

Generating personalized storybooks for children

Superviseur: Bruno YUN

04/09/2025

The objectives:

1. Enable users to generate personalized stories using a **large language model** by controlling several parameters (*the plot structure, genre, characters, moral, and style*).
2. Create consistent illustrations for the storybook using **generative image models**.
3. Create the corresponding soundtrack (music or narration of the story) using **generative audio models**.
4. Enable an **end-to-end platform** for creating storybooks and sharing them.





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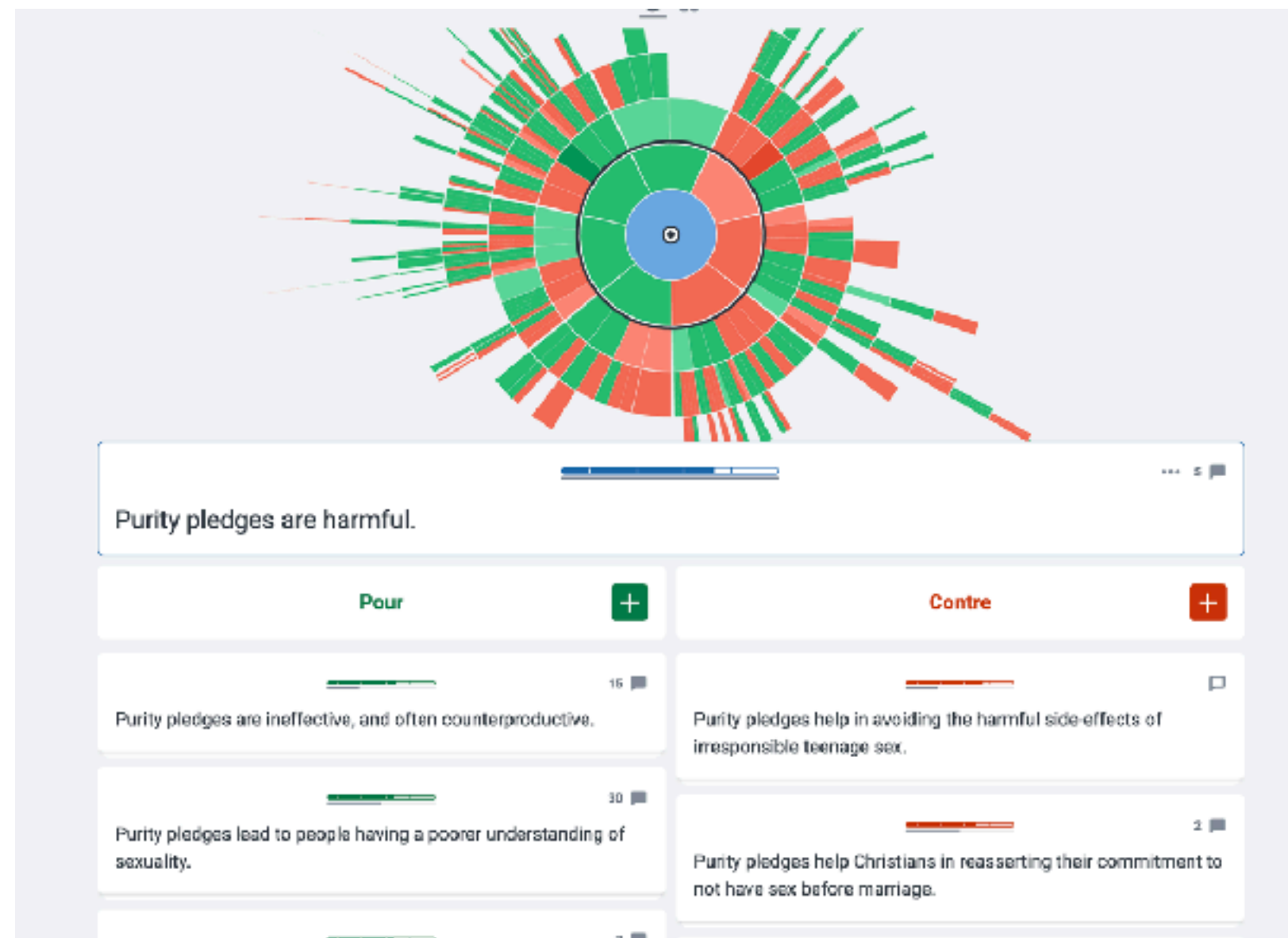
Displaying and interacting with arguments in an augmented environment

