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Gesture-Based Human-Computer Interaction and Simulation

This book constitutes the thoroughly refereed post-proceedings of the 7th International Workshop on Gesture-Based Human-Computer Interaction and Simulation, GW 2007, held in Lisbon, Portugal, in May 2007. The 31 revised papers presented were carefully selected from 53 submissions. The papers are organized in topical sections on analysis and synthesis of gesture; theoretical aspects of gestural communication and interaction; vision-based gesture recognition; sign language processing; gesturing with tangible interfaces and in virtual and augmented reality; gesture for music and performing arts; gesture for therapy and rehabilitation; and gesture in Mobile computing and usability studies.

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