

Special Issue

Interactive Learning: Human in the Loop System Design for Active Human–Computer Interactions

Message from the Guest Editors

The Special Issue "Interactive Learning: Human in the Loop System Design for Active Human–Computer Interactions" has been EXTENDED! Potential Topics: Cognitive load—can use models to adjust decisions. How much should be pre-training (i.e., learning for the average user) versus how much should be interactive or personalized (i.e., for fine-tuning to a specific user)? Response design and modalities of interaction—use of natural/implicit human feedback signals such as natural language, speech, eye movements, facial expressions, and gestures during the interaction. Effective interactions—speed and number of interactions. Human preferences or an internal reward that is non-stationary and changes over time. Limitations can be due to a lack of trust, usability, and productivity, especially when adapting to unforeseen classes and changes in the mission context. Specific systems architecture—AI and machine learning application to the problem; human trust issues for different architectures. Case studies—for example, case studies such as image segmentation and region digitization in GIS are desirable.

Guest Editors

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Dr. Chris J. Michael
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Deadline for manuscript submissions

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Editor-in-Chief

Prof. Dr. Willy Susilo

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