**INTERACTIONS AND HUMANITIES** 

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Interactions and humanities

## **Description**

This area covers research activities related to humans and their activities. We design methods and tools that facilitate human activities and the study of these activities, or that are inspired by human characteristics and/or behaviour. We study methods for recognising and analysing the characteristics and behaviour associated with such activities.

## 'Emblematic' projects

- PEPR eNSEMBLE
- PEPR ICCARE
- PEPR O2R
- Fédération CNRS SCV
- CPER Enhance
- H2020 Happiness
- ANR PERSICON
- ANR CollabScore
- ANR TurboTouch
- CHIST-ERA Genesis
- CNRS MITI RORES-CL

## **Teams concerned**

**▲ GT I2C (Interaction et Intelligence Collective):** Algomus, BCI, Loki, MINT, NOCE, SMAC

- ★ GT CO2 (Commande et Calcul Scientifique): DEFROST
- ★ GT Image: FOX, Imagerie Couleur, 3D SAM
- ★ GT DaTInG (Data Intelligence Group): MAGNET, SCOOL
- & GT GL (Génie logiciel): CARBON, Spirals
- ▲ Plateform: PIRVI



## **Interactions and Humanities**

Research within the Interactions and Humanities theme aims to propose new digital tools to help humans carry out their tasks, to exploit human capacities, to observe, analyse and simulate human activities and to design tools, datasets and models in collaboration with the human sciences.

As part of our interaction research, we use user-centred design methodologies to design, implement and evaluate digital and interactive tools, for example interaction techniques, new interactive devices, or human analysis using sensors or images. This enables us, for example, to establish perceptual and behavioural models for the study of humans and their sensory, motor and cognitive capacities. Using these models and tools, we study and improve the relationship between users and digital tools, enabling them to extend their capabilities, gain expertise and enrich their experiences.

The digital humanities bring together information technologies and the humanities and social sciences. Our activities focus on the creation, modelling, management, implementation and analysis of uses, creativity and digital communities. We also look at scientific and technical practices, their history and their impact on society, and in particular the ethical issues associated with digital technology.

These research activities mobilise different scientific communities, for example in the Humanities and Social Sciences, as well as social, cultural, artistic and educational collaborations. However, they all pose real scientific challenges to the approaches developed in the fields of computer science and automatic control.

