

## SUPSI

# Behavioural Simulator for Professional Training based on Natural Language Interaction

### The problem

LifeLike is an online simulation system designed to train and assess behavioral and negotiating abilities in a realistic interactive scenario, where users can interact and communicate with characters specifically designed to challenge their negotiation abilities.

### The project

The project's goal is to enhance the system by simulating a normal interview with real users through Natural Language Processing (NLP), thus enabling users to behave in more natural ways without keyboards or other input devices. Moreover, given that the users will be able

to interact with the system using free speech we will exploit this opportunity to evaluate the communicative skills and language style of the users.

### The result

The overall goal of the project is to make the dialogue situation more natural by using natural speech interaction instead of mouse-based selection. The project outcome shall consist in a new module of the computer-based learning simulator providing a new user input interaction and language style analysis.

### Contact information

Riccardo Mazza  
riccardo.mazza@supsi.ch

### Funding agency

CTI - 18974.1 PFES-ES

### Partners

LifeLike SA  
UNI-Zürich, Institut für Computerlinguistik

### Research domain

5 Intelligent systems for knowledge and communication

