

Applying Vision to Intelligent Human-Computer Interaction

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October 21, 2005

Computer Vision In Humancomputer Interaction

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Computer Vision In Human-Computer Interaction:

Computer Vision in Human-Computer Interaction Thomas S. Huang, 2006-05-09 This book constitutes the refereed proceedings of the International Workshop on Human Computer Interaction HCI ECCV 2006 The 11 revised full papers presented were carefully reviewed and selected from 27 submissions The papers address a wide range of theoretical and application issues in human computer interaction ranging from face analysis gesture and emotion recognition and event detection to various applications in those fields

Real-Time Vision for Human-Computer Interaction Branislav Kisacanin, Vladimir Pavlovic, Thomas S. Huang, 2005-12-06 200Ts Vision of Vision One of my formative childhood experiences was in 1968 stepping into the Uptown Theater on Connecticut Avenue in Washington DC one of the few movie theaters nationwide that projected in large screen cinerama I was there at the urging of a friend who said I simply must see the remarkable film whose run had started the previous week You won't understand it he said but that doesn't matter All I knew was that the film was about science fiction and had great special effects So I sat in the front row of the balcony munched my popcorn sat back and experienced what was widely touted as the ultimate trip 2001 A Space Odyssey My friend was right I didn't understand it but in some senses that didn't matter Even today after seeing the film 40 times I continue to discover its many subtle secrets I just had the sense that I had experienced a creation of the highest aesthetic order unique fresh awe inspiring Here was a film so distinctive that the first half hour had no words whatsoever the last half hour had no words either and nearly all the words in between were banal and irrelevant to the plot quips about security through Voiceprint identification how to make a phonecall from a space station government pension plans and so on

Computer Vision for Human-Machine Interaction Roberto Cipolla, Alex Pentland, Alex Paul Pentland, 1998-07-13 Leading scientists describe how advances in computer vision can change how we interact with computers

Computer Vision in Human-Computer Interaction Nicu Sebe, Michael S. Lew, Thomas S. Huang, 2005-09-30 Human Computer Interaction HCI lies at the crossroads of many scientific areas including artificial intelligence computer vision face recognition motion tracking etc In order for HCI systems to interact seamlessly with people they need to understand their environment through vision and auditory input Moreover HCI systems should learn how to adaptively respond depending on the situation The goal of this workshop was to bring together researchers from the field of computer vision whose work is related to human computer interaction The selected articles for this workshop address a wide range of theoretical and application issues in human computer interaction ranging from human robot interaction gesture recognition and body tracking to facial features analysis and human computer interaction systems This year 74 papers from 18 countries were submitted and 22 were accepted for presentation at the workshop after being reviewed by at least 3 members of the Program Committee We had therefore a very competitive acceptance rate of less than 30% and as a consequence we had a very high quality workshop We would like to thank all members of the Program Committee for their help in ensuring the quality of the papers accepted for publication We are

grateful to Dr Jian Wang for giving the keynote address In addition we wish to thank the organizers of the 10th IEEE International Conference on Computer Vision and our sponsors University of Amsterdam Leiden Institute of Advanced Computer Science and the University of Illinois at Urbana Champaign for support in setting up our workshop

Computer Vision in Human-Computer Interaction Nicu Sebe, Michael S. Lew, Thomas S. Huang, 2004-05-12 This book constitutes the refereed proceedings of the International Workshop on Human Computer Interaction HCI 2004 held at ECCV 2004 in Prague Czech Republic in May 2004 The 19 revised full papers presented together with an introductory overview and an invited paper were carefully reviewed and selected from 45 submissions The papers are organized in topical sections on human robot interaction gesture recognition and body tracking systems and face and head

Computer Vision in Human-Computer Interaction Nicu Sebe, Michael S. Lew, Thomas S. Huang, 2004-05-07 This book constitutes the refereed proceedings of the International Workshop on Human Computer Interaction HCI 2004 held at ECCV 2004 in Prague Czech Republic in May 2004 The 19 revised full papers presented together with an introductory overview and an invited paper were carefully reviewed and selected from 45 submissions The papers are organized in topical sections on human robot interaction gesture recognition and body tracking systems and face and head

