International Workshop on multImedia Techniques for augmEnted Reality: PResence and Emotion in virtual environment

InTERPRET 2012

Co-located with:
SITIS 2012 - the 8th International Conference on Signal-Image Technology & Internet-Based Systems

25-29 November 2012, Sorrento - Naples, Italy

Scope of the Workshop

There is a strong evidence that future human-computer interfaces will enable more natural and intuitive communication between people and all kinds of devices equipped with sensors, thus more closely resembling human-human communications. Progress in human computer interactions has introduced innovative technologies that empower users to interact with computer system in increasingly natural and intuitive ways. This progress has a great impact in the virtual-augmented reality, improving the immersiveness making simulations more realistic.

Virtual Reality and Augmented Reality are nowadays part of the daily life of people for entertainment, shopping, travelling, as well as for professional. The user is now at the center not only as a customer but also as an information provider; therefore, the relation between the human being and the technology becomes essential. People do not communicate with words only but also with facial expression and gesture that express emotional states. When two or more people get connected, understanding the emotions of each other is important to carry out an effective communication. The sensation of "being there" in a virtual situation assures a natural interaction with the technology and improves its effectiveness.

The scope of this second edition of InTERPRET workshop is to investigate new approaches for involve users' emotional states in advanced human/computer interaction. The workshop will bring together researchers, psychologists, designers and human/computer experts, both from academia and industry, with a common objective: go beyond the frontiers of today interactivity in Virtual Environments.

Topics of interest include (but are not limited to):

- Augmented Reality: applications and impact on the user
- Presence in shared virtual environments
- Real bodies and avatars
- Cognitive processes and the sense of presence
- Neuropsychology of presence and emotional state
- Haptic and Sound in virtual and augmented environment
- Affective and socio-affective interfaces
- Emotional state with Augmented Reality experience: measurement techniques
- Multimedia Interaction

- Multimedia Signal Processing for Human-Computer Interaction
- Intelligent User Interfaces
- Audio-based interaction

Chairs

M. Anisetti, Università degli studi di Milano, Italy
V. Bellandi, Università degli studi di Milano, Italy
L. Gallo, ICAR-CNR, Italy

Submission guidelines

All submissions should be in IEEE conference style and PDF format. Papers may not exceed 8 pages. Two extra pages can be purchased. Paper submission will only be online via: Easy Chair: https://www.easychair.org/account/signin.cgi?timeout=1;conf=sitis2012
The online system will be used to handle and process all papers and to prepare for the final proceedings. All submitted papers will be carefully evaluated by at least two reviewers. The organizers will examine the reviews and make final paper selections. More details about the submission process can be found on the conference website.

Publication

Accepted papers will be included in the conference proceedings and published by IEEE Computer Society and referenced in IEEE explore and major indexes. The proceedings will be available at the conference. Extended version of selected accepted papers will be considered for publication in major journals.

Registration

At least one author of each accepted paper must register for the workshop. Registration must be done on the SITIS website at the time when the author sends the camera-ready copy of the accepted paper to the workshop chair. Workshop registration fee is determined by SITIS. A single registration for the workshop or the conference allows to attend both events.

Important dates

* Paper Submission: September 30, 2012
* Acceptance/Reject notification: October 13, 2012
* Camera ready: October 15, 2012
* Author registration: October 20, 2012