

association

- Handcrafted contextual conversational items;
- Stages of conversation (e.g. greetings, farewells); • Data-to-text sentence generators for narrative
- based systems.



ME	Greet In	tros New Wra	pup Finish	Quest Fb
YOU	Hello, my name tr Sylvia Grant.	Apa, 1 Fox. own 5	Hi, bloc are goo today?	Symp He
Where	What's yours?	Hi, how are goo?	Did you have a nice On lithout head 2	[Soying][ So
How				Uhhuh M
When [	Grant.	141W Mrs Q307	micerable Christmas break,	[Bgree]  Di
Who	What this yes do at	and other threat	because Thad the	[Dunno] The
Why	Christmas and New Year?	we all sart zat and chatted	756 5495.	Bgain? In
	No had a size	L war of D fell of	Not bed thanks.	600d! B
Past	Overstmas and New Year, but they	the cold at Hegmanay, go I just	Very well thanks.	Yes
Present	were both very We had my sister	Please try is forget.	How about you?	Filler 0
Future	and her bog friend, mg brother and a	the value is writing, just talk to me as	What about you?	1 Repeat

I love live music.

Script based utterance

system for situational

conversations.

McCoy et al. 2010

T.A.L.K. with handcrafted conversational items Todman et al. 1994

automatic nhrase generation based on personal experience data. Dempster et al. 2010

### **Acknowledgements**

This research is funded by the Engineering and Physical Sciences Research Council (EPSRC) of the UK Research Councils. Grant Reference: EP/N014278/1

EPSRC

ng and Physical Sciences Council

ST LOVE DOGS

Use of Sensor Data :

Story generation.

· Context prediction;



Location context determination using GPS and Wifi on iPhone; myvoiceaac.com



Egocentric video data for context relevant vocabulary identification and provision. Shamdani and Peña 2015

Limitations:

- Scanning word lists (prediction)
- Access method needs training (disambiguation)
- Limited vocabulary (encoding)
- Need to remember the existence and location of conversational items (encoding, pre-stored);
- Not timely or fitting (script, pre-stored)

## Contact

Dundee AAC Research Group, Prof Annalu Waller Computing in the School of Science and Engineering University of Dundee, Dundee DD1 4HN, Scotland

Email: a.waller@dundee.ac.uk, Project website: http://ACE-LP.ac.uk



Conference, Leeds, UK



References

Dempster M, N Alm and E Reiter (2010). Automatic generation of conversational utterances and narrative for Augmentative and Alternative Communication: a prototype system. SLPAT Workshop, Los Angeles, USA.

McCoy KF, J Bedrosian and L Hoag (2010). Implications of Pragmatic and Cognitive Theories on the Design of Utterance-Based AAC Systems. SLPAT Workshop, Los Angeles, USA.

Shamdani S and A Peña (2015). Verse: Contextual augmented reality communication aid. Communicaiton Matters

Todman J, N Alm and L Elder (1994). Computer-aided conversation: a prototype system for nonspeaking people with





Partners





Vision

Data-to-text for

I enjoy going out to see like going to gigs Do you like live music?

direct access through

Narrative

(telling a story about an event)

Location

Probabilistic Language Module

Prediction

Text