Interpretable/Explainable AI for Complex Medical Data

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Extended Abstract

There has been quite a gap between scientific research and creative design in human-computer interaction and beyond. In this talk, I present how we bridge this gap in our own work with an approach that departs from a human, social, and cultural understanding in order to make technology useful and usable. Taking this approach, we develop technological concepts, prototypes, and systems based on an understanding of how people interact with and communicate through computing technology. I will show examples of how we design, develop, and evaluate interactive and cooperative concepts and systems and ubiquitous environments, keeping the human(s)-in-the-loop. Besides the scientists and engineers, those humans are the users and the designers.