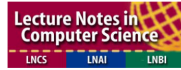


International Workshop on Understanding Human Activities through 3D Sensors



Cancun, Mexico, December 4, 2016

<http://www-rech.telecom-lille.fr/uha3ds2016>

In conjunction with the 23rd International Conference on Pattern Recognition (ICPR 2016)

Organizing Committee:

Mohamed Daoudi - France
Francisco Flórez-Revuelta - UK
Pietro Pala - Italy
Hazem Wannous - France

Program Committee:

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Formerly introduced for interactive entertainment and gaming, RGB-D scanning devices pave the way to more robust and accurate approaches in a broad range of application domains including surveillance, active and assisted living, smart homes and natural human computer interfaces to say a few. The availability of synchronized colour and depth data over time has led to an explosive growth of research targeting the design of systems that rely on computer vision and machine learning models to understand human activities carried out individually as well as collaboratively. This workshop is to bring together leading researchers in this and related fields to advocate and promote the research into understanding human activities through 3D sensors. The workshop aims to provide an interactive platform for researchers to disseminate their most recent research results, discuss rigorously and systematically potential solutions and challenges, and promote new collaborations among researchers.

Relevant topics for the workshop include but are not limited to:

1. Human action recognition
2. Daily activity analysis
3. Behaviour analysis in social contexts
4. Human body language
5. Modelling and recognition of gestures, actions and group activities
6. Bodily expression analysis and synthesis
7. 3D pose estimation
8. Hand gesture analysis
9. Social Human-Computer-Interfaces
10. Human body motion, detection and analysis
11. Person re-identification for long term behaviour analysis
12. Benchmark datasets for human activities and actions
13. Applications in tele-rehabilitation, gaming, augmented reality, biometry and surveillance

Review process

The review process will comply with the standard review process of ICPR conference. Each paper will receive at least three reviews from the experts in the field.

Submission instructions

Papers accepted for publication at the UHA3DS 2016 workshop will be published in the workshop notes, for distribution to the participants and will be published online in the website of the workshop. The post-proceedings of UHA3DS 2016 workshop will be published by Springer's LNCS series. ~~Submissions may be up to 6 six pages in conference paper format.~~ The papers need to be between 10 to 15 pages in the Springer's single column style.

Invited speaker:

Rita Cucchiara: *Social behaviour analysis through 3D sensors*

Important Datas

Paper submission deadline: ~~September 04, 2016~~ September 18, 2016

Notification of acceptance: ~~October 09, 2016~~ October 23, 2016

Camera ready paper submission: ~~October 19, 2016~~ November 02, 2016

FOR MORE INFORMATION: <http://www-rech.telecom-lille.fr/uha3ds2016>