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Sommario/riassunto	<p>We are pleased to welcome you to the 1st International Workshop on Multimedia for Cooking, Eating, and Related Applications (CEA++22) in conjunction with ACM Multimedia 2022. Food is one of the central elements of our society. We eat a meal more than fifty thousand times while we are alive; enhancing the daily food experience impacts the quality of our life. There is a wide range of industries for supporting our eating activities. At the same time, however, there are many unsolved social problems, such as lifestyle-related diseases and sustainability. Technology-oriented solutions are vital since these social problems are often a trade-off with individual satisfaction. Recent emerging technologies in multimedia, from mobile devices to deep learning technologies, have yielded many applications. Nonetheless, some problems are complicated to solve only by continuing the development of specialized technology because there are many stakeholders around our food-related activities. We aim to provide an opportunity for research groups concerning any food-related problem to discover each other, introduce their trials, and develop brave new ideas to solve their problems with multimedia technologies. As a result of the call for applications, we received six long papers and six short papers from Japan, Norway, the United States, and China. The long papers were reviewed by at least three experts and the short papers by two experts, and the program</p>

committee decided to accept four long papers and five short papers. These papers provide new ideas for recipe/dish recommendation, mentality prediction from food records, cooking action recognition, food recognition, recipe analysis, and recipe editing assistance, with some new datasets. Note that we started a new trial of collecting works published recently to make the workshop a showcase of food-related studies. This year, we received two entries, which will be presented at the workshop.

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