

Perception and Interactive Technologies

International Tutorial and Research Workshop, Kloster Irsee, PIT 2006, Germany, June 19-21, 2006

This book constitutes the refereed proceedings of the International Tutorial and Research Workshop on Perception and Interactive Technologies, PIT 2006, held at Kloster Irsee, Germany, June 2006. The book presents 16 revised full papers together with 4 revised poster papers and 6 system demonstration papers, organized in topical sections on head pose and eye gaze tracking, modeling and simulation of perception, integrating information from multiple channels, and more.

The Tutorial and Research Workshop on Perception and Interactive Technologies (PIT 2006) is the continuation of a successful series of workshops that started with an ISCA Tutorial and Research Workshop on Multimodal Dialogue Systems in 1999. This workshop was followed by a second one focusing on mobile dialogue systems (IDS 2002) and a third one exploring the role of a?ect in dialogue (ADS 2004). All workshops took place at Kloster Irsee in Bavaria and attracted participants from both sides of the Atlantic as well as from Asia.

Given the state of ongoing research in perceptive interfaces, we found it timely to organize a Tutorial and Research Workshop on Perception and Interactive Technologies (PIT 2006) at Kloster Irsee in Germany. Due to its interdisciplinary nature, the workshop attracted submissions from researchers with very different backgrounds, such as computer science, neurology, medicine, bioinformatics and engineering. Overall, PIT 2006 embodied 16 long papers, 4 short papers and 6 demonstration papers. The programme was enhanced by an industrial session. Enhancing interfaces with perceptive capabilities is a necessary prerequisite to render human-computer communication more natural and engaging. Papers

represented at the PIT 2006 workshop focus on a broad range of perceptive technologies from head pose and eye gaze tracking in order to guide the users' level of attention to the analysis of speech and physiological data in order to acquire information on their emotional state. Furthermore, attempts are being made to integrate information from various input channels as well as from the situative context to compensate for errors and to resolve ambiguities. The workshop - pers focus not only on the input side, but also explore how to guide the output of interactive systems by perceptive principles.



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