

# Research Areas

Research at the Intelligent and Interactive Systems Research Group is situated at the intersection of computer vision, machine learning and robotics.

**Research keywords are:** computer vision, machine learning: [visual learning](#); appearance; object recognition and detection; video analysis, [object tracking](#), data fusion, event detection, visual human-computer interaction, visual geometry

## Current Projects

### SignSpeak

The EU funded project [SignSpeak](#) focuses at the “scientific understanding and vision-based technological development for continuous sign language recognition and translation.” The aim is to increase the linguistic understanding of sign languages and to create a software that is able to translate signing into text.

### Xperience

There are two main goals of [Xperience](#). The first goal is to show that the state of the art enactive embodied cognition systems can be significantly enhanced by using structural bootstrapping - a concept taken from language learning. The second goal is to implement a complete robot system for automating introspective, predictive, and interactive understanding of actions and dynamic situations.

### Intellact

- [IntellAct](#)

### LearnBip

- [LearnBiP](#)

## Concluded Projects

### TRICTRAC

TRICTRAC is a project in the field of image processing. The aim is to develop algorithms for the tracking of objects in real time in one or more live video streams.

Project duration: 2003 to 2007

Funded by a WIST research grant from [DGTR](#)

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