

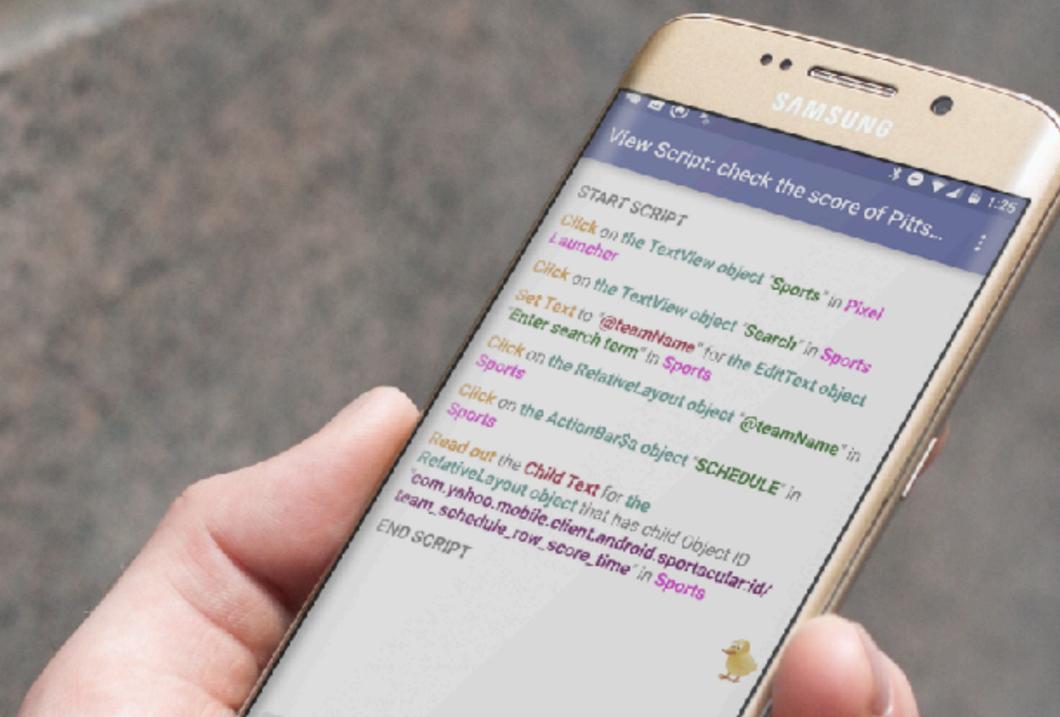
# SUGILITE: Supporting Co-adaptive Human-Agent Relationship through Programming by Demonstration using Existing GUIs.

