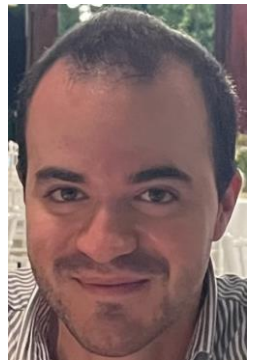


# Learning systems in-the-wild

- Machine & deep learning
- Fair & explainable AI
- Edge & cloud computing
- Intelligent human computer/machine interaction
- Multi-modal affect analysis in-the-wild
- Multi-task learning for behaviour analysis
- Domain adaptation & generalisation
- Affect generation-synthesis
- Big data analytics



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