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## Computational model of affordance-based processing

### Challenges

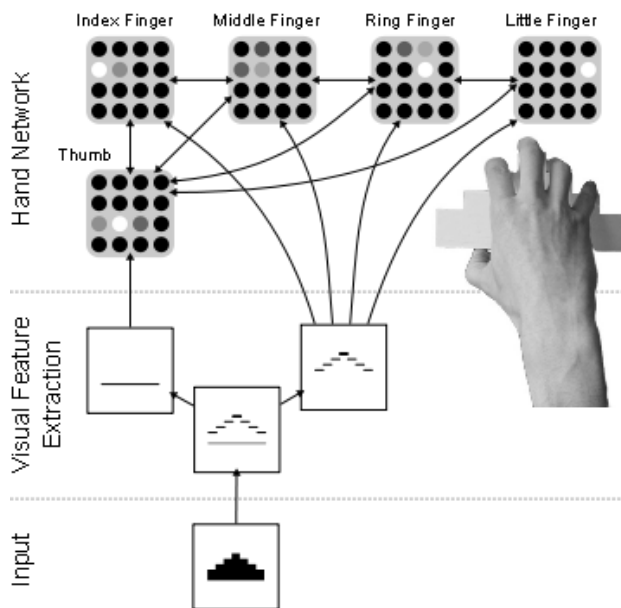
This project aims at understanding how humans reach and grasp objects. This research question is approached through a computational model of neural processes (neural network).

### Background

Classically the execution of actions with objects has been explained by a two-stage process: object recognition and parameterization of actions. However recent experimental evidence suggests that parallel to this two-stage process actions are also determined by visual information without the "detour" of an object recognition (affordance-based processing). The computer model in this project implements the extraction of such object affordances.

### Results

The model has been successfully implemented. We were able to demonstrate that the model successfully extracts affordances. The simulation results were also experimentally validated.



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### Product Used

Matlab

### Funding

ESRC funded PhD studentship

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