EPIC@ECCV16

The First International Workshop on Egocentric Perception, Interaction and Computing

Amsterdam - October 9th, 2016

Egocentric perception introduces a series of challenging questions for Computer Vision and Multimedia as motion, real-time responsiveness and generally uncontrolled interactions in the wild are more frequently required or encountered. Questions such as what to interpret as well as what to ignore, how to efficiently represent egocentric actions and how captured information can be turned into useful data for guidance or log summaries become central. Eyewear devices are becoming increasingly popular, both as research prototypes and off-the-shelf products. They can acquire images and videos, with different resolutions and frame rates, and can collect multimodal data such as gaze information, GPS position, IMU data, etc. Being connected with head-mounted displays they can also provide new forms of visualization. Based on this rapid progress, we believe that we are only at the beginning and these technologies and their application can have a great impact on our life.
In fact, these Eyewear devices will be able to automatically understand what the wearer is doing, acting, manipulating or where his attention goes on. They will also able to recognize the surrounding scene and understand gestures and social relationships.
This new EPIC@X series of workshops aims to bring together the various communities that are relevant to egocentric perception including Computer Vision, Multimedia, HCI and the Visual Sciences and is planned to be held on the major conferences in these fields. EPIC@ECCV will accept Full Papers for novel work, and Extended Abstracts for ongoing or already published work. Both research and application works related to Egocentric Perception, Interaction and Computing are encouraged, including those that can be demonstrated or are in the prototype stages.

Submissions are expected to deal with human-centric perception including, but not limited to:
- Eyewear devices for egocentric perception and computation
- Eyewear devices for acquisition and visualization
- Egocentric vision for object/event recognition
- Egocentric vision for summarization
- Egocentric vision for social interaction and human behavior understanding
- Egocentric vision for children and education
- Egocentric vision for health
- Head-mounted eye tracking and gaze estimation
- Computational visual behaviour analysis
- Attention modelling and next fixation prediction
- Eye-based human-computer interaction
- Human and wearable devices interaction
- Symbiotic human-machine vision systems
- Affective computing with respect to wearable devices
- Interactive AR/VR and Egocentric perception
- Augmented human performance
- Interactive AR/VR and Egocentric perception
- (Eye-based) daily life and activity monitoring
- Benchmarking and quantitative evaluation with human subject experiments

Important Dates:

Sub. Full Papers (8-14 pages): July 15, 2016
Sub. Extended Abstracts (2-4 pages): Sept 1, 2016
Notification of acceptance: July 25, 2016
Camera ready version: July 30, 2016

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http://www.eyewear-computing.org/EPIC_ECCV16/