UNIVERSITI TEKNOLOGI MARA

A STUDY: IMPLEMENTING MULTIMODAL INTERACTION IN LEARNING APPLICATION

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ABSTRACT

It is important for educators to be able to detect students' input through their output. To define output, it can be in the form of fulfilling the task given and based on the total score; educators nevertheless would be able to identify students ability in understanding certain topic taught. However, that would not be the only methodology in gauging students understanding. There are numbers of way and one of them is through multimodals.

Multimodal is defined as multiple forms of input and output such as language and expressed emotion. This research would be entirely based on the human behavior, focusing on the upper level, by understanding students' input ability through their facial displays such as gazing, yawning, random head-movement and so on, so forth. By the end of this research paper, educators would gain more knowledge on gauging students performance during lessons. Apart from the aforementioned benefit, also educators would be able to know which application technology suits for certain research. By so doing, educators not only know which application should be used but also on how to use and utilize the adopted device for this application domain.

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TABLE OF CONTENTS

Abstract		ii
Acknowlegements		iv
Table of Contents		v
List of Tables		vii
List of Figures		viii
List of Plates		ix
Chapter 1 Introduction		1
1.1	Statement of the problem	2
1.2	Research Question	3
1.3	Research Objective	3
Chapter 2 Literature Review		4
2.1	Expressing Emotion	4
2.2	Multimodal Behavior	4
2.3	Multimodal Framework	5
Chapter 3 Methodology		8
Chapter 4 Data Analysis and Discussion		10
4.1	Multimodal Human Behavior	10
4.1.1	Empirical Data 1: Data Collection	14
4.1.2	Empirical Data 2: Data Classification	16
4.1.3	Empirical Data 3: Data Observation	17
4.1.4	Empirical Data 4: Data Analyzation	20
4.2	Salient Multimodal For Formal Operational Stage	22
4.3	Multimodal Technologies	24
4.3.1	Technical Stages	24
4.3.2	Framing the Eyes Area	24
4.3.3	Multimodal Framework	25

4.3.4 Multimodal Software Technology Architecture 29
4.3.5 Multimodal Hardware 33
4.3.6 Head Gestures 34
4.3.7 Mechanism Used For Salient Multimodal 35
4.4 Benefit 36

Chapter 5 Conclusion and Future Work Recommendation 37
5.1 Challenges 37
5.2 Limitation 37
5.3 Conclusion 38
5.4 Future Work Recommendation 38

References 40