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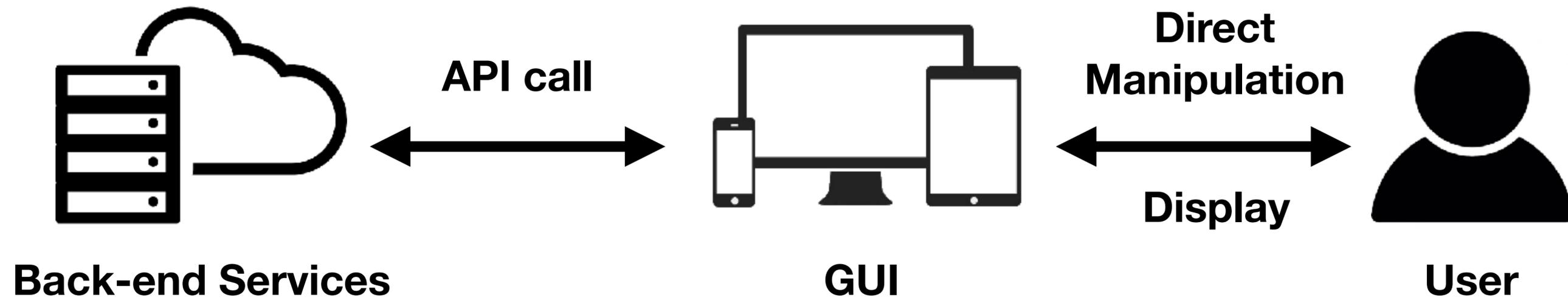
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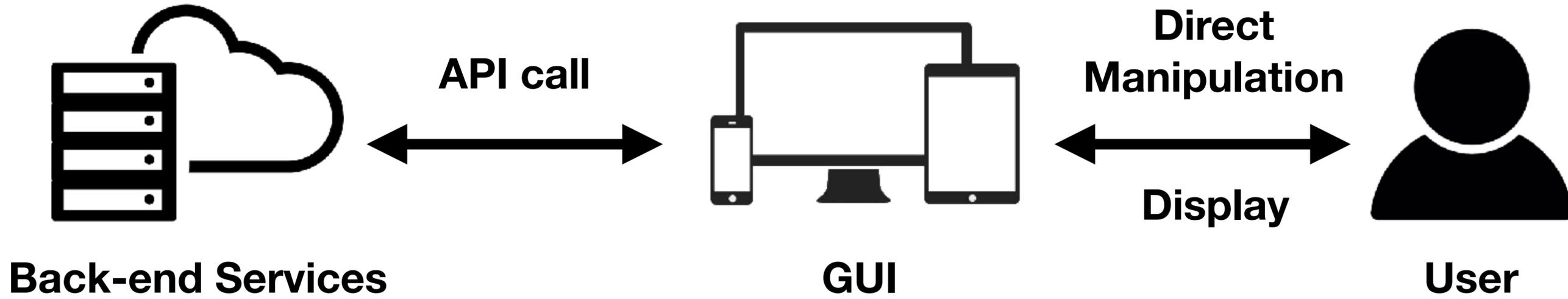
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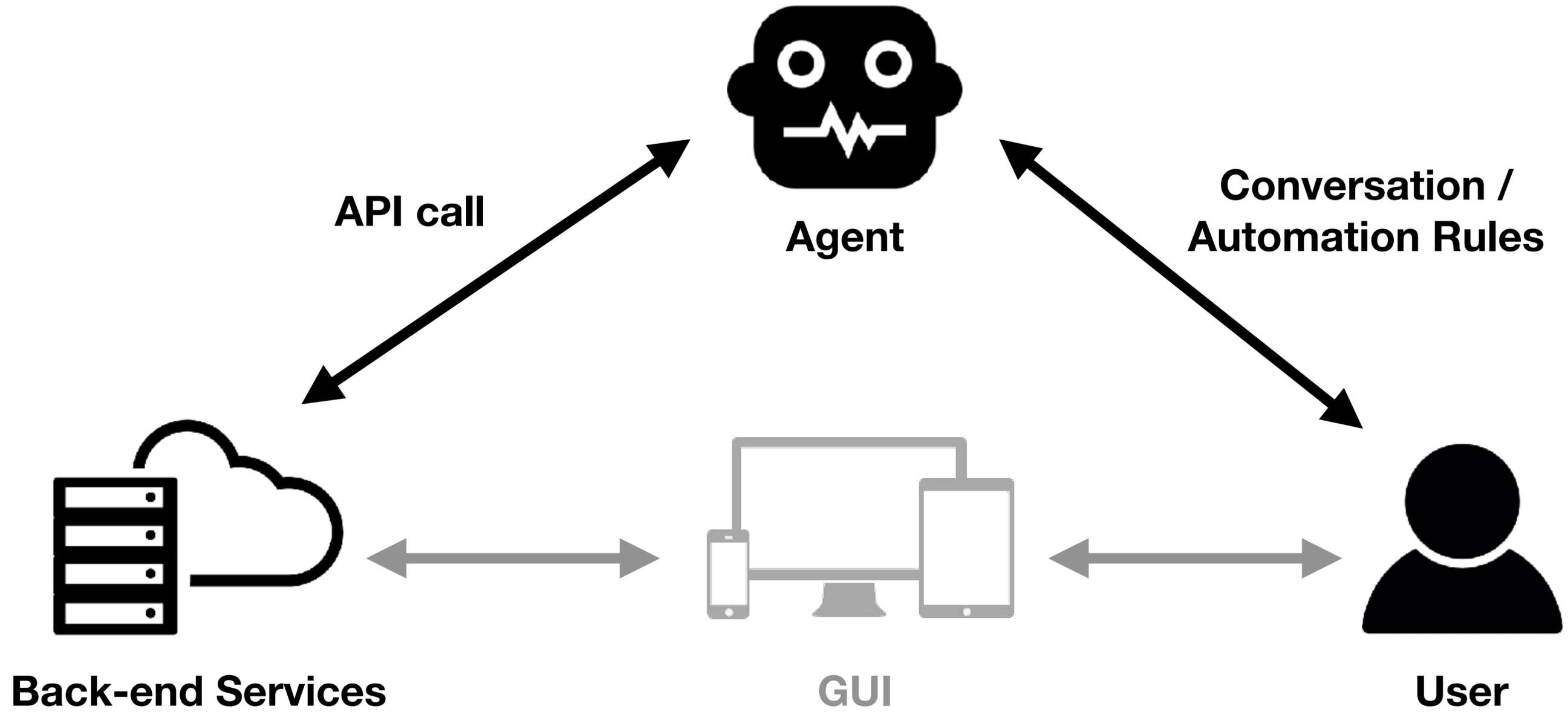
Rethinking Interaction - CHI 2018 Workshop  
Montréal, QC  
Dec 14, 2017

