Diana’s World: A Situated Multimodal Interactive Agent

Diana is a multimodal interactive agent that is *co-situated* with a human user in a mixed-reality environment. She can see both her virtual world and you in the real world. She interprets multi-channel inputs—including language, gesture, affect, and emotion—in real time, so she can play a proactive role in interactive collaborative tasks. Diana is situationally and environmentally aware, and participates in interactions based on a dynamically computed situational common ground created between her and her interlocutor.

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