

1. Record Nr.	UNISA996466223403316
Titolo	Affective Computing and Intelligent Interaction [[electronic resource] ] : First International Conference, ACII 2005, Beijing, China, October 22-24, 2005, Proceedings / / edited by Jianhua Tao, Tieniu Tan, Rosalind W. Picard
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2005
ISBN	3-540-32273-6 3-540-29621-2
Edizione	[1st ed. 2005.]
Descrizione fisica	1 online resource (XIX, 1008 p.)
Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 3784
Classificazione	54.74
Disciplina	004/.019
Soggetti	Artificial intelligence Optical data processing Pattern recognition User interfaces (Computer systems) Artificial Intelligence Image Processing and Computer Vision Pattern Recognition Computer Imaging, Vision, Pattern Recognition and Graphics User Interfaces and Human Computer Interaction
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	Affective Face and Gesture Processing -- Affective Speech Processing -- Evaluation of Affective Expressivity -- Affective Database, Annotation and Tools -- Psychology and Cognition of Affect -- Affective Interaction and Systems and Applications.
Sommario/riassunto	This volume contains the proceedings of the 1st International Conference on Affective Computing and Intelligent Interaction (ACII 2005) held in Beijing, China, on 22–24 October 2005. Traditionally, the machine end of human–machine interaction has been very passive, and certainly has had no means of recognizing or expressing affective information. But without the ability to process such information,

computers cannot be expected to communicate with humans in a natural way. The ability to recognize and express affect is one of the most important features of human beings. We therefore expect that computers will eventually have to have the ability to process affect and to interact with human users in ways that are similar to those in which humans interact with each other. Affective computing and intelligent interaction is a key emerging technology that focuses on mediated aspects of the recognition, understanding, and expression of affective and emotional states by computers. The topic is currently a highly active research area and is receiving increasing attention. This strong interest is driven by a wide spectrum of promising applications such as virtual reality, network games, smart surveillance, perceptual interfaces, etc. Affective computing and intelligent interaction is a multidisciplinary topic, involving psychology, cognitive science, physiology and computer science. ACII 2005 provided a forum for scientists and engineers to exchange their technical results and experiences in this fast-moving and exciting field. A total of 45 oral papers and 82 poster papers included in this volume were selected from 205 contributions submitted by researchers worldwide.

---