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The 7th International Conference on
SIGNAL IMAGE TECHNOLOGY & INTERNET BASED SYSTEMS (IEEE-SITIS'11)
November 28 - December 1, 2011

Workshop ON

Multimedia Techniques for Augmented Reality:
Presence and Emotion in Virtual Environment (INTERPRET)

University of Bourgogne (Dijon, France)
(Science and Technology Faculty, Mirande)

web site : <http://www.u-bourgogne.fr/sitis>

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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 the interpret workshop is to investigate new approaches for detecting users' emotional states improving human/computer interaction.

This workshop aimed of researchers working with new technologies, psychologists, designers and human/computer experts who investigate human-centered technology.

The workshop will bring together researchers both from academia and industry on different disciplines with a common objective: go beyond the frontiers of today Virtual Environments.

Topics of interest include

- 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

Chairs

M. Sacco ITIA CNR Milano, Italy

M. Anisetti Università degli studi di Milano, Italy

V. Bellandi Università degli studi di Milano, Italy

Program Committee

E. Damiani Università degli studi di Milano, Italy

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L. Gallo ICAR CNR Napoli, Italy

Submission and publication

Papers must be up to 8 pages and follow IEEE double columns publication format. Accepted papers will be included in the conference proceedings and published by IEEE Computer Society and referenced in IEEE explore and major indexes.

Extended version of selected accepted papers will be considered for publication in major journals.

Best paper awards will be distributed during the conference.

Important dates

* Paper Submission: September 12, 2011

* Acceptance/Reject notification: October 03, 2011

* Camera ready: October 16, 2011

* Author registration: October 16, 2011

More details about the submission process can be found on the conference website:

<http://www.u-bourgogne.fr/SITIS>