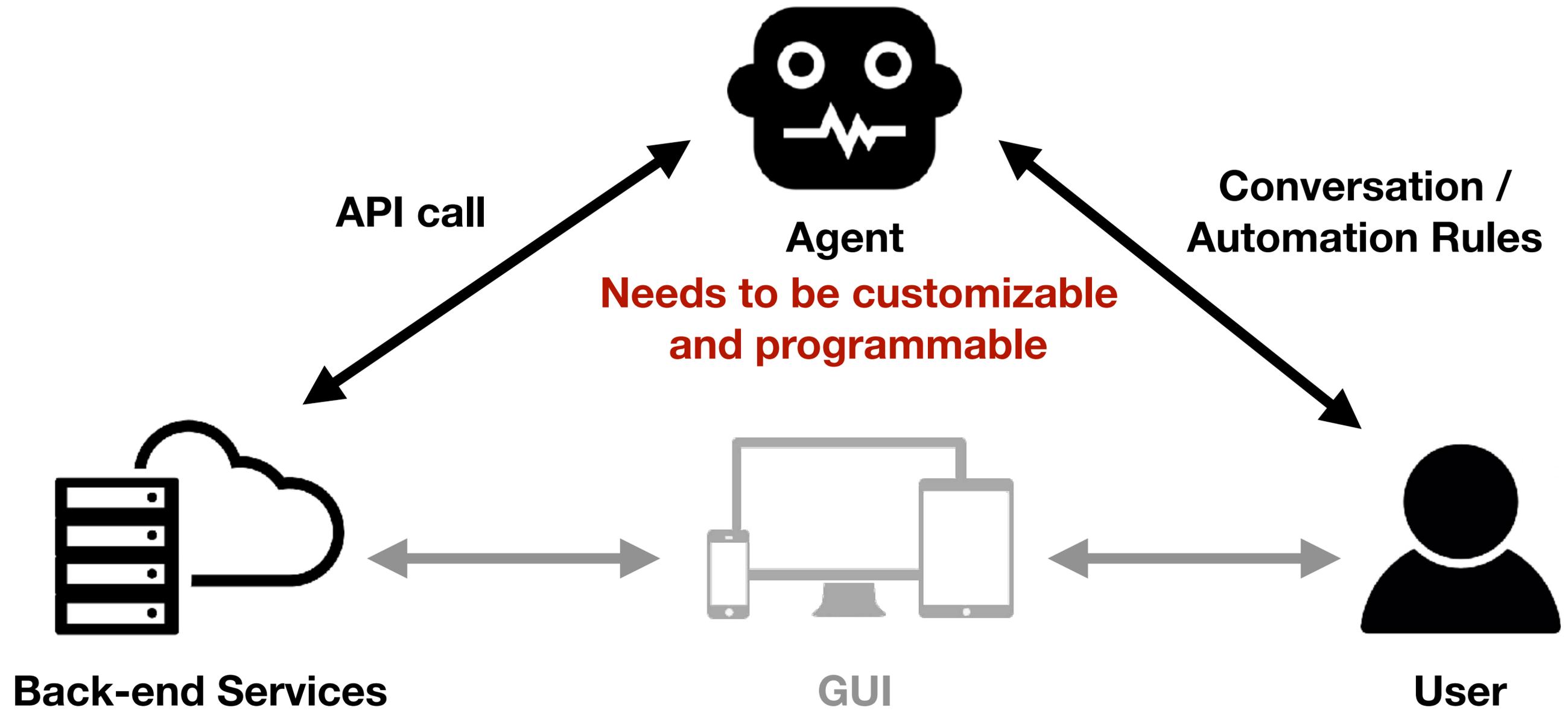


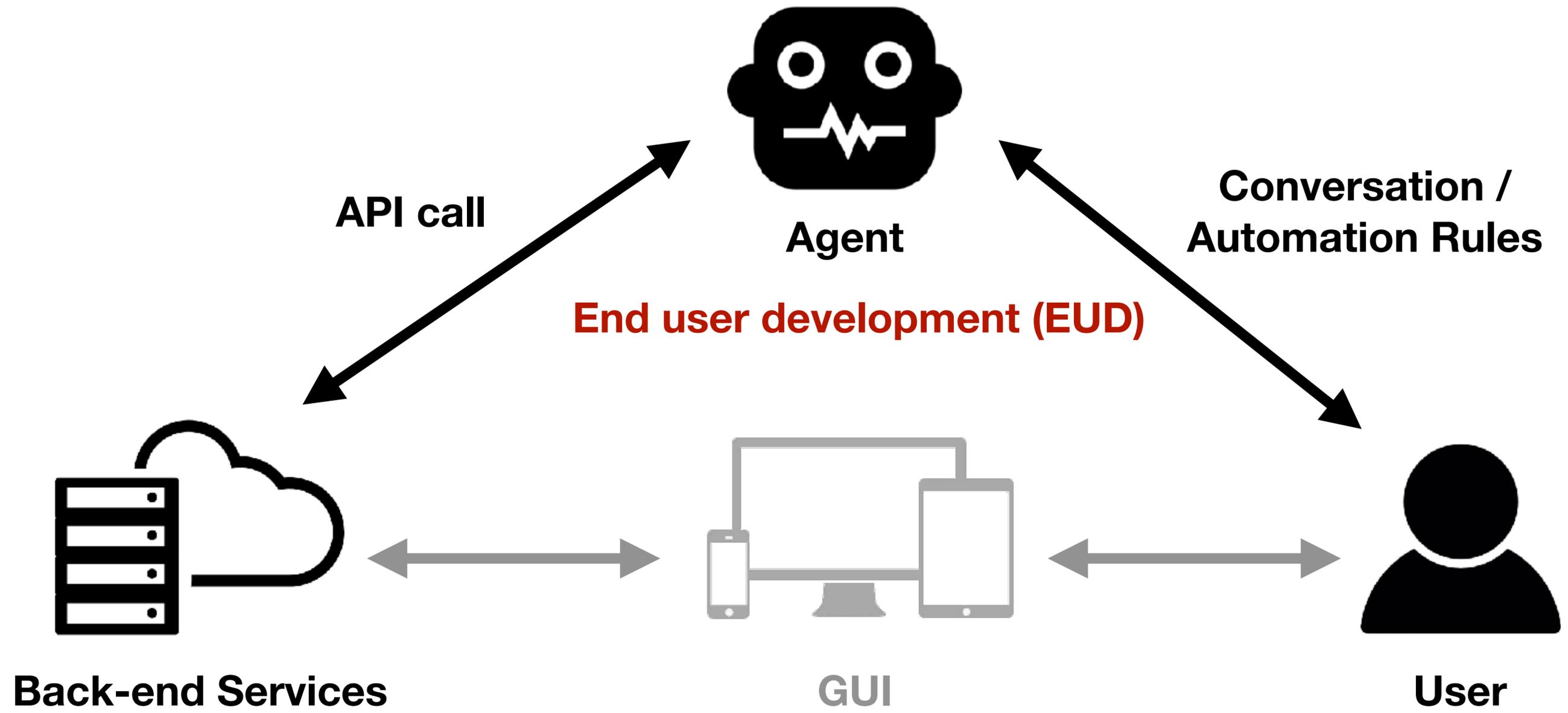
We want to empower **end users** to program **intelligent agents** using a combination of **demonstration** and **verbal instruction** on **existing third-party GUIs**

