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Descrizione fisica	1 online resource (X, 157 p.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 4796
Disciplina	004.019
Soggetti	User interfaces (Computer systems) Human-computer interaction Image processing - Digital techniques Computer vision Computer networks Multimedia systems User Interfaces and Human Computer Interaction Computer Imaging, Vision, Pattern Recognition and Graphics Computer Communication Networks Multimedia Information Systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Human-Computer Intelligent Interaction: A Survey -- Drowsy Driver Detection Through Facial Movement Analysis -- An Artificial Imagination for Interactive Search -- Non-intrusive Physiological Monitoring for Automated Stress Detection in Human-Computer Interaction -- PEYE: Toward a Visual Motion Based Perceptual Interface for Mobile Devices -- Vision-Based Projected Tabletop Interface for Finger Interactions -- A System for Hybrid Vision- and Sound-Based Interaction with Distal and Proximal Targets on Wall-Sized, High-Resolution Tiled Displays -- Real-Time Automatic Kinematic Model Building for Optical Motion Capture Using a Markov Random Field -- Interactive Feedback for Video Tracking Using a Hybrid Maximum

Likelihood Similarity Measure -- Large Lexicon Detection of Sign Language -- Nonparametric Modelling and Tracking with Active-GNG -- Multiple Cue Integrated Action Detection -- Combined Support Vector Machines and Hidden Markov Models for Modeling Facial Action Temporal Dynamics -- Pose and Gaze Estimation in Multi-camera Networks for Non-restrictive HCI -- Exact Eye Contact with Virtual Humans -- Real Time Body Pose Tracking in an Immersive Training Environment.

Sommario/riassunto

This book constitutes the refereed proceedings of the International Workshop on Human Computer Interaction, HCI 2007. Coverage in the 16 revised full papers presented includes affective detection and recognition, human motion tracking, multimedia data modeling and visualization, HCI issues in image/video retrieval, learning in HCI, input and interaction techniques, perceptual user interfaces, wearable and pervasive technologies in HCI and intelligent virtual environments.