Computer Vision in Human-computer Interaction Thomas S. Huang, 2006 *New Contributions to Vision-Based Human-Computer-Interaction in Local and Global Environments* Kohler Markus R., 1999-01-01 Vision based human computer interaction means to use computer vision technology for interaction of a user with a computer based application This idea has recently found particular interest of research Among the many possibilities of implementing interaction we focus on hand based interaction expressed by single hand postures sequences of hand postures and pointing Two system architectures are presented which address different scenarios of interaction and which establish the frame for several problems for which solutions are worked out The system ZYKLOP treats hand gestures performed in a local environment for example on a limited area of the table top The goal with respect to this classical scenario is a more reliable system behaviour Contributions concern color based segmentation forearm hand separation as a precondition to more shape based hand gesture classification and classification of static and dynamic gestures The ARGUS concept makes a first step towards the systematic analysis of hand gesture based interaction combined with pointing in a spatial environment with sensitive regions Special topics addressed within the architectural framework of ARGUS include the recognition of details from the distance compensation of varying illumination changing orientation of the hand with respect to the cameras estimation of pointing directions and object recognition

Human-Computer Interaction Michael Lew, Nicu Sebe, Thomas S. Huang, Erwin M. Bakker, 2007-11-04 This book constitutes the refereed proceedings of the International Workshop on Human Computer Interaction HCI 2007 Coverage in the 16 revised full papers presented includes affective detection and recognition human motion tracking multimedia data modeling and visualization HCI issues in image video retrieval learning in HCI input and interaction techniques perceptual

user interfaces wearable and pervasive technologies in HCI and intelligent virtual environments

Human-Computer Interaction and Beyond Nirmalya Thakur; Parameshachari,2021-01-05 Human Computer Interaction and Beyond Advances Towards Smart and Interconnected Environments is a 2 part book set which presents discoveries innovative ideas concepts practical solutions and novel applications of Human Computer Interaction HCI and related disciplines such as artificial intelligence machine learning data mining computer vision and natural language processing The book provides readers with information about HCI trends which are shaping the future of smart interconnected urban and industrial environments This is the second of the two volumes of the edited books The chapters of this volume cover topics like ERP usability in educational settings the role of AI in enhancing HCI functionality usability of local mobile healthcare apps analyzing the usage of social media apps and a review of HCI systems for disaster management and systems for tracking traffic safety violations Contributions are authored by experts and scientists in the field of HCI and its interrelated disciplines from 9 different countries Albania China India Indonesia Nigeria Pakistan Spain the United Kingdom and the United States Human Computer Interaction and Beyond Advances Towards Smart and Interconnected Environments is an informative reference for scientists researchers and developers in both academia and industry who wish to learn design implement and apply these emerging technologies in HCI in different sectors with the goal of realizing futuristic technology driven living and functional smart cities and environments

Human-Computer Interaction. Interaction Technologies Masaaki Kurosu,2018-07-10 The 3 volume set LNCS 10901 10902 10903 constitutes the refereed proceedings of the 20th International Conference on Human Computer Interaction HCI 2018 which took place in Las Vegas Nevada in July 2018 The total of 1171 papers and 160 posters included in the 30 HCII 2018 proceedings volumes was carefully reviewed and selected from 4346 submissions HCI 2018 includes a total of 145 papers they were organized in topical sections named Part I HCI theories methods and tools perception and psychological issues in HCI emotion and attention recognition security privacy and ethics in HCI Part II HCI in medicine HCI for health and wellbeing HCI in cultural heritage HCI in complex environments mobile and wearable HCI Part III input techniques and devices speech based interfaces and chatbots gesture motion and eye tracking based interaction games and gamification

Human-Computer Interaction: Towards Intelligent and Implicit Interaction Masaaki Kurosu,2013-07-01 The five volume set LNCS 8004 8008 constitutes the refereed proceedings of the 15th International Conference on Human Computer Interaction HCII 2013 held in Las Vegas NV USA in July 2013 The total of 1666 papers and 303 posters presented at the HCII 2013 conferences was carefully reviewed and selected from 5210 submissions These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems The papers accepted for presentation thoroughly cover the entire field of human computer interaction addressing major advances in knowledge and effective use of computers in a variety of application areas This volume contains papers in the thematic area of human computer interaction addressing the following major topics adaptive