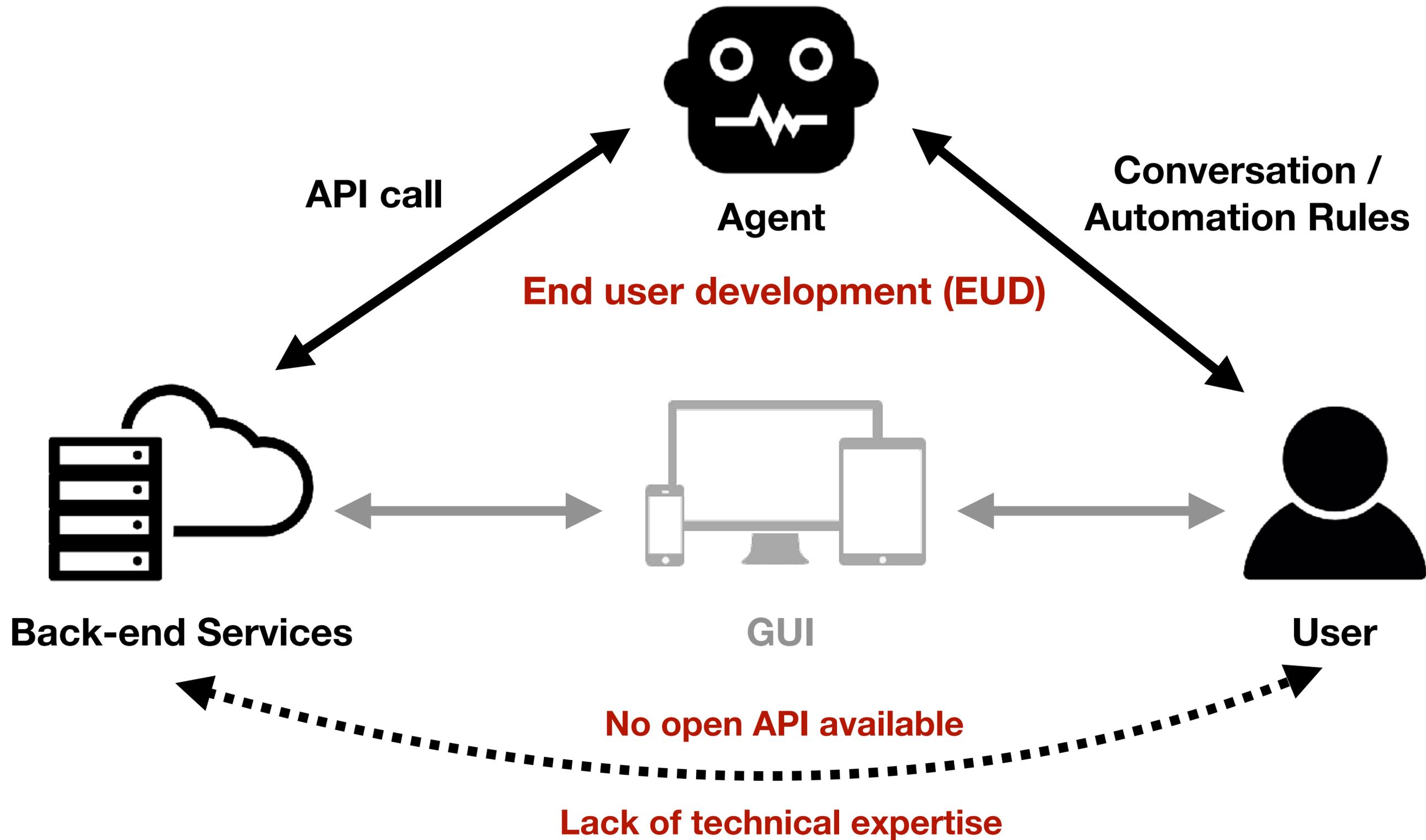


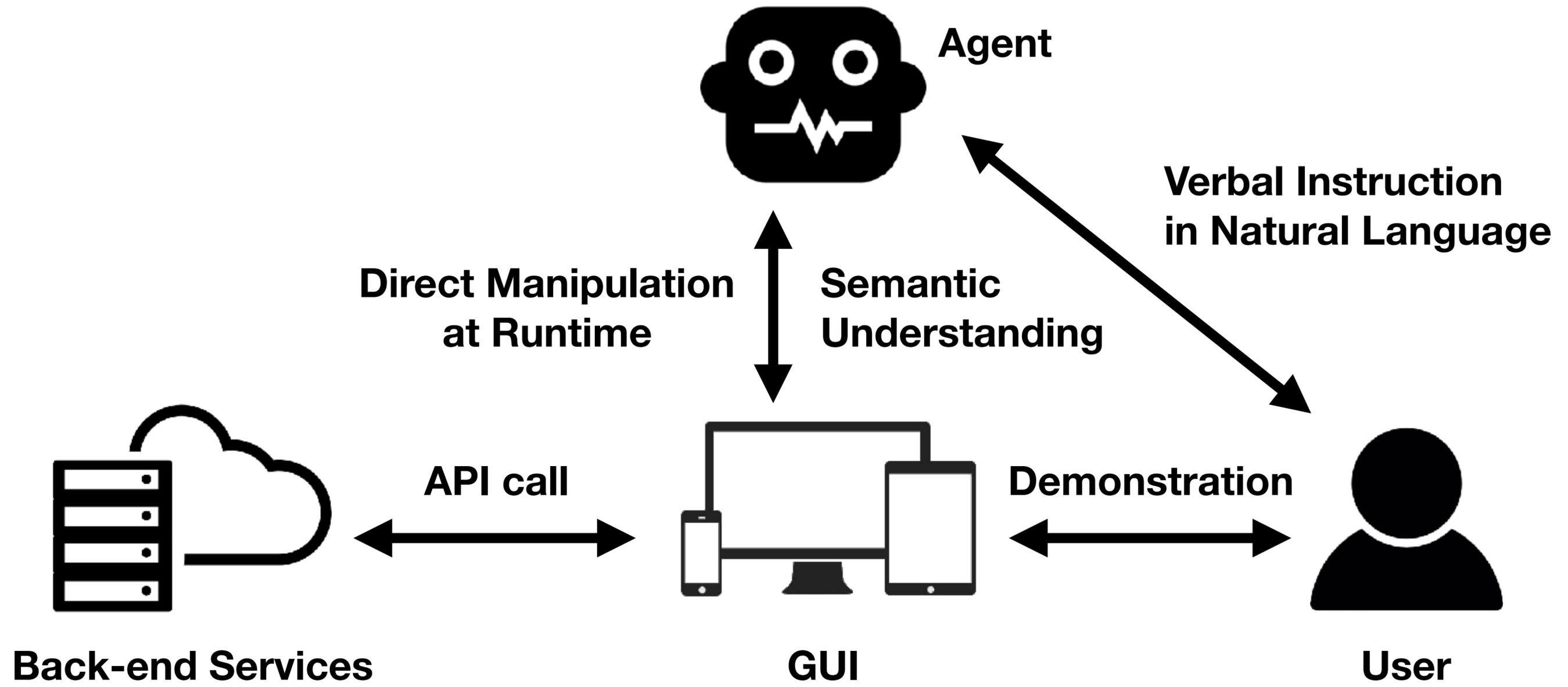


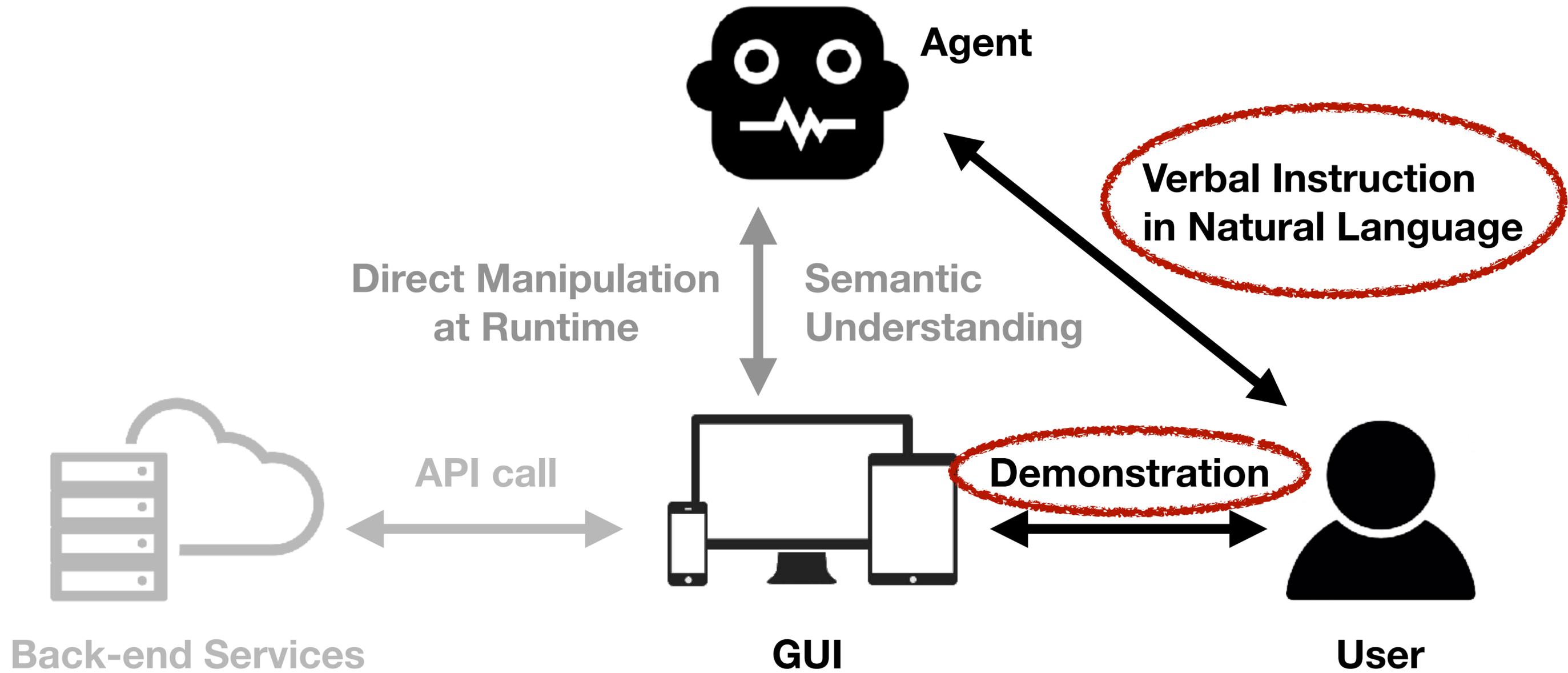