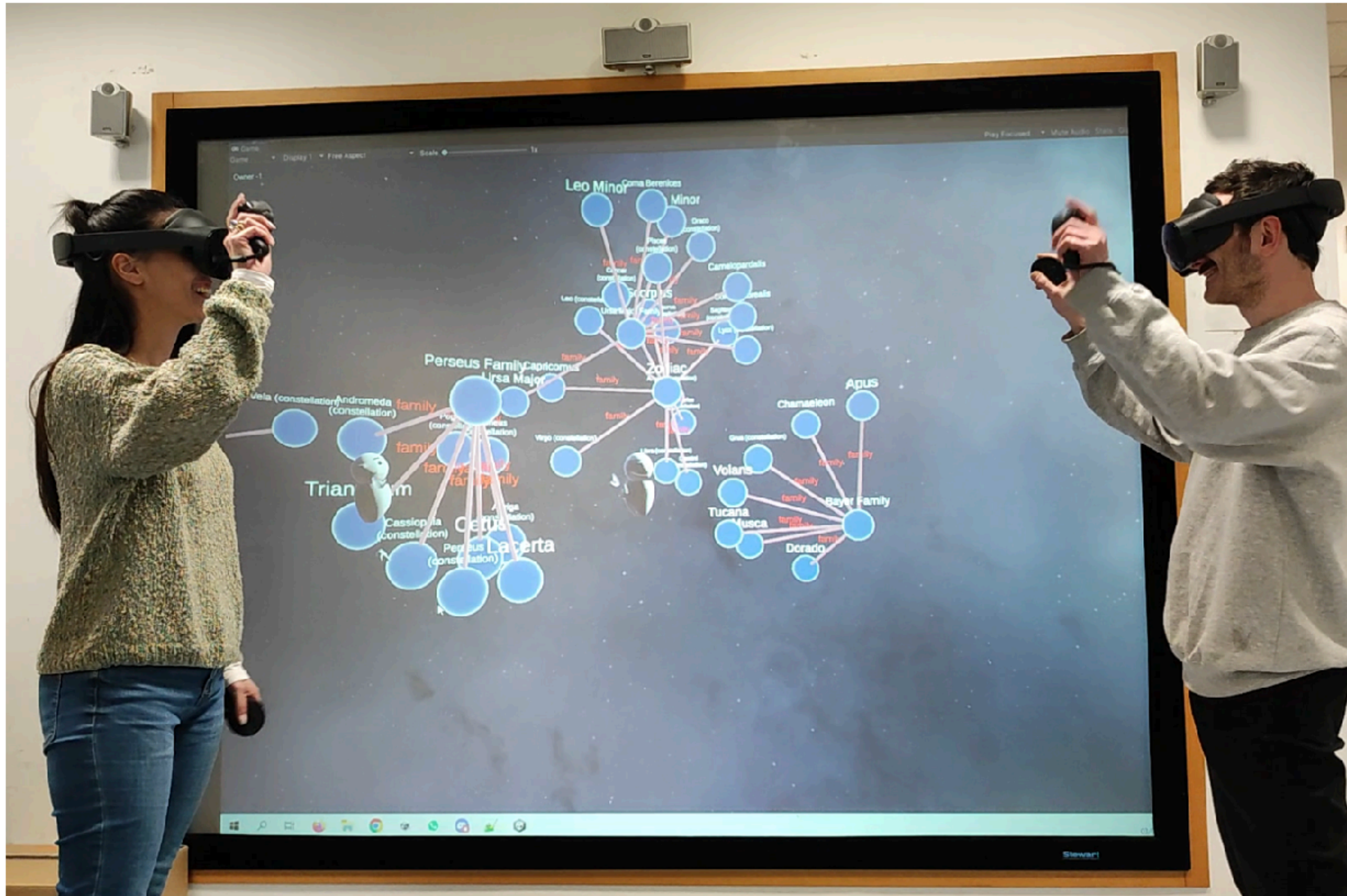
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The objectives:

1. Design novel ways to visualize **arguments** in an **augmented environment**
2. Implement those visualisations into the **Meta quest 3 headset** (e.g., via Unity)
3. Add collaboration features, etc.





Accardo et al. VRKG-CollaborativeExploration - Data-driven Discussions in the Metaverse. ESWC 2023.

