ICICC-2020
International Conference on Innovative Computing and Communication
Organized by Shaheed Sukhdev College of Business Studies, New Delhi, India
On 21-23rd Feb 2020.

************** CALL FOR PAPERS **************

SPECIAL SESSION ON

Computer Vision and its applications in synergy with Ego-centric Perception, Interaction and

Computing

SESSION ORGANIZERS:
Dr.G.Vithya
Professor
Department of Computer Science and Engineering
KL University, Vijayawada, AP, India.
vithyamtech@gmail.com

Prof.J.Naren
Assistant Professor
School of Computing
SASTRA Deemed University
Thanjavur – 613 401
naren.jeeva3@gmail.com

SESSION DESCRIPTION

The Special Session encompasses areas of Computer vision and its applications on human action analysis, Object –Event Recognition and many more. Egocentric vision, an offshoot of Computer Vision provides uniqueness in understanding the visual world by analyzing images and videos captured by a digital camera. Egocentric perception leads to the understanding of an individual through daily activities encompasses Computational algorithms namely Machine and Deep learning that are applied for deciding the efficiency of the work done by human beings through emotions, gestures is a new arena for researchers.

RECOMMENDED TOPICS

Topics to be discussed in this special session include (but are not limited to) the following:

Egocentric Vision and its Applications
- Egocentric vision for human gestures
- Egocentric vision for Real time Image recognition
- Egocentric vision for human behavioural analysis
- Egocentric vision for habit prediction
- Egocentric vision for children, Education, health

Human computer Interaction and Affective Computing
- Head-mounted eye tracking and gaze estimation
- Computational visual behavior analysis
- Eye-based human-computer interaction
- Human and wearable devices interaction
- Symbiotic human-machine vision systems
- Affective computing with respect to wearable devices

Egocentric Perception and Computation
- Eyewear devices for egocentric perception and computation
- Eyewear devices for acquisition and visualization
- Interactive AR/VR and Egocentric perception
- Egocentric vision in human and computer
- Daily life and activity monitoring
- Augmented human performance
- Benchmarking and quantitative evaluation with human subject experiments

Machine Learning and Deep Learning Applications for Computer Vision and Affective Computing

- Machine Learning for Affective Computing
- Deep learning for Affective Computing
- Machine Learning for Computer Vision
- Deep learning for Computer Vision

SUBMISSION PROCEDURE

Researchers and practitioners are invited to submit papers for this special theme session on **Computer Vision and its applications in synergy with Ego-centric Perception, Interaction and Computing on or before December 1, 2019.** All submissions must be original and may not be under review by another publication. INTERESTED AUTHORS SHOULD CONSULT THE CONFERENCE'S GUIDELINES FOR MANUSCRIPT SUBMISSIONS at http://icicc-conf.com/paper_submission.html. All submitted papers will be reviewed on a double-blind, peer review basis.

NOTE: While submitting paper in this special session, please specify **Computer Vision and its applications in synergy with Ego-centric Perception, Interaction and Computing on or before December 1, 2019** at the top (above paper title) of the first page of your paper.

* * * * * *