Sebe / Lew / Huang

Computer Vision in Human-Computer Interaction

ICCV 2005 Workshop on HCI, Beijing, China, October 21, 2005, Proceedings

Human-Computer Interaction (HCI) lies at the crossroads of many scienti?c areas including arti?cial 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. Mo- over, HCI systems should learn how to adaptively respond depending on the situation. The goal of this workshop was to bring together researchers from the ?eld of computer vision whose work is related to human-computer interaction. The selected articles for this workshop address a wide range of theoretical and - plication issues in human-computer interaction ranging from human-robot - teraction, 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. Wewouldliketo thankallmembersofthe ProgramCommitteefor 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.

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