personalised and context aware interaction computational vision in HCI emotions in HCI biophysiological aspects of interaction **Special Issue on Vision for Human-computer Interaction**, 2007 Human-Computer Interaction Inaki Mautua, 2009-12-01 In this book the reader will find a collection of 31 papers presenting different facets of Human Computer Interaction the result of research projects and experiments as well as new approaches to design user interfaces The book is organized according to the following main topics in a sequential order new interaction paradigms multimodality usability studies on several interaction mechanisms human factors universal design and development methodologies and tools *Vision-Based Interaction* Matthew Turk, Gang Hua, 2013-10-01 In its early years the field of computer vision was largely motivated by researchers seeking computational models of biological vision and solutions to practical problems in manufacturing defense and medicine For the past two decades or so there has been an increasing interest in computer vision as an input modality in the context of human computer interaction Such vision based interaction can endow interactive systems with visual capabilities similar to those important to human human interaction in order to perceive non verbal cues and incorporate this information in applications such as interactive gaming visualization art installations intelligent agent interaction and various kinds of command and control tasks Enabling this kind of rich visual and multimodal interaction requires interactive time solutions to problems such as detecting and recognizing faces and facial expressions determining a person s direction of gaze and focus of attention tracking movement of the body and recognizing various kinds of gestures In building technologies for vision based interaction there are choices to be made as to the range of possible sensors employed e g single camera stereo rig depth camera the precision and granularity of the desired outputs the mobility of the solution usability issues etc Practical considerations dictate that there is not a one size fits all solution to the variety of interaction scenarios however there are principles and methodological approaches common to a wide range of problems in the domain While new sensors such as the Microsoft Kinect are having a major influence on the research and practice of vision based interaction in various settings they are just a starting point for continued progress in the area In this book we discuss the landscape of history opportunities and challenges in this area of vision based interaction we review the state of the art and seminal works in detecting and recognizing the human body and its components we explore both static and dynamic approaches to looking at people vision problems and we place the computer vision work in the context of other modalities and multimodal applications Readers should gain a thorough understanding of current and future possibilities of computer vision technologies in the context of human computer interaction **Human-computer Interaction** Zoran Zivkovic, 2013 Human-Computer Interaction: Interaction Techniques and Environments Julie A. Jacko, 2011-06-18 This four volume set LNCS 6761 6764 constitutes the refereed proceedings of the 14th International Conference on Human Computer Interaction HCII 2011 held in Orlando FL USA in July 2011 jointly with 8 other thematically similar conferences The revised papers presented were carefully reviewed and selected from numerous submissions The papers accepted for presentation

thoroughly cover the entire field of Human Computer Interaction addressing major advances in knowledge and effective use of computers in a variety of application areas The papers of this volume are organized in topical sections on touch based and haptic interaction gaze and gesture based interaction voice natural language and dialogue novel interaction techniques and devices and avatars and embodied interaction

A computer vision application for hand-gestures human computer interaction, 2003 A Vis o Computacional pode ser utilizada para capturar gestos e criar dispositivos de intera o com computadores mais intuitivos e r pidos Os dispositivos comerciais atuais de intera o baseados em gestos utilizamequipamentos caros dispositivos de seguimento luvas c meras especiais etc e ambientes especiais que dificultam a difus o para o p blico em geral Este trabalho apresenta um estudo sobre a viabilidade de utilizarmos c meras Web como dispositivo de intera o baseado em gestos da M o Em nosso estudo consideramos que a m o humana est limpa isto sem nenhum dispositivo mec nico magn tico ou ptico colocado nela Consideramos ainda que o ambiente onde ocorre a intera o tem as caracter sticas de um ambiente de trabalho normal ou seja sem luzes ou panos de fundo especiais Para avaliar a viabilidade deste mecanismo de intera o desenvolvemos alguns prot tipos Neles os gestos da m o e as posi es dos dedos s utilizados para simular algumas fun es presentes em mouses e teclados tais como selecionar estados e objetos e definir dire es e posi es Com base nestes prot tipos apresentamos algumas conclus es e sugest es para trabalhos futuros

Computer Vision to See People Gareth Loy, 2003 *Human-Computer Interaction - INTERACT 2025* Carmelo Ardito, Simone Diniz Junqueira Barbosa, Tayana Conte, Andr Freire, Isabela Gasparini, Philippe Palanque, Raquel Prates, 2025-10-13 This four volume set LNCS 16108 16111 constitutes the proceedings of the 20th IFIP TC 13 International Conference on Human Computer Interaction INTERACT 2025 held in Belo Horizonte Brazil during September 8 12 2025 The 69 full papers 34 short papers and 79 papers of other types included in this book were carefully reviewed and selected from 330 submissions They were organized in topical sections as follows Part I Accessibility Adaptive and AI Powered Learning Systems Aesthetics in HCI Affective HCI and Emotion and Augmented Reality Part II Computer Supported Cooperative Work Context Dependent Systems Design and Evaluation in Smart and Ubiquitous Contexts Designing for Identity Safety and Cultural Values Emotionally Informed Design HCD for Mission Critical Systems HCI in Formal and Inclusive Learning Contexts HCI in Healthcare and Wellbeing and Human AI Interaction Part III Interaction with Small or Large Displays Learning Tools and Intelligent Tutoring Methodologies for HCI Multimodal Assistive Interfaces Usability Evaluation Methods Usable Privacy and Security Part IV Courses Industrial Experiences Interactive Demonstrations Panels Posters and Workshops

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