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Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Keynote Presentations -- Intelligent Adaptive Interface -- Digital City: Bridging Technologies and Humans -- Detection, Recognition, and Expression Analysis of Human Faces -- Digital Interactivity: Human-Centered Robotics, Haptics, and Simulation -- Smart Digital Media -- Smart Media: Empower Media with Active Data Hiding -- Congestion Prospect of Network Traffics by Fluctuation of Internet Transmission Time -- Naturalistic Human-Robot Collaboration Mediated by Shared Communicational Modality in Teleoperation System -- Web

Personalization -- Web Personalization Techniques for E-commerce -- A Shopping Negotiation Agent That Adapts to User Preferences -- Combining Meta-level and Logic-Based Constructs in Web Personalization -- Web Personalisation - An Overview -- Business-Oriented Web Personalization: A Decision-Making Approach -- A Personalized Interface Agent with Feedback Evaluation -- Active Interfaces -- VHML - Directing a Talking Head -- Believable and Interactive Talking Heads for Websites: MetaFace and MPEG-4 -- Building Multi-modal Personal Sales Agents as Interfaces to E-commerce Applications -- Feature vs. Model Based Vocal Tract Length Normalization for a Speech Recognition-Based Interactive Toy -- A Genetic Algorithm Based Approach to the Synthesis of Three Dimensional Morphing Sequences -- Autonomous Agent Approaches -- A COMPARATIVE STUDY OF ANT-BASED OPTIMIZATION FOR DYNAMIC ROUTING -- What Kind of Cooperation Is Required by Situated Agents? The Principle of Situated Cooperation -- A Fault-Tolerant Scheme of Multi-agent System for Worker Agents -- Decentralized Control of Multi-agent Systems Based on Modal Logics and Extended Higher Order Petri Nets -- Facial Image Processing -- An Improved Foreground Extraction Approach -- Object Detection Simulating Visual Attention -- Fast Face Detection Using Neural Networks and Image Decomposition -- Modeling of Facial Expressions Using NURBS Curves -- AMT-Supported Commerce, Business, Learning, and Health Care -- Evolutionary Negotiation in Agent-Mediated Commerce -- Optimizing Agent-Based Negotiations with Branch-and-Bound -- Engineering Fuzzy Constraint Satisfaction Agents for Multi-user Timetable Scheduling -- An XML-Based Distance Learning System Capable of Conveying Information on "LECTURE EVENT" -- An Authoring Tool for Building Adaptive Learning Guidance Systems on the Web -- A Framework of Caring Interaction by a Network Model of Client's Concepts Based on a Nursing Theory and Naive Psychological Approaches -- Tools and Techniques -- Parallel Design Based on Neural Network -- Fair Play Protocol -- Collaborative Filtering Methods for Binary Market Basket Data Analysis -- An Implementation and Design of COMOR System for OOM Reuse -- Automatic Aircraft Recognition Using Maximum Likelihood Ratio Test -- Algorithms -- A Machine Learning Algorithm Based on Supervised Clustering and Classification -- Visualization of a Parallel Genetic Algorithm in Real Time -- The Rise and Fall of Napster - An Evolutionary Approach -- On the Elaboration of Hand-Drawn Sketches -- The Introduction of Three Methods Generating Stereoscopic Image1 -- Kansei-Oriented Image Retrieval -- ICSPACE — An Internet Cultural Space.

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## Sommario/riassunto

The past few years have witnessed rapid scientific and technological developments in human-centered, seamless computing environments, interfaces, devices, and systems with applications ranging from business and communication to entertainment and learning. These developments are collectively best characterized as Active Media Technology (AMT), a new area of information technology and computer science that emphasizes the proactive, seamless roles of interfaces and systems as well as new digital media in all aspects of human life. This volume contains the papers presented at the Sixth International Computer Science Conference: Active Media Technology (AMT 2001), the first conference of its kind, capturing the state of research and development in AMT and the latest architectures, prototypes, tools, and fielded systems that demonstrate or enable AMT. The volume is organized into the following eight parts: I. Smart Digital Media; II. Web Personalization; III. Active Interfaces; IV. Autonomous Agent Approaches; V. Facial Image Processing; VI. AMT-Supported Commerce, Business, Learning, and