# We enable users to use the most natural modality, or a mix of both

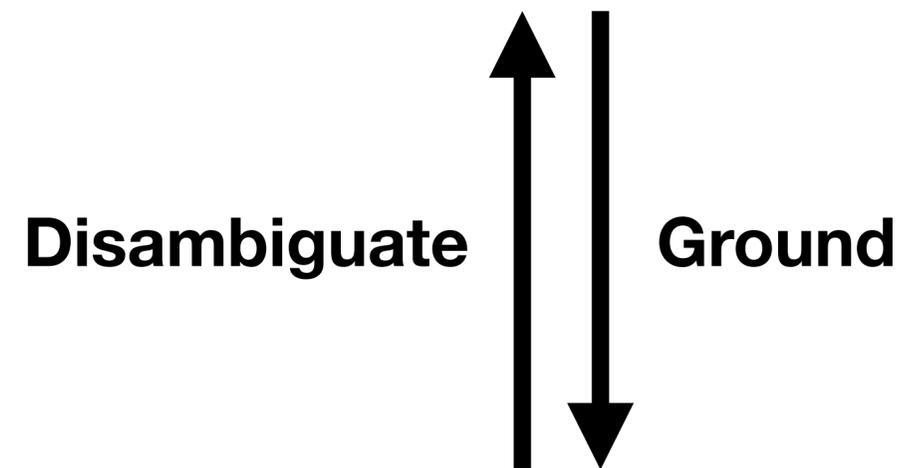
**Demonstration:** What the user would do in the current context

**Verbal Instruction:** Why the user would do this

- \* Users are able to describe their intentions by referring to contents shown on GUIs

# We enable users to use the most natural modality, or a mix of both

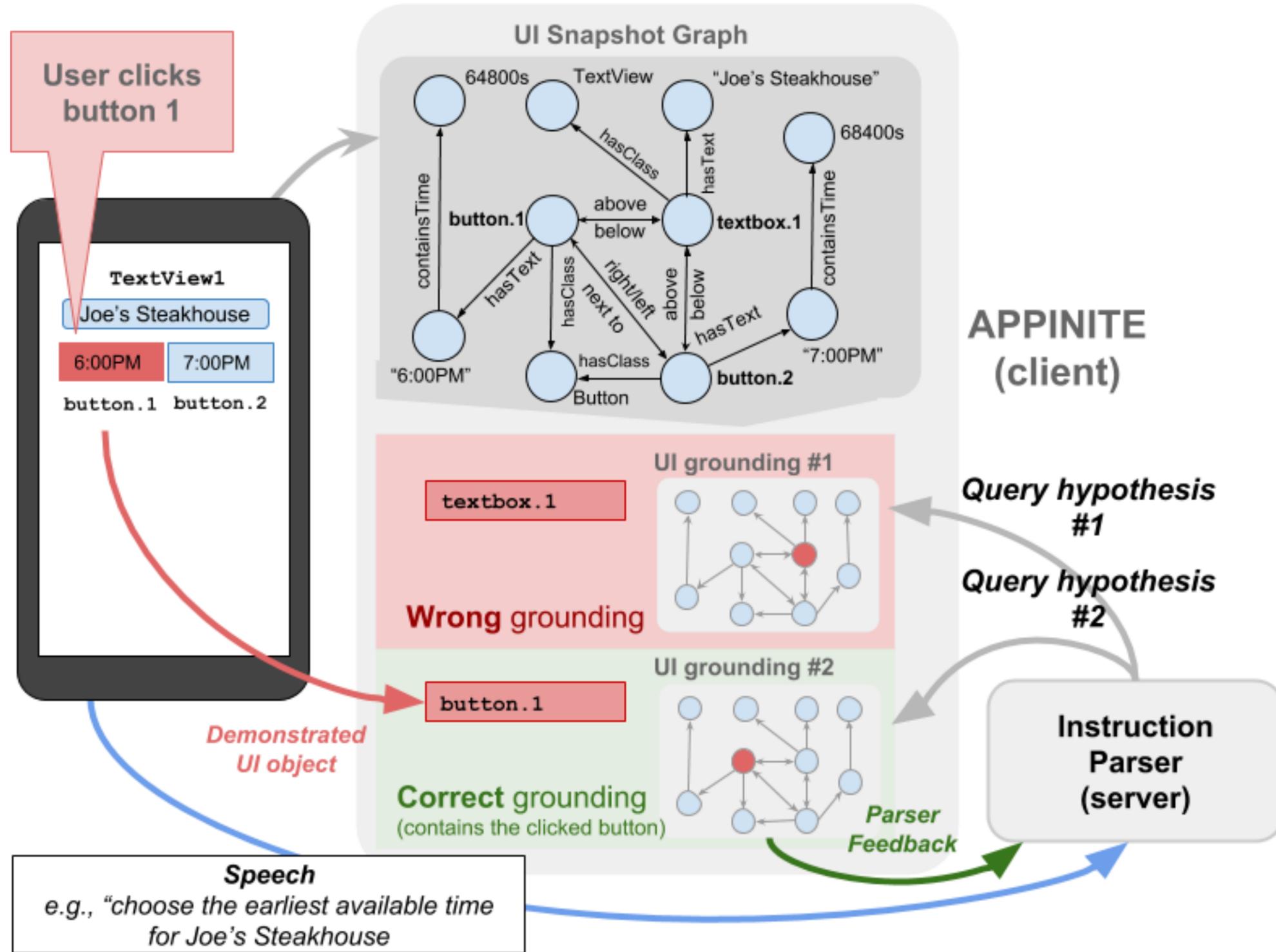
**Demonstration:** What the user would do in the current context



**Verbal Instruction:** Why the user would do this

- \* Users are able to describe their intentions by referring to contents shown on GUIs

# Video



```
(CLICK (ARG_MIN numeric_time (AND
  (hasClass Button)
  (below (hasText "Joe's Steakhouse"))))))
```

# Things I would love to discuss at this workshop

- How can we better design a multi-modal and mixed-initiative “meta-interface” to support a more natural end user development experience?
- What information about GUIs and user interaction traces can be better leveraged for inferring user intentions from demonstrations?
- What strategies can we use to allow users to be more expressive when describing their intentions, logic and goals using GUIs as the grounding?
- What design principles can we create for the new role of GUIs, where they are no longer the sole interaction point with users, but used in conjunction with other forms of interfaces (e.g., conversational), used as the grounding for programming, or controlled indirectly by intelligent agents?