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Collana	Lecture Notes in Artificial Intelligence ; ; 2298
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Soggetti	Artificial intelligence User interfaces (Computer systems) Robotics Automation Pattern recognition Optical data processing Computer graphics Artificial Intelligence User Interfaces and Human Computer Interaction Robotics and Automation Pattern Recognition Image Processing and Computer Vision Computer Graphics
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Invited Paper -- Research on Computer Science and Sign Language: Ethical Aspects -- Gesture Recognition -- An Inertial Measurement Framework for Gesture Recognition and Applications -- Interpretation of Shape-Related Iconic Gestures in Virtual Environments -- Real-Time Gesture Recognition by Means of Hybrid Recognizers -- Development of a Gesture Plug-In for Natural Dialogue Interfaces -- A Natural Interface to a Virtual Environment through Computer Vision-Estimated

Pointing Gestures -- Recognition of Sign Language -- Towards an Automatic Sign Language Recognition System Using Subunits -- Signer-Independent Continuous Sign Language Recognition Based on SRN/HMM -- A Real-Time Large Vocabulary Recognition System for Chinese Sign Language -- The Recognition of Finger-Spelling for Chinese Sign Language -- Overview of Capture Techniques for Studying Sign Language Phonetics -- Gesture and Sign Language Synthesis -- Models with Biological Relevance to Control Anthropomorphic Limbs: A Survey -- Lifelike Gesture Synthesis and Timing for Conversational Agents -- SignSynth: A Sign Language Synthesis Application Using Web3D and Perl -- Synthetic Animation of Deaf Signing Gestures -- From a Typology of Gestures to a Procedure for Gesture Production -- A Signing Avatar on the WWW -- Nature and Notation of Sign Language -- Iconicity in Sign Language: A Theoretical and Methodological Point of View -- Notation System and Statistical Analysis of NMS in JSL -- Head Movements and Negation in Greek Sign Language -- Study on Semantic Representations of French Sign Language Sentences -- SignWriting-Based Sign Language Processing -- Gestural Action & Interaction -- Visual Attention towards Gestures in Face-to-Face Interaction vs. on Screen -- Labeling of Gestures in SmartKom - The Coding System -- Evoking Gestures in SmartKom - Design of the Graphical User Interface -- Quantitative Analysis of Non-obvious Performer Gestures -- Interactional Structure Applied to the Identification and Generation of Visual Interactive Behavior: Robots that (Usually) Follow the Rules -- Are Praxical Gestures Semiotised in Service Encounters? -- Applications Based on Gesture Control -- Visually Mediated Interaction Using Learnt Gestures and Camera Control -- Gestural Control of Sound Synthesis and Processing Algorithms -- Juggling Gestures Analysis for Music Control -- Hand Postures for Sonification Control -- Comparison of Feedforward (TDRBF) and Generative (TDRGBN) Network for Gesture Based Control.
