1. Record Nr. UNINA9910483397903321

Titolo	Gesture-Based Human-Computer Interaction and Simulation : 7th International Gesture Workshop, GW 2007, Lisbon, Portugal, May 23-25, 2007, Revised Selected Papers / / edited by Miguel Sales Dias, Sylvie Gibet, Marcelo M. Wanderley, Rafael Bastos
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2009
ISBN	3-540-92865-0
Edizione	[1st ed. 2009.]
Descrizione fisica	1 online resource (XI, 284 p.)
Collana	Lecture Notes in Artificial Intelligence, , 2945-9141 ; ; 5085
Classificazione	DAT 610f SS 4800
Altri autori (Persone)	Sales DiasMiguel
Disciplina	005.437 4.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Computer graphics Pattern recognition systems Artificial intelligence Image processing - Digital techniques Computer vision User Interfaces and Human Computer Interaction Computer Graphics Automated Pattern Recognition Artificial Intelligence Computer Imaging, Vision, Pattern Recognition and Graphics Computer Vision
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Analysis and Synthesis of Gesture -- Gesture Recognition Based on Elastic Deformation Energies -- Approximation of Curvature and Velocity for Gesture Segmentation and Synthesis -- Motion Primitives and Probabilistic Edit Distance for Action Recognition -- Theoretical Aspects of Gestural Communication and Interaction -- On the

Parametrization of Clapping -- Improving the Believability of Virtual Characters Using Qualitative Gesture Analysis -- A Method for Selection of Optimal Hand Gesture Vocabularies -- Vision-Based Gesture Recognition -- Person-Independent 3D Sign Language Recognition -- Skin Color Profile Capture for Scale and Rotation Invariant Hand Gesture Recognition -- Robust Tracking for Processing of Videos of Communication's Gestures -- Representation of Human Postures for Vision-Based Gesture Recognition in Real-Time -- Enhancing a Sign Language Translation System with Vision-Based Features -- Sign Language Processing -- Generating Data for Signer Adaptation -- A Qualitative and Quantitative Characterisation of Style in Sign Language Gestures -- Sequential Belief-Based Fusion of Manual and Non-manual Information for Recognizing Isolated Signs -- Gesture Modelling for Linguistic Purposes -- Gesturing with Tangible Interfaces and in Virtual and Augmented Reality -- Automatic Classification of Expressive Hand Gestures on Tangible Acoustic Interfaces According to Laban's Theory of Effort -- Implementing Distinctive Behavior for Conversational Agents -- Using Hand Gesture and Speech in a Multimodal Augmented Reality Environment -- A Virtual Reality-Based Framework for Experiments on Perception of Manual Gestures -- Processing Iconic Gestures in a Multimodal Virtual Construction Environment -- Analysis of Emotional Gestures for the Generation of Expressive Copying Behaviour in anEmbodied Agent -- Gestures to Intuitively Control Large Displays -- Gesture for Music and Performing Arts -- Geometry and Effort in Gestural Renderings of Musical Sound -- String Bowing Gestures at Varying Bow Stroke Frequencies: A Case Study -- Gesture Control of Sound Spatialization for Live Musical Performance -- Validation of an Algorithm for Segmentation of Full-Body Movement Sequences by Perception: A Pilot Experiment -- Gesture for Therapy and Rehabilitation -- Signs Workshop: The Importance of Natural Gestures in the Promotion of Early Communication Skills of Children with Developmental Disabilities -- The Ergonomic Analysis of the Workplace of Physically Disabled Individuals -- Gesture in Mobile Computing and Usability Studies -- Mnemonical Body Shortcuts for Interacting with Mobile Devices -- The Effects of the Gesture Viewpoint on the Students' Memory of Words and Stories.

Sommario/riassunto

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.