



# Bachelor's thesis project – Understanding Spoken User Interface Commands

## What is it about?

Speech interaction provides a natural way to interact with a user interface. However, designing user interfaces that use speech input is still challenging. One challenge is that there are many ways to provide the same information to the interface, which should all be understood by it. For example, sentences like "Ok", "Continue", "That's fine", "Go on", could all mean to go to the next screen in a particular user interface, or "I would like to make a new appointment", "new appointment", "please set up a new appointment", etc. could all mean to set up a new appointment in a calendar user interface.

## Assignment

In this project, you will be using and evaluating speech recognition to understand spoken commands to control a user interface. You will try out different speech recognizers and assess their ability to deal with short speech commands. Additionally, you will be designing a speech pattern parser, that can be used to recognize variations of sentences of the same meaning (in the context of the user interface). This will provide user interface designers with the means to design the connection between spoken sentences to user interface actions/changes.

### Contact:

- Herwin van Welbergen hvanwelbergen@techfak.uni-bielefeld.de
- Sören Klett sklett@uni-bielefeld.de



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