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Collana	Lecture Notes in Artificial Intelligence ; ; 4021
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Soggetti	Artificial intelligence Optical data processing User interfaces (Computer systems) Artificial Intelligence Image Processing and Computer Vision User Interfaces and Human Computer Interaction
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Note generali	"The Tutorial and Research Workshop on Perception and Interactive Technologies (PIT 2006)"--Pref.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Head Pose and Eye Gaze Tracking -- Guiding Eye Movements for Better Communication and Augmented Vision -- Detection of Head Pose and Gaze Direction for Human-Computer Interaction -- Modelling and Simulation of Perception -- Modelling and Simulation of Spontaneous Perception Switching with Ambiguous Visual Stimuli in Augmented Vision Systems -- Neural Network Architecture for Modeling the Joint Visual Perception of Orientation, Motion, and Depth -- Integrating Information from Multiple Channels -- AutoSelect: What You Want Is What You Get: Real-Time Processing of Visual Attention and Affect -- Emotion Recognition Using Physiological and Speech Signal in Short-Term Observation -- Visual and Auditory Displays Driven by Perceptive Principles -- Visual Attention in Auditory Display -- A Perceptually Optimized Scheme for Visualizing Gene Expression Ratios with Confidence Values -- Spoken Dialogue Systems -- Combining Speech User Interfaces of Different Applications -- Learning and Forgetting of

Speech Commands in Automotive Environments -- Help Strategies for
Speech Dialogue Systems in Automotive Environments -- Multimodal
and Situated Dialogue Systems -- Information Fusion for Visual
Reference Resolution in Dynamic Situated Dialogue -- Speech and 2D
Deictic Gesture Reference to Virtual Scenes -- Combining Modality
Theory and Context Models -- Integration of Perceptive Technologies
and Animation -- Visual Interaction in Natural Human-Machine
Dialogue -- Multimodal Sensing, Interpretation and Copying of
Movements by a Virtual Agent -- Poster Session -- Perception of
Dynamic Facial Expressions of Emotion -- Multi-level Face Tracking for
Estimating Human Head Orientation in Video Sequences -- The Effect
of Prosodic Features on the Interpretation of Synthesised Backchannels
-- Unsupervised Learning of Spatio-temporal Primitives of Emotional
Gait -- System Demonstrations -- Talking with Higgins: Research
Challenges in a Spoken Dialogue System -- Location-Based Interaction
with Children for Edutainment -- An Immersive Game – Augsburg
Cityrun -- Gaze-Contingent Spatio-temporal Filtering in a Head-
Mounted Display -- A Single-Camera Remote Eye Tracker -- Miniature
3D TOF Camera for Real-Time Imaging.