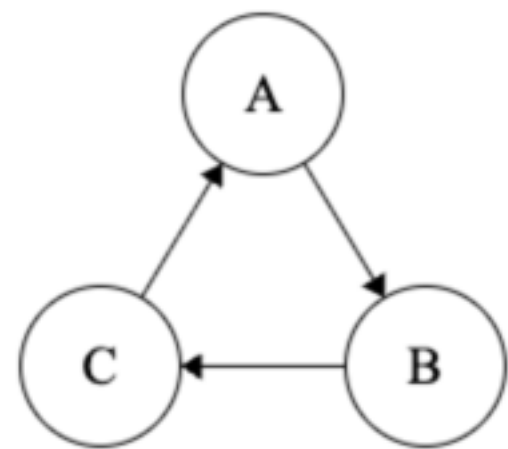
Visualizing acceptability degree space in argumentation

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The objectives:

1. Create an **online platform** where users can define **argumentation semantics and graphs**.
2. Design a clever visualisation of acceptability degree spaces (as **n-dimensional shapes**).

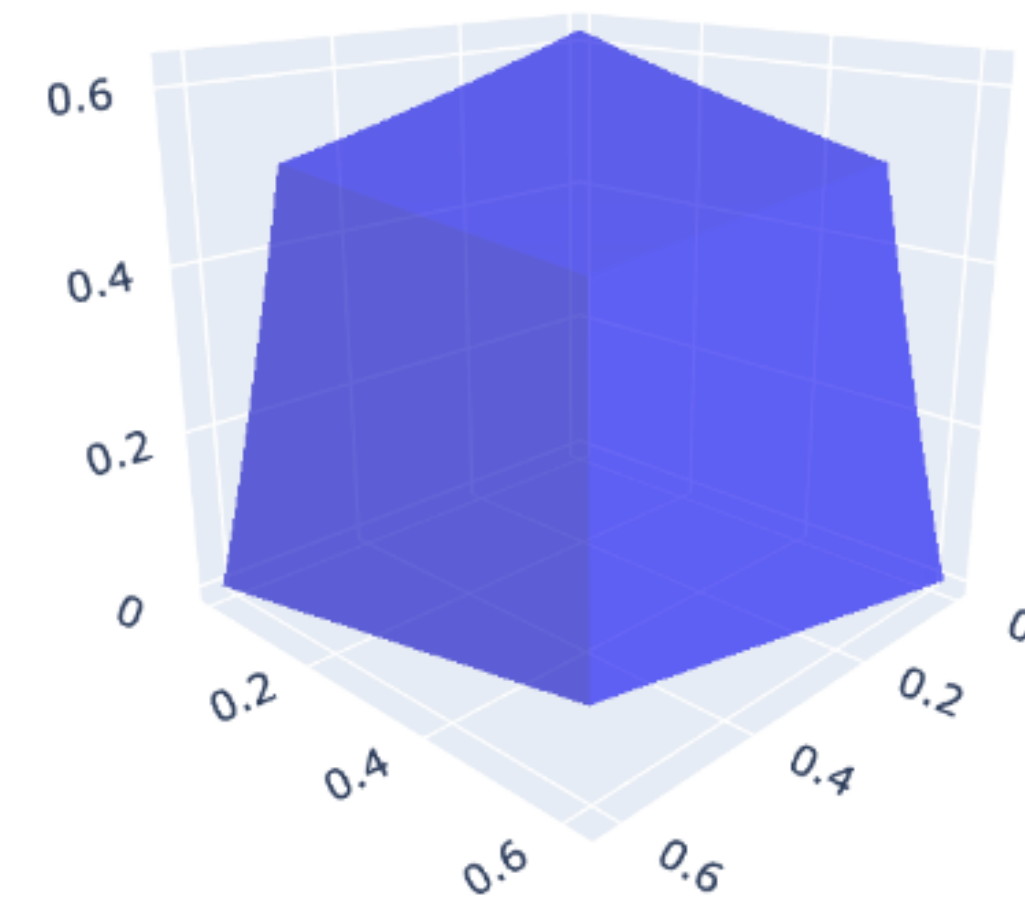


Graph

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$$HC_{k+1}(a) = \frac{w(a)}{1 + \sum_{b \in \text{Att}(a)} HC_k(b)}$$

Semantics



Acceptability
degree spaces