

Preface

Writing this book has been a long process of discovery and learning that dates back to my first explorations in human–computer dialogue using natural language, documented in my book *The Articulate Computer* (Blackwell). Published in 1987, it described research in dialogue modeling where the primary input mode was the keyboard rather than speech. Since then things have come a long way. The fields of natural language processing and speech technology have come together, and the discipline of spoken dialogue technology has emerged. Moreover, there has been an increasing commercial interest in the technology, with a number of large, influential companies actively involved in spoken language technology and offering advanced toolkits and development platforms to researchers wishing to explore the exciting potential of conversing with a computer using spoken natural language.

Along the way I have met many people who have helped me and shaped my work. My first attempts with spoken dialogue interfaces involved acquiring and learning how to use the CSLU toolkit. This brought me into contact with Ron Cole, a pioneer in the development and promotion of freely available, open source software to support teachers and students wishing to learn about spoken language technologies. Through Ron I met several of his colleagues: Jacques de Villiers, Ed Kaiser and John-Paul Hosom at the Center for Spoken Language Understanding, who provided me with invaluable advice and support, and later, when Ron moved to the Center for Spoken Language Research (CSLR), Bryan Pellom and Wayne Ward, who introduced me to the CU Communicator and other toolkits and platforms being developed at CSLR.

More recently, as I started to learn about VoiceXML, I have found Jim Larson to be a tremendous source of inspiration and encouragement. As I moved on to look at more recent developments, such as XHTML + Voice, I found support and advice from a number of people in IBM's Pervasive Computing Group, most notably, T.V. Raman, David Jaramillo, Nick Metianu and Les Wilson. There are also a number of colleagues, who I meet regularly at conferences and other academic occasions and who have been a constant source of ideas. These include Harald Aust, Norman Fraser, Paul Heisterkamp, Alex Rudnick, Paul McKevitt, Ian O'Neill, David Toney and Colleen Crangle.

Developing the practical chapters of the book would not have been possible without the help of many colleagues and students. At the University of Ulster Stephen Downey spent many hours helping me to get the early versions of the CSLU toolkit installed and running properly and provided untiring support both to myself and to the students we taught together in lab sessions. Lesley-Ann Black has worked with me more recently on VoiceXML practicals and she also provided useful feedback on earlier drafts of the book. Countless students, too many to name, have been subjected to practicals involving the CSLU toolkit, VoiceXML, X+V, and SALT. I would like to single out Elizabeth Rooney and Angela Murphy, on whose Master's dissertations I have drawn extensively in chapters 6, 7 and 8, and also Conor McCluskey, Garth Kennedy and Aislinn McAleer, whose excellent undergraduate dissertations provided me with many useful ideas throughout. I would also like to acknowledge Gerrit Bloothoof and his students at the Utrecht Institute of Linguistics, who provided useful feedback and corrections on chapters 7 and 8 involving the CSLU toolkit, as well as students at the ELSNET summer school at Lille, 2004, who also worked through these chapters with me.

I was encouraged to write this book by Beverley Ford, Editorial Director of Springer-Verlag London. Jean Lovell-Butt provided me with editorial assistance during the writing of the book, and Louise Farkas, Senior Production Editor, Springer-Verlag New York, oversaw the development of the book from the raw typescript that I submitted to the final version of the book. To Beverley, Jean and Louise, and all of their colleagues who helped along the way, I offer my gratitude.

Finally, I must acknowledge my wife Sandra, who has supported and encouraged me throughout, particularly during the long hours away from family life that I have spent working on the book.

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<http://www.springer.com/978-1-85233-672-1>

Spoken Dialogue Technology

Toward the Conversational User Interface

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2004, XII, 432 p. 58 illus., Softcover

ISBN: 978-1-85233-